Research Topics:

Screen switching & layout management

The first thing I did in preparation for this part of the code was going through this tutorial: <https://developer.xamarin.com/guides/android/getting_started/hello,android_multiscreen/>

Sadly, I realized that, while helpful in getting me acclimated to some aspects of Xamarin development, was not going to be useful in the project, I needed something more direct and simplistic, as I wanted to simply switch to a new activity. I then learned that I can simply tie StartActivity to a button, and then load the layout within the new Activity.

<https://forums.xamarin.com/discussion/29736/linking-buttons-with-other-layouts>

Programmatically adding elements into a mobile layout

From what I’ve gathered, there are many different ways to add elements to a mobile layout without using the visual editor or editing the axml code directly, depending on what you’re adding, what layout you’re using, and how exactly you want to add the elements. In my case, I believe the easiest approach would be to create the element first, and then use the AddView method to add the element to the layout.

Source: <https://stackoverflow.com/questions/44111588/xamarin-creating-elements-dynamically>

More specifically, to get this to properly work as I intend it to, it also seems like I’m going to have to specify the layout parameters so the element I’m adding knows where and how to position itself. I’ll need to make use of ViewGroups to specify the details.

Source: <https://stackoverflow.com/questions/7195056/how-do-i-programmatically-add-buttons-into-layout-one-by-one-in-several-lines>

<https://stackoverflow.com/questions/22199063/monodroid-add-edittext-programmatically-to-layout-view>