

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > [app] C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\layout\activity_main.xml

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures 3:Build Logcat Profiler Run Event Log

Gradle

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash
21                finish();
22
23                // launch the MainActivity
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
30
31        Timer opening = new Timer();
32        opening.schedule(task, DELAY);
33
34    } // end onCreate method
35
36    } // end SplashActivity class
37
38
39
40
41 }
```

In Part 2 of this lesson, we completed and tested the app's timed splash screen (Splash activity).
In this part of Lesson 8, we complete the layout for the MainActivity.

SplashActivity > onCreate()

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (17 minutes ago) 37:39 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > SplashActivity.java

1: Project 2: Resource Manager 3: Favorites 4: Build Variants 5: Layout Captures 6: Build Scripts

Switch to the main layout

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_main);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
30
31        task.schedule(DELAY);
32
33    } // end onCreate method
34
35
36    Timer opening = new Timer();
37    opening.schedule(task, DELAY);
38
39 } // end SplashActivity class
40
41
```

SplashActivity > onCreate()

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (17 minutes ago) 37:39 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

Android Project Resource Manager

1:Project

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

2:Structure

3:Favorites

Build Variants

Layout Captures

4:Build

5:Logcat

6:Profiler

7:Run

8: TODO

9: Terminal

10: Event Log

11: Device File Explorer

activity_main.xml

MainActivity.java

SplashActivity.java

Pixel 28 AppTheme Default (en-us)

32% Attributes

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

8dp

No component selected.

Select a component in the Component Tree or on the Design Surface.

We'll change to a vertical LinearLayout
Start by bringing up the layout's text view

Design Text

Palette Component Tree ConstraintLayout

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

Android Project Resource Manager Favorites Build Variants Layout Captures

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
```

Select the current ConstraintLayout's full path, type 'Linear' ...

Preview

Palette

Pixel 28 AppTheme

8dp

Design Text

android.support.constraint.ConstraintLayout

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (18 minutes ago)

43 chars 2:45 CRLF 4 spaces

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1: Project 2: Resource Manager 3: Favorites 4: Build Variants 5: Layout Captures 6: Layout Inspector

Preview Palette Gradle Device File Explorer

Activity Main XML Editor:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">
```

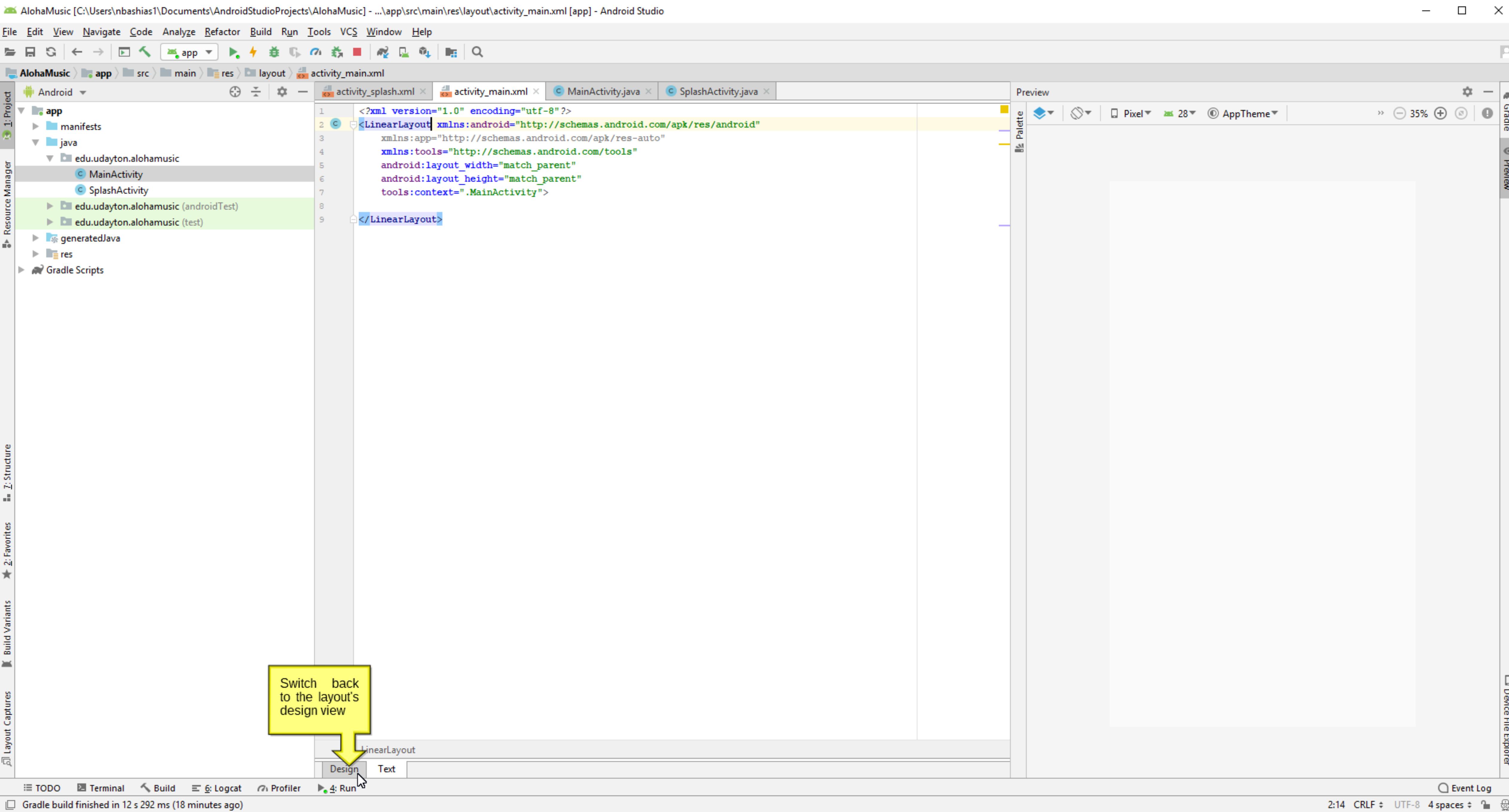
... and select LinearLayout from the completion menu that appears

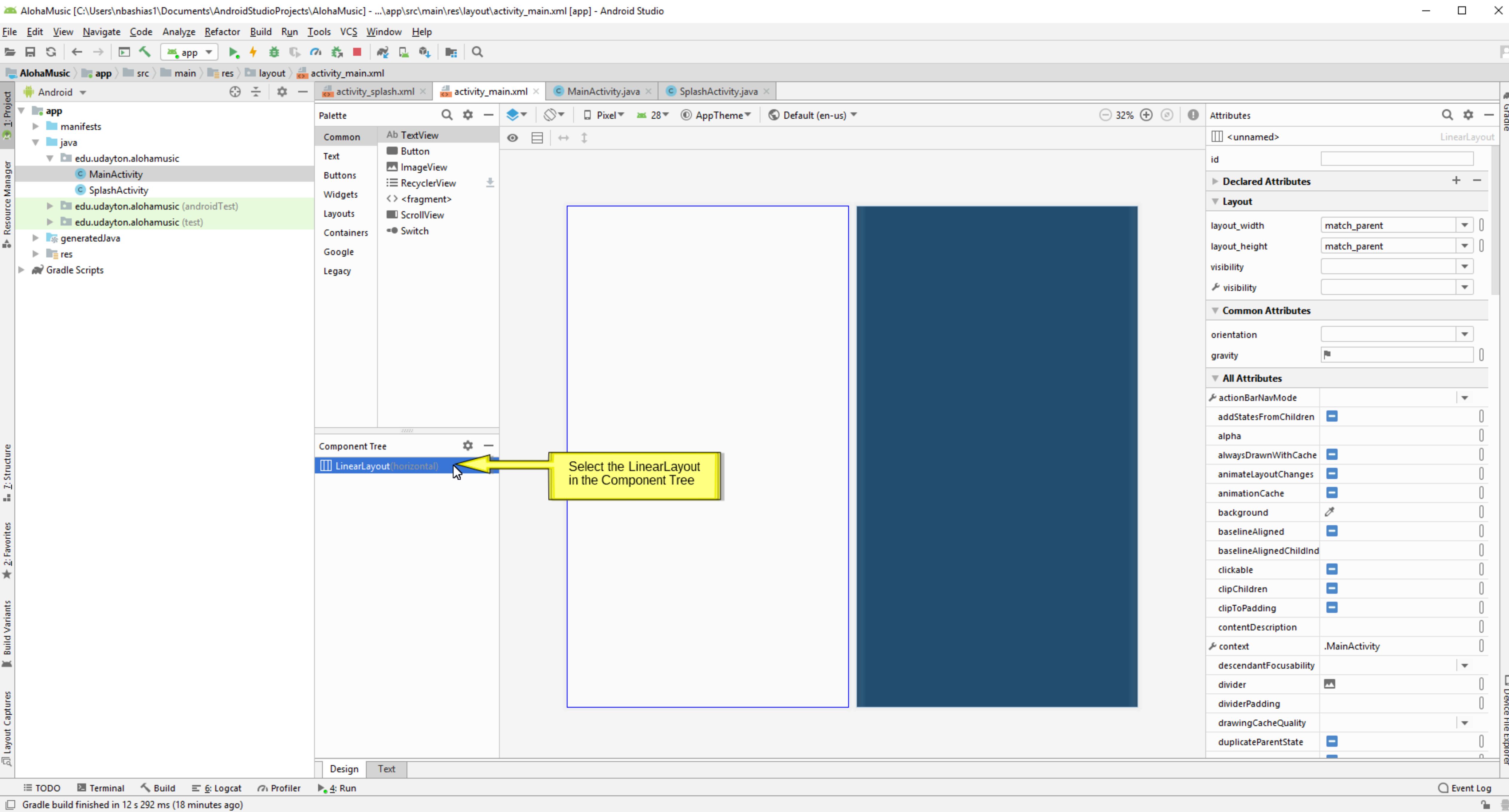
Design Text

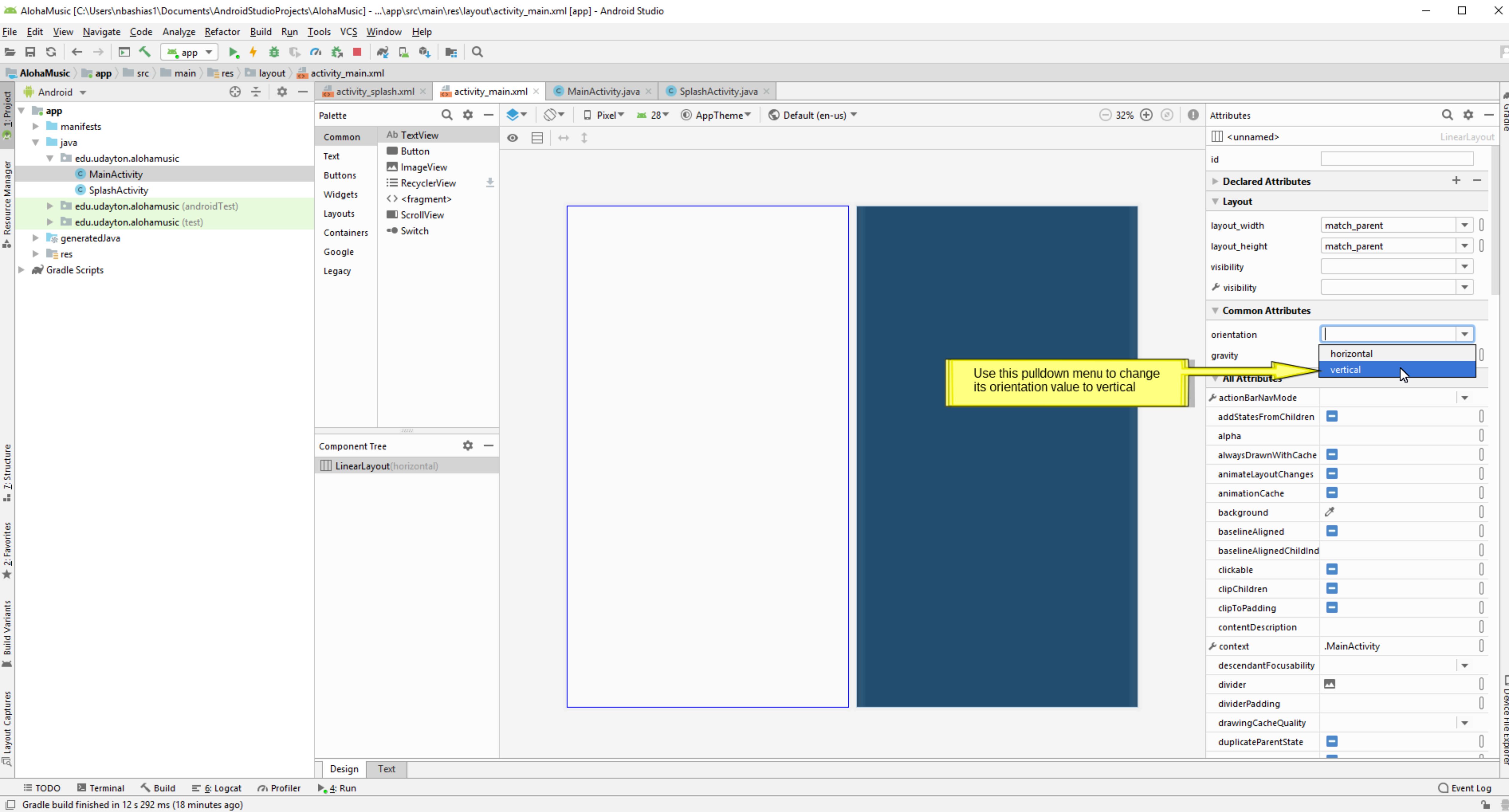
Linear

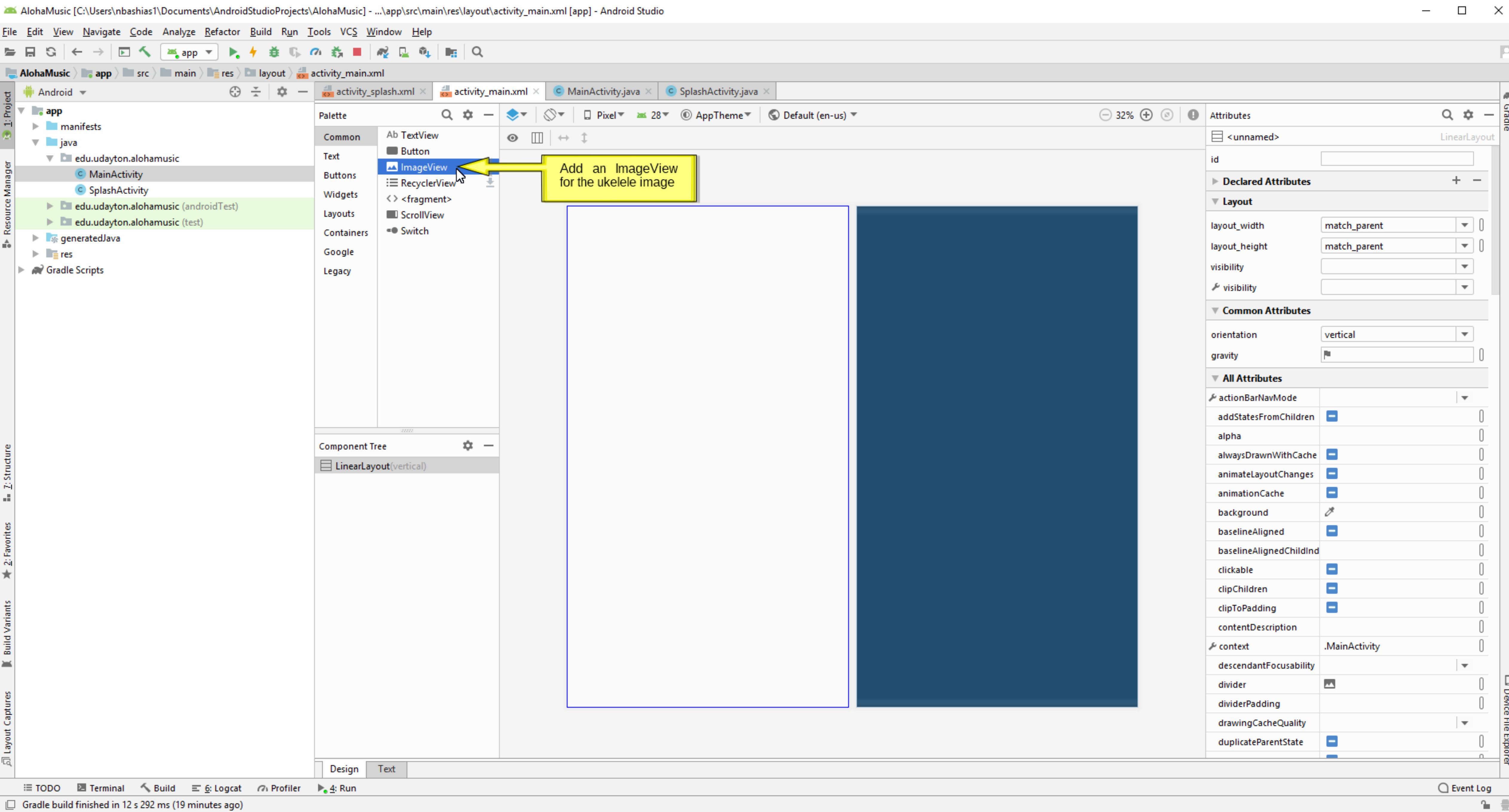
TODO Terminal Build Logcat Profiler Run

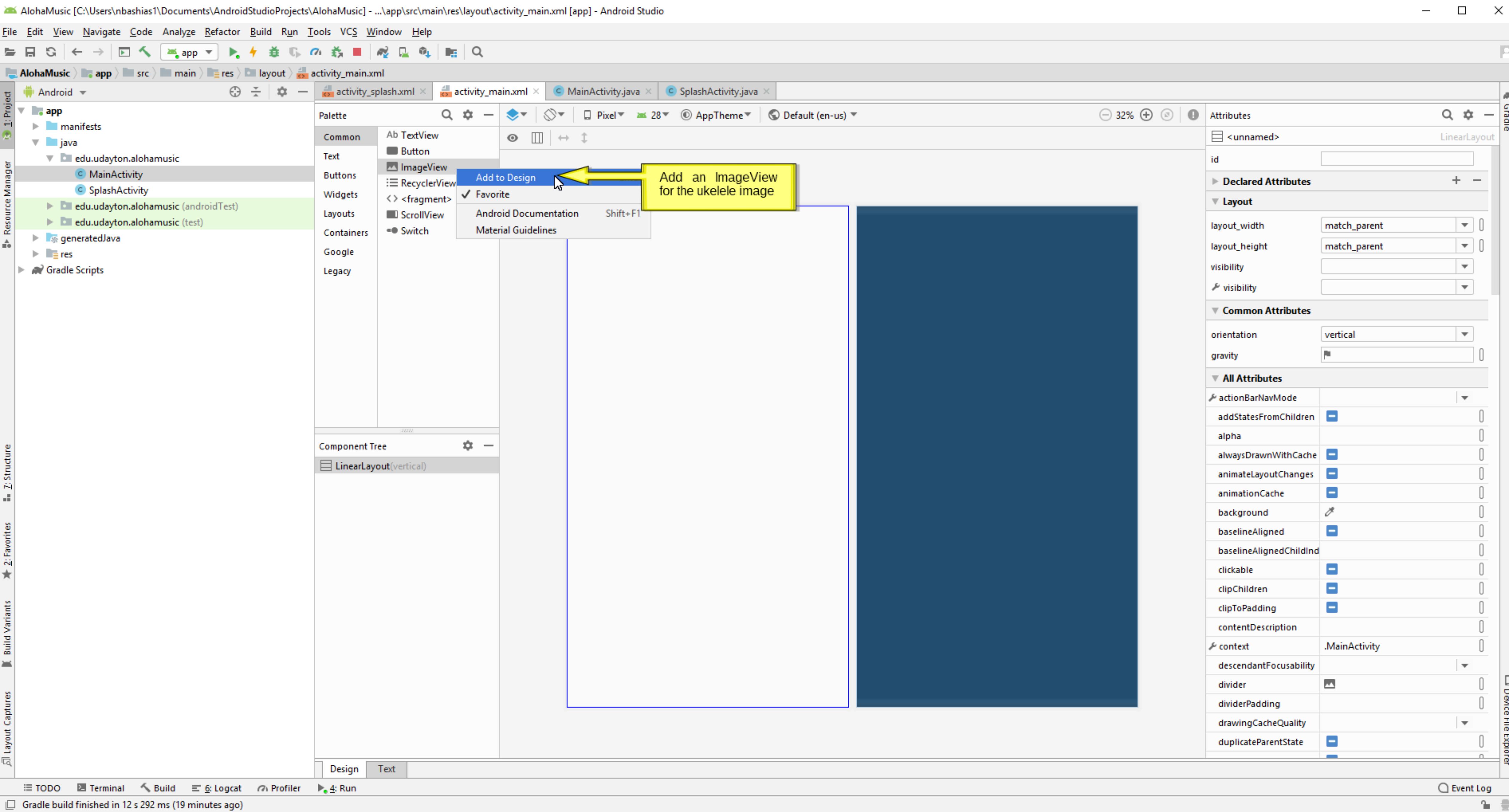
Gradle build finished in 12 s 292 ms (18 minutes ago) 2:8 CRLF 4 spaces

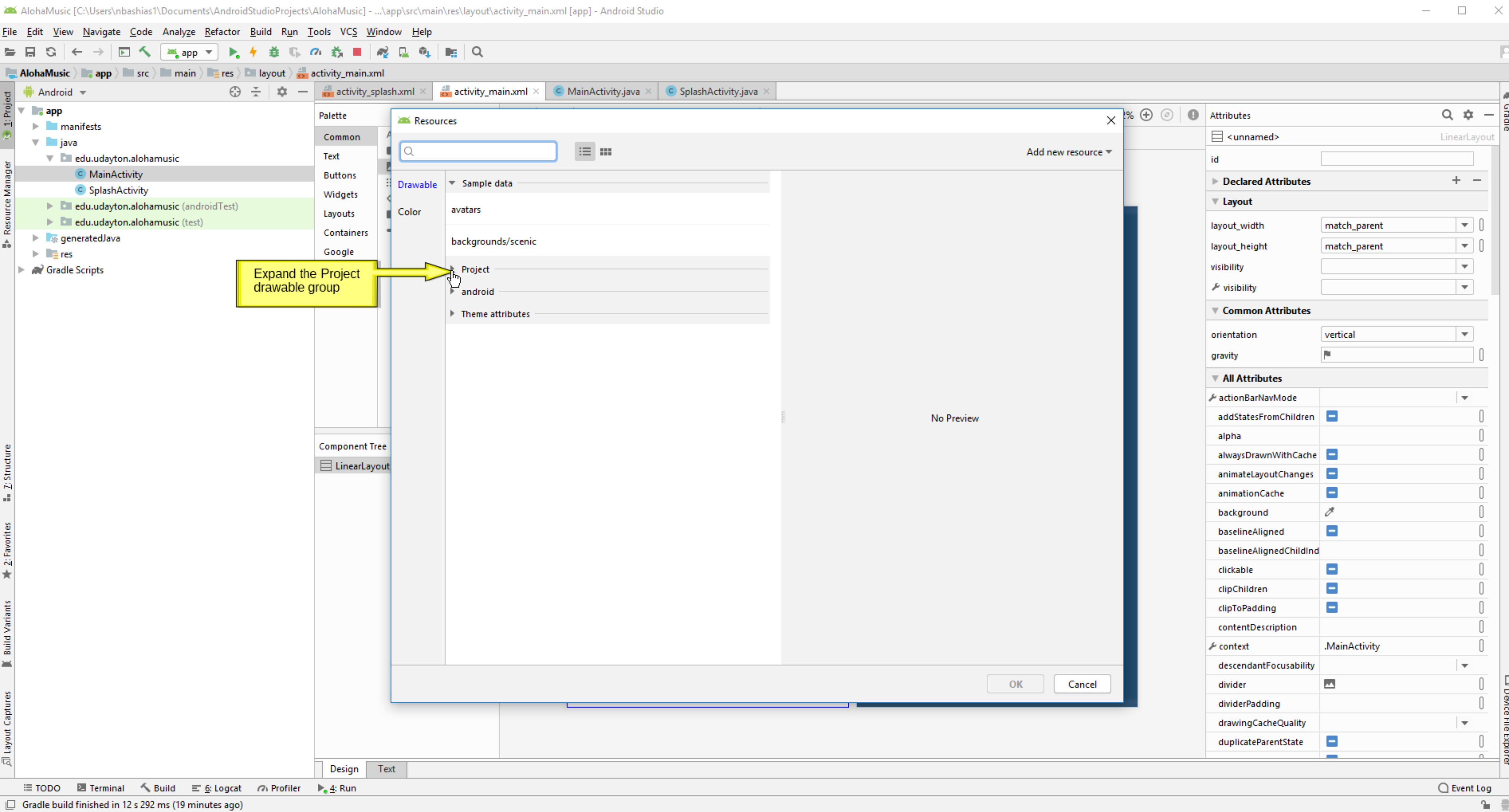












AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Page Header

Page Footer

Gradle

Activity Main XML Editor

File: activity_main.xml

MainActivity.java

SplashActivity.java

Attributes

id: <unnamed>

Declared Attributes

Layout

- layout_width: match_parent
- layout_height: match_parent
- visibility: visible
- visibility: visible

Common Attributes

- orientation: vertical
- gravity: center

All Attributes

- actionBarNavMode: navigation_bar
- addStatesFromChildren: false
- alpha: 1.0
- alwaysDrawnWithCache: false
- animateLayoutChanges: false
- animationCache: false
- background: @color/white
- baselineAligned: false
- baselineAlignedChildInd: false
- clickable: false
- clipChildren: false
- clipToPadding: false
- contentDescription: null
- context: .MainActivity
- descendantFocusability: block
- divider: @color/white
- dividerPadding: 16dp
- drawingCacheQuality: high
- duplicateParentState: false

Palette

Resources

Add new resource

Sample data

Name: ukulele

Default

PNG

Drawable

Color

Component Tree

LinearLayout

Sample data

avatars

backgrounds/scenic

Project

- drums
- hawaii
- ic_launcher
- ic_launcher_background
- ic_launcher_foreground
- ic_launcher_round
- ukulele

@drawable/ukulele

ukulele.png

1. Select the ukulele drawable resource (image)

2. Click OK

OK Cancel

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (19 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

Android

Project

app
manifests
java
edu.udayton.alohamusic
MainActivity
SplashActivity
edu.udayton.alohamusic (androidTest)
edu.udayton.alohamusic (test)
generatedJava
res
Gradle Scripts

Resource Manager

1: Project

2: Favorites

3: Structure

4: Layout Captures

5: Build Variants

6: Component Tree

7: Design

8: Text

9: TODO

10: Terminal

11: Build

12: Logcat

13: Profiler

14: Run

15: Event Log

16: Device File Explorer

activity_main.xml

MainActivity.java

SplashActivity.java

Pixel 28 AppTheme Default (en-us)

32% Attributes

Set the ImageView's ID

Declared Attributes

Layout

Common Attributes

All Attributes

Attributes

imageView

ukuleleImageView

ImageView

Component Tree

LinearLayout(vertical)

imageView

Image

Yellow callout box: Set the ImageView's ID

Yellow arrow pointing from the callout box to the text field containing "ukuleleImageView".

The screenshot shows the Android Studio interface for editing the "activity_main.xml" layout file. The layout consists of a single "ImageView" containing a photo of a man playing a ukulele. The "attività_main.xml" tab is selected in the top navigation bar. The "Design" tab is active at the bottom. In the palette on the left, the "Common" category is selected, showing "ImageView" as the currently chosen item. The "Declared Attributes" panel on the right shows attributes like "layout_width: match_parent", "layout_height: wrap_content", and "srcCompat: @drawable/ukulele". The "Component Tree" panel shows a "LinearLayout" with a single child "imageView". A yellow callout box with the text "Set the ImageView's ID" points to the "ukuleleImageView" text field in the "Declared Attributes" panel. A yellow arrow also points from the callout box to the text field. The status bar at the bottom indicates a successful Gradle build: "Gradle build finished in 12 s 292 ms (19 minutes ago)".

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2:Favorites

Component Tree

LinearLayout(vertical)

ukeleleImageView

Attributes

ukuleleImageView

id

Declared Attributes

Layout

layout_width

match_parent

layout_height

wrap_content

layout_weight

visibility

✓ visibility

Common Attributes

srcCompat

✓ srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

✓ fadingEdge

fadingEdgeLength

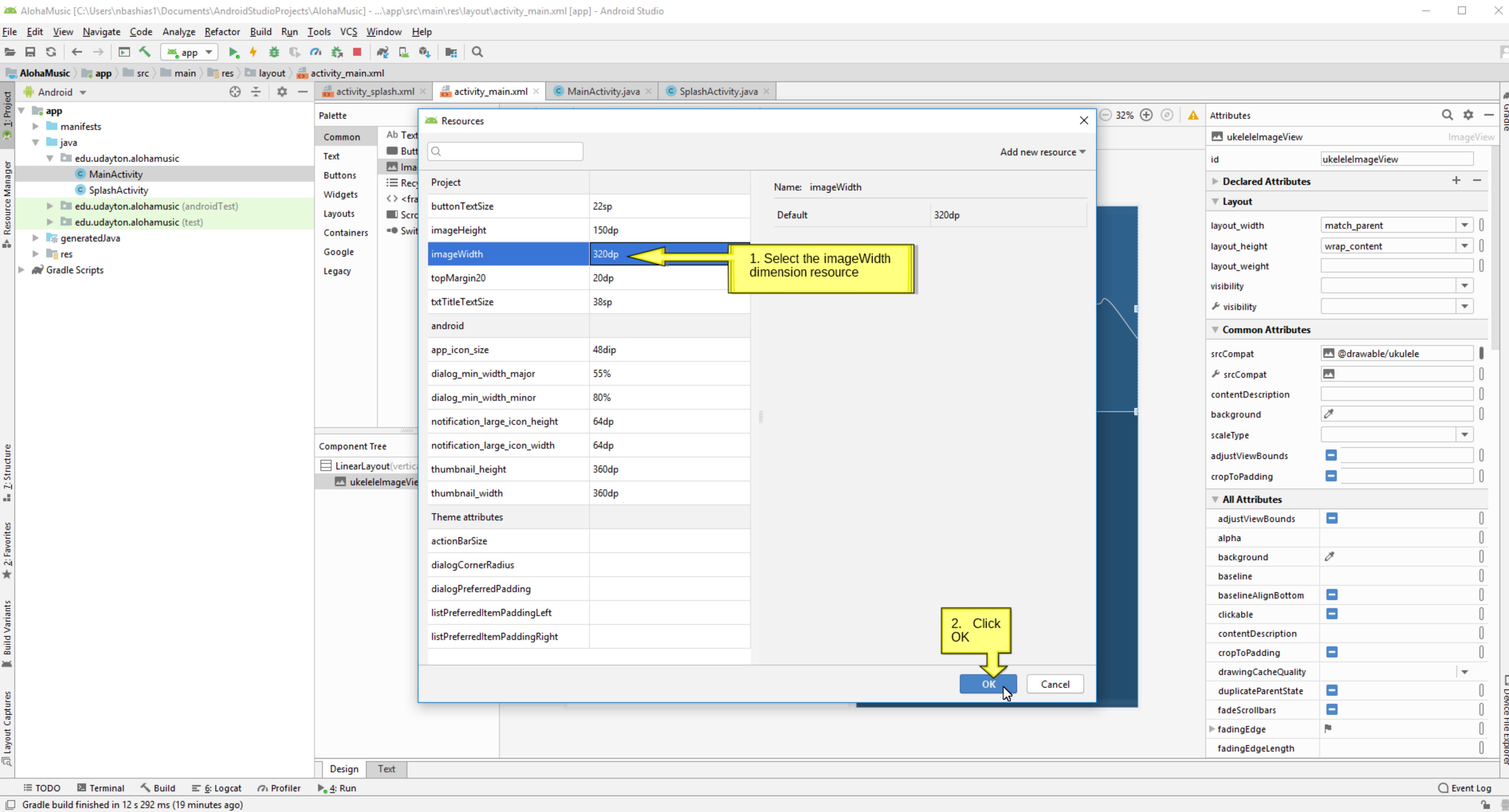
Use the Resources manager to set the image's width

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (19 minutes ago)

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The main view displays a Linear Layout containing an ImageView component, which is currently set to 'match_parent' for its width. A yellow callout box with the text 'Use the Resources manager to set the image's width' points to the 'layout_width' attribute in the Attributes panel. The Project Navigators sidebar on the left shows the project structure, including Java files for MainActivity and SplashActivity. The bottom navigation bar includes tabs for TODO, Terminal, Build, Logcat, Profiler, Run, and Event Log.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

2:Favorites

Build Variants

Component Tree

LinearLayout(vertical)

ukeleleImageView

Attributes

ukuleleImageView

id ukuleleImageView

Declared Attributes

Layout

layout_width @dimen/imageWidth

layout_height wrap_content

layout_weight

visibility

Common Attributes

srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

fadingEdge

fadingEdgeLength

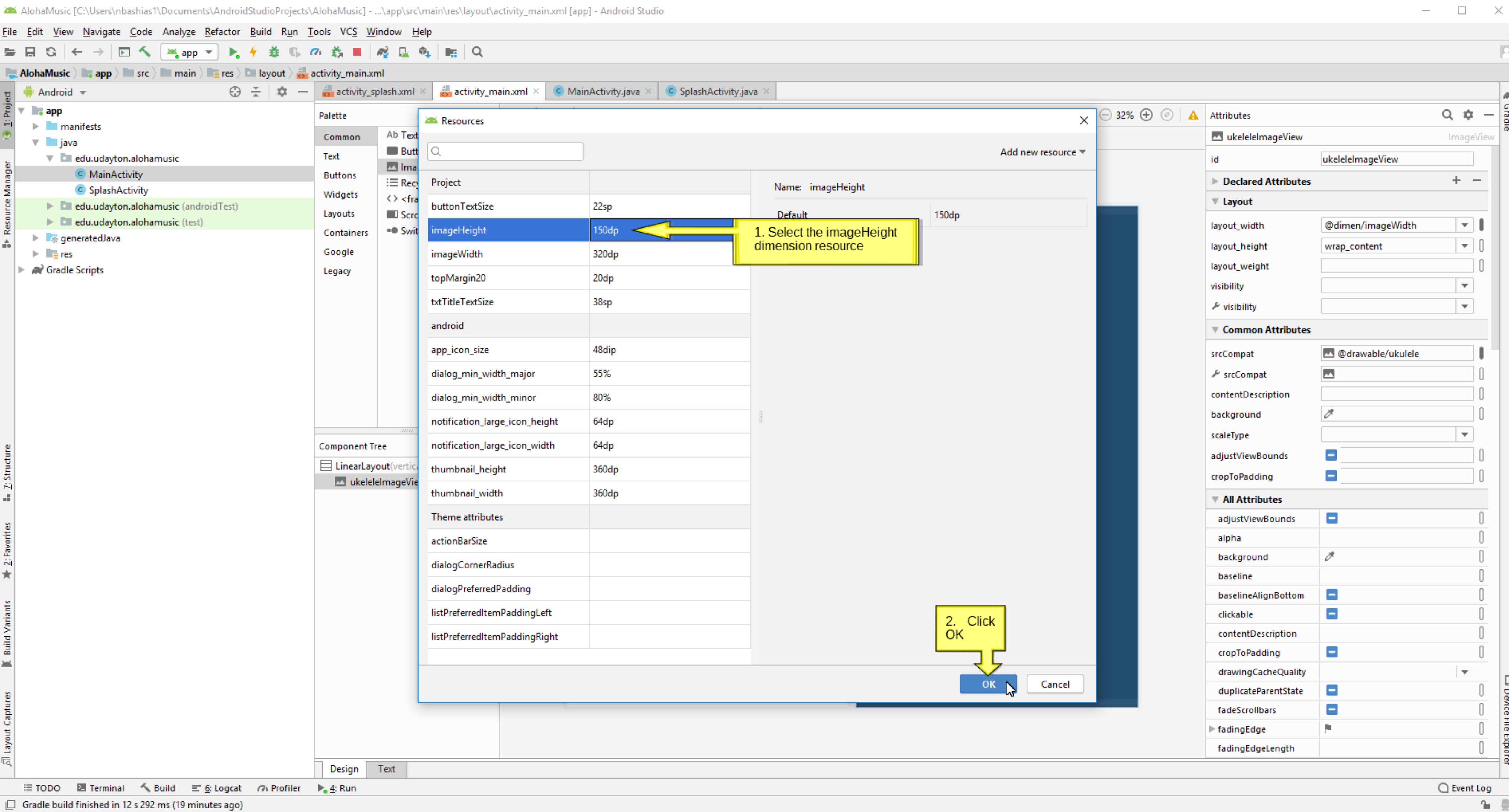
Use the Resources manager to set the image's height

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (19 minutes ago)

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The main area displays a UI design featuring a 'ukeleleImageView' containing a photo of a man playing a ukulele, positioned above a large blue 'ImageView' with the text 'ImageView' on it. The 'Attributes' panel on the right is open, showing properties for the 'ukuleleImageView'. A yellow callout box with the text 'Use the Resources manager to set the image's height' has an arrow pointing to the 'layout_height' field, which is currently set to 'wrap_content'. The 'Component Tree' panel on the left shows a 'LinearLayout' containing the 'ukeleleImageView' component.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Activity Main XML

Attributes

ukuleleImageView

id ukuleleImageView

Declared Attributes

Layout

layout_width @dimen/imageWidth

layout_height @dimen/imageHeight

layout_weight

visibility

visibility

Common

Ab TextView

Button

ImageView

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)

ukuleleImageView

32%

Pixel 28 AppTheme Default (en-us)

Use the Resources manager to set the image's content description

Detailed Description: This screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The left sidebar displays the project structure, with the 'app' module selected. The main workspace shows a 'LinearLayout' containing a single 'ImageView' component, which displays an image of a person playing a ukulele. The 'Attributes' panel on the right shows the 'ukuleleImageView' with its 'id' set to 'ukuleleImageView'. A yellow callout box with the text 'Use the Resources manager to set the image's content description' points to the 'contentDescription' attribute in the 'Attributes' panel. The 'Component Tree' panel on the left shows the same 'ukuleleImageView' node under the 'LinearLayout'. The top navigation bar includes standard options like File, Edit, View, Navigate, Code, Analyze, Refactor, Build, Run, Tools, VCS, Window, and Help.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures

Android

app
manifests
java
edu.udayton.alohamusic
MainActivity
SplashActivity
edu.udayton.alohamusic (androidTest)
edu.udayton.alohamusic (test)
generatedJava
res
Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette
Common Text Buttons Widgets Layouts Containers Google Legacy

Resources

Add new resource

Name: imgUkeleleDescription

Default Ukelele Picture

imgUkeleleDescription Ukelele Picture

txtSplashTitle Sounds of Hawaii

android

VideoView_error_button OK

VideoView_error_text_invalid_progress Hierdie video is nie geldig vir stro...

VideoView_error_text_unknown Kan nie hierdie video speel nie.

VideoView_error_title Videoprobleem

autofill Outovul

cancel Kanselleer

copy Kopieer

copyUrl Kopieer URL

cut Sny

defaultMsisdnAlphaTag MSISDN1

defaultVoiceMailAlphaTag Stemboodskap

dialog_alert_title Aandag

emptyPhoneNumber (Geen foornommer)

Component Tree

LinearLayout(vertical)
ukuleleImageView

EDIT TRANSLATIONS

OK Cancel

Attributes

ukuleleImageView ImageView

id ukuleleImageView

Declared Attributes

Layout

layout_width @dimen/imageWidth

layout_height @dimen/imageHeight

layout_weight

visibility

visibility

Common Attributes

srcCompat @drawable/ukulele

srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

fadingEdge

fadingEdgeLength

32% + A

1. Select the imgUkeleleDescription string resource

2. Click OK

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (20 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project 2:Resource Manager 3:Favorites 4:Layout Captures 5:Build Variants

Activity Main XML Editor

Top Bar: File, Edit, View, Navigate, Code, Analyze, Refactor, Build, Run, Tools, VCS, Window, Help

Toolbar: Back, Forward, Refresh, Run, Stop, Build, Save, Find, Replace, Open, New, Delete, Copy, Paste, Paste Special, Find in Path, Find in Project, Find in Code, Find in Comments, Find in Strings, Find in Layout, Find in Java, Find in XML, Find in Manifest, Find in Style, Find in Resource, Find in Asset, Find in Render, Find in Device, Find in Logcat, Find in Profiler, Find in Run, Find in Event Log.

Project Structure: Shows the project tree with app, manifests, java, and resources. The java folder contains MainActivity and SplashActivity. The resources folder contains generatedJava, res, and Gradle Scripts.

Activity Main XML Editor:

- Top Bar: activity_splash.xml, activity_main.xml, MainActivity.java, SplashActivity.java, Pixel, AppTheme, Default (en-us), 32%.
- Palette: Common (Text, Buttons, Widgets, Layouts, Containers, Google, Legacy), Text (Ab TextView, Button, ImageView, RecyclerView, <fragment>, ScrollView, Switch).
- Component Tree: LinearLayout (vertical) containing ukeleleImageView.
- Design View: Shows a blue background with a white border around the ImageView. A yellow callout points to the Attributes panel with the text "Expand the layout_margin attribute group".
- Attributes Panel: Shows attributes for ukeleleImageView, including layout_margin, layout_weight, layout_width, longClickable, maxHeight, maxWidth, minHeight, minWidth, nextFocusDown, nextFocusForward, nextFocusLeft, nextFocusRight, nextFocusUp, onClick, overScrollMode, padding, requiresFadingEdge, rotation, rotationX, rotationY, saveEnabled, scaleType, scaleX, scaleY, scrollIX, scrollY, scrollbarAlwaysDrawHoriz, scrollbarAlwaysDrawVert, scrollbarDefaultDelayBef, scrollbarFadeDuration, scrollbarSize, and scrollbarStyle.

Bottom Bar: TODO, Terminal, Build, Logcat, Profiler, Run, Event Log.

Logcat: Gradle build finished in 12 s 292 ms (20 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (20 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

ukeleleImageView

layout_margin [?, ?, ?, ?, ?]

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width @dimen/imageWidth

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

onClick

overScrollMode

padding [?, ?, ?, ?, ?]

requiresFadingEdge

rotation

rotationX

rotationY

saveEnabled

scaleType

scaleX

scaleY

scrollX

scrollY

scrollbarAlwaysDrawHorizontal

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Component Tree

LinearLayout(vertical) ukeleleImageView

Use the Resources manager to set the top margin

The screenshot shows the Android Studio interface with the XML layout editor open. The layout file is 'activity_main.xml'. In the center, there is a large blue rectangular area containing the text 'ImageView'. On the left side of this area, there is a smaller image view showing a person playing a ukulele. The image view has a blue border and is positioned within a larger blue container. The 'Attributes' panel on the right lists various properties for the 'ukeleleImageView', including 'layout_margin' which is currently set to '[?, ?, ?, ?, ?]'. A yellow callout box with the text 'Use the Resources manager to set the top margin' points to the 'layout_margin' property in the Attributes panel. The 'Component Tree' panel on the left shows a single node: 'LinearLayout(vertical)' containing 'ukeleleImageView'. The 'Design' tab is selected at the bottom.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures

Android Java

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette Common Text Buttons Widgets Layouts Containers Google Legacy

Resources

Add new resource

Name: topMargin20

Default 20dp

topMargin20 20dp

txtTitleTextSize 38sp

android

app_icon_size 48dip

dialog_min_width_major 55%

dialog_min_width_minor 80%

notification_large_icon_height 64dp

notification_large_icon_width 64dp

thumbnail_height 360dp

thumbnail_width 360dp

Theme attributes

actionBarSize

dialogCornerRadius

dialogPreferredPadding

listPreferredItemPaddingLeft

listPreferredItemPaddingRight

Component Tree

LinearLayout(vertical) ukeleleImageView

Attributes

ukuleleImageView ImageView

layout_margin [?, ?, ?, ?, ?]

layout_margin layout_marginLeft layout_marginTop layout_marginRight layout_marginBottom layout_weight layout_width @dimen/imageWidth longClickable maxWidth minHeight minWidth nextFocusDown nextFocusForward nextFocusLeft nextFocusRight nextFocusUp onClick overScrollMode padding requiresFadingEdge rotation rotationX rotationY saveEnabled scaleX scaleY scrollX scrollY scrollbarAlwaysDrawHorizon

1. Select the topMargin20 dimension resource

2. Click OK

OK Cancel

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (20 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (21 minutes ago)

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Pixel 28 AppTheme Default (en-us)

32% Attributes

ukeleleImageView

layerType

layout_gravity

layout_height @dimen/imageHeight

layout_margin [?, ?, @dimen/topMargin20, ?, ?]

layout_marginLeft

layout_marginTop @dimen/topMargin20

layout_marginRight

layout_marginBottom

layout_weight

layout_width @dimen/imageWidth

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

onClick

overScrollMode

padding [?, ?, ?, ?, ?]

requiresFadingEdge

rotation

rotationX

rotationY

saveEnabled

scaleType

scaleX

scaleY

Expand the layout_gravity attribute

Image

Component Tree

LinearLayout(vertical) ukeleleImageView

Device File Explorer

The screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of a single 'ImageView' containing a photo of a person playing a ukulele. This 'ImageView' is nested within a 'LinearLayout' with a vertical orientation. In the 'Attributes' panel on the right, the 'layout_gravity' attribute is highlighted with a yellow callout bubble and a cursor, indicating it is being expanded or selected. The 'Component Tree' panel shows the hierarchical structure of the layout. The 'Design' tab is active at the bottom. The top navigation bar includes tabs for 'File', 'Edit', 'View', 'Navigate', 'Code', 'Analyze', 'Refactor', 'Build', 'Run', 'Tools', 'VCS', 'Window', and 'Help'. The bottom navigation bar includes tabs for 'TODO', 'Terminal', 'Build', 'Logcat', 'Profiler', 'Run', 'Event Log', and 'Gradle'.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (21 minutes ago)

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

Attributes

ukeleleImageView

keepScreenOn

layerType

layout_gravity

center_horizontal

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal

fill

fill_horizontal

end

layout_height

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

Check this box to center the image between the layout's left and right edges

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The main area displays a 'LinearLayout' containing an 'ImageView' with a placeholder image of a person playing a ukulele. The 'Attributes' panel on the right shows the properties for the 'ukeleleImageView'. A yellow callout box highlights the 'center_horizontal' checkbox, which is checked. A tooltip for this property states: 'Check this box to center the image between the layout's left and right edges'. The 'Component Tree' panel shows the hierarchy: 'LinearLayout(vertical)' containing 'ukeleleImageView'.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (21 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

ukeleleImageView

layerType

layout_gravity center_horizontal

bottom false

clip_horizontal false

center false

clip_vertical false

start false

right false

center_horizontal true

fill false

fill_horizontal false

top false

left false

center_vertical false

fill_vertical false

end false

layout_height @dimen/imageHeight

layout_margin [?, ?, @dimen/topMargin20, ?, ?]

layout_margin

layout_marginLeft

layout_marginTop @dimen/topMargin20

layout_marginRight

layout_marginBottom

layout_weight

layout_width @dimen/imageWidth

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Add an Button to play the ukelele song

Component Tree

LinearLayout(vertical) ukeleleImageView

Image

Image

Device File Explorer

The screenshot shows the Android Studio interface for the 'activity_main.xml' layout file. The layout consists of a vertical LinearLayout containing an ImageView showing a man playing a ukulele. A yellow callout box with the text 'Add an Button to play the ukelele song' points to the 'Buttons' section of the Palette. The 'Buttons' category in the Palette is currently selected, with the 'Button' item highlighted. The Attributes panel on the right shows properties for the 'ukeleleImageView', including 'center_horizontal' checked under 'layout_gravity'. The Component Tree panel shows the structure of the layout.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Build Variants

Layout Captures

2:Favorites

Component Tree

LinearLayout(vertical)

ukeleleImageView

Design Text

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Activity Main XML

Attributes

ukeleleImageView

layerType

layout_gravity

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal

fill

fill_horizontal

top

left

center_vertical

fill_vertical

end

layout_height

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

Pixel 28 AppTheme Default (en-us) 32% 32%

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView Recycler View <fragment> ScrollView Switch

Add to Design Favorite Android Documentation Shift+F1 Material Guidelines

Add an Button to play the ukelele song

ImageView

Device File Explorer

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (21 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Component Tree

LinearLayout(vertical)

- ukeleleImageview
- button- "Button"

Design Text

Activity Main XML

Common

Ab TextView

Button

ImageView

RecyclerView

<> <fragment>

ScrollView

Switch

Attributes

Declared Attributes

Layout

layout_width

layout_height

layout_weight

visibility

Common Attributes

style

onClick

background

text

text

contentDescription

textAppearance

typeface

textSize

lineSpacingExtra

textColor

textStyle

All Attributes

alpha

autoLink

autoText

background

bufferType

capitalize

clickable

contentDescription

Set the button's ID

btnUkelele

Pixel 28 AppTheme Default (en-us) 32% 32% 32%

Gradle

Device File Explorer

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (21 minutes ago)

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The layout editor is displaying 'activity_main.xml'. In the layout, there is a 'LinearLayout' containing an 'ImageView' and a 'Button'. The 'ImageView' shows a person playing a ukulele. The 'Button' is labeled 'BUTTON'. A yellow callout box highlights the 'text' attribute in the 'Declared Attributes' section of the Properties panel, which is set to 'Button'. Other visible attributes include 'style' (set to '@android:style/Widget.Material'), 'background' (set to '@android:drawable/btn_default'), and 'textSize' (set to '14sp'). The bottom status bar shows a successful 'Gradle build finished' message.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

btnUkelele

id btnUkelele

Declared Attributes

Layout

layout_width match_parent

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text Button

text

contentDescription

textAppearance @android:style/TextAppeara

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prim

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Palette

Common Ab TextView Button

Text ImageView

Buttons Recycler View

Widgets ScrollView

Layouts Switch

Containers

Google

Legacy

Component Tree

LinearLayout(vertical) ukeleleImage View

btnUkelele- "Button"

Use the pulldown menu ...

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The main area displays a UI design with a central image view showing a person playing a ukulele, flanked by two blue rectangular buttons labeled 'BUTTON'. The 'Design' tab is selected at the bottom. On the left, the Project Navigators show the project structure, including 'edu.udayton.alohamusic' with 'MainActivity' and 'SplashActivity' selected. The Component Tree panel shows a 'LinearLayout' containing an 'ImageView' and a 'Button' with the id 'btnUkelele'. The right side features the Attributes panel, which is currently focused on the 'Button' component. A yellow callout box with the text 'Use the pulldown menu ...' points to the dropdown arrow next to the 'layout_width' attribute's value 'match_parent'. The Attributes panel lists various properties like 'id', 'text', and 'textColor' with their corresponding values and dropdown menus.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Activity Main XML

Activity Splash XML

MainActivity.java

SplashActivity.java

Attributes

btnUkelele

id btnUkelele

Declared Attributes

Layout

layout_width match_parent

layout_height match_parent

layout_weight wrap_content

visibility

Common Attributes

style

onClick

background

text

text

contentDescription

textAppearance

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prim

textStyle

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Pixel 28 AppTheme Default (en-us)

32%

Attributes

Common

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)

ukuleleImageview

btnUkelele "Button"

Image

man

2: Structure

3: Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago) Event Log

... to set the button's layout_width to 'wrap_content'

The screenshot shows the Android Studio layout editor for the 'activity_main.xml' file. The interface includes a Project tool window, a Resource Manager, and several floating panes for navigation and search. The main workspace displays a UI with a background image of a person playing a ukulele and two buttons labeled 'BUTTON'. The 'Buttons' category in the Palette is selected. The 'Component Tree' pane shows a 'LinearLayout' containing an 'ukuleleImageview' and a 'btnUkelele' button. In the 'Attributes' pane, the 'layout_width' attribute for the 'btnUkelele' button is currently set to 'match_parent'. A yellow callout box with the text "... to set the button's layout_width to 'wrap_content'" has an arrow pointing to the dropdown menu where 'wrap_content' is listed as an option. Other visible attributes include 'id' (set to 'btnUkelele'), 'text' (set to 'Button'), and 'textAppearance' (set to '@android:style/TextAppearance'). The 'text' attribute is highlighted in orange.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Activity Main XML

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Attributes

btnUkelele

id btnUkelele

Declared Attributes

Layout

layout_width wrap_content

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text

text

contentDescription

textAppearance

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/t

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Use the Resources manager to set the button's text (label)

The screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of a vertical LinearLayout containing an ImageView of a person playing a ukulele and a Button labeled 'BUTTON'. The button has a blue outline and is positioned below the image. The 'Attributes' panel on the right shows the button's ID as 'btnUkelele'. A yellow callout box with the text 'Use the Resources manager to set the button's text (label)' points to the 'text' attribute in the 'Common Attributes' section, which currently contains the placeholder 'Button'. The 'Component Tree' panel on the left shows the structure of the layout. The bottom navigation bar includes tabs for 'Design' and 'Text', with 'Design' selected. The status bar at the bottom indicates a successful Gradle build.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago)

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette

Common Buttons Widgets Layouts Containers Google Legacy

Resources

Add new resource

Name: btnUkeleleLabel

Default Play Ukelele Song

btnDrumsLabel Play Drums Song

btnUkeleleLabel Play Ukelele Song

imgDrumsDescription Drums Picture

imgUkeleleDescription Ukelele Picture

txtSplashTitle Sounds of Hawaii

android

VideoView_error_button OK

VideoView_error_text_invalid_progress Hierdie video is nie geldig vir stro...

VideoView_error_text_unknown Kan nie hierdie video speel nie.

VideoView_error_title Videoprobleem

autofill Outovul

cancel Kanselleer

copy Kopieer

copyUrl Kopieer URL

cut Sny

defaultMsisdnAlphaTag MSISDN1

defaultVoiceMailAlphaTag Stemboodskap

dialog_alert_title Aandag

emptyPhoneNumber (Geen foornommer)

Component Tree

LinearLayout(vertic ukeleleImageVI btnUkelele- "Bu

EDIT TRANSLATIONS

1. Select the btnUkeleleLabel string resource

2. Click OK

OK Cancel

Attributes

btnUkelele

id btnUkelele

Declared Attributes

Layout

layout_width wrap_content

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text Button

text

contentDescription

textAppearance @android:style/TextAppeara

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prim

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Gradle

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

activity_main.xml

MainActivity.java

SplashActivity.java

Attributes

btnUkelele

id

Declared Attributes

Layout

layout_width

layout_height

layout_weight

visibility

Common Attributes

style

onClick

background

text

contentDescription

textAppearance

typeface

textSize

lineSpacingExtra

textColor

textStyle

All Attributes

alpha

autoLink

autoText

background

bufferType

capitalize

clickable

contentDescription

32%

Pixel 28 AppTheme Default (en-us)

Common

Ab TextView

Button

ImageView

RecyclerView

<fragment>

ScrollView

Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)

ukeleleImageview

btnUkelele- "@string/btnU...

PLAY UKELELE SONG

PLAY UKELELE SONG

ImageView

Use the Resources manager to set the button's text size

Device File Explorer

Gradle

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (22 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Gradle

Android

Common Buttons Text Images Recyclers Layouts Containers Google Legacy

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Resources

Add new resource

Name: buttonTextSize

buttonTextSize 22sp

imageHeight 150dp
imageWidth 320dp
topMargin20 20dp
txtTitleTextSize 38sp
android
app_icon_size 48dip
dialog_min_width_major 55%
dialog_min_width_minor 80%
notification_large_icon_height 64dp
notification_large_icon_width 64dp
thumbnail_height 360dp
thumbnail_width 360dp
Theme attributes
actionBarSize
dialogCornerRadius
dialogPreferredPadding
listPreferredItemPaddingLeft
listPreferredItemPaddingRight

Component Tree

LinearLayout(vertical)
 ukuleleImageView
 btnUkelele

1. Select the buttonTextSize dimension resource

2. Click OK

OK Cancel

Attributes

btnUkelele

id btnUkelele

Declared Attributes

Layout

layout_width wrap_content
layout_height wrap_content
layout_weight
visibility
✓ visibility

Common Attributes

style @android:style/Widget.Mater...
onClick
background @android:drawable/btn_default
text @string/btnUkeleleLabel
✓ text
contentDescription
textAppearance @android:style/TextAppeara...
typeface
textSize 14sp
lineSpacingExtra
textColor @android:color/text_color_prim...
textStyle B I Tr

All Attributes

alpha
autoLink
autoText
background @android:drawable/btn_default
bufferType
capitalize
clickable true
contentDescription

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2:Favorites

Component Tree

Linear Layout (vertical)

- ukuleleImageview
- btnUkelele- "@string/btnUkel..."

Design Text

Activity Main XML

Common Ab TextView Button

Text ImageView

Buttons Recycler View

Widgets ScrollView

Layouts Switch

Containers

Google

Legacy

Pixel 28 AppTheme Default (en-us) 32% Attributes

btnUkelele

layout_height wrap_content

layout_margin [?, ?, ?, ?, ?]

layout_weight

layout_width wrap_content

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

maxEms

maxHeight

maxLength

maxLines

maxWidth

minEms

minHeight 48dip

minLines

minWidth 88dip

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

numeric

onClick

overScrollMode

padding [?, ?, ?, ?, ?]

password

phoneNumber

privateImeOptions

requiresFadingEdge

Expand the layout_margin attribute group

ImageView

PLAY UKELELE SONG

PLAY UKELELE SONG

Device File Explorer

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2: Favorites

Component Tree

Design Text

Gradle

Pixel 28 AppTheme Default (en-us)

Attributes

btnUkelele

layout_height wrap_content

layout_margin [?, ?, ?, ?, ?]

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width wrap_content

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

maxEms

maxHeight

maxLength

maxLines

maxWidth

minEms

minHeight 48dip

minLines

minWidth 88dip

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

numeric

onClick

overScrollMode

Use the Resources manager to set the top margin

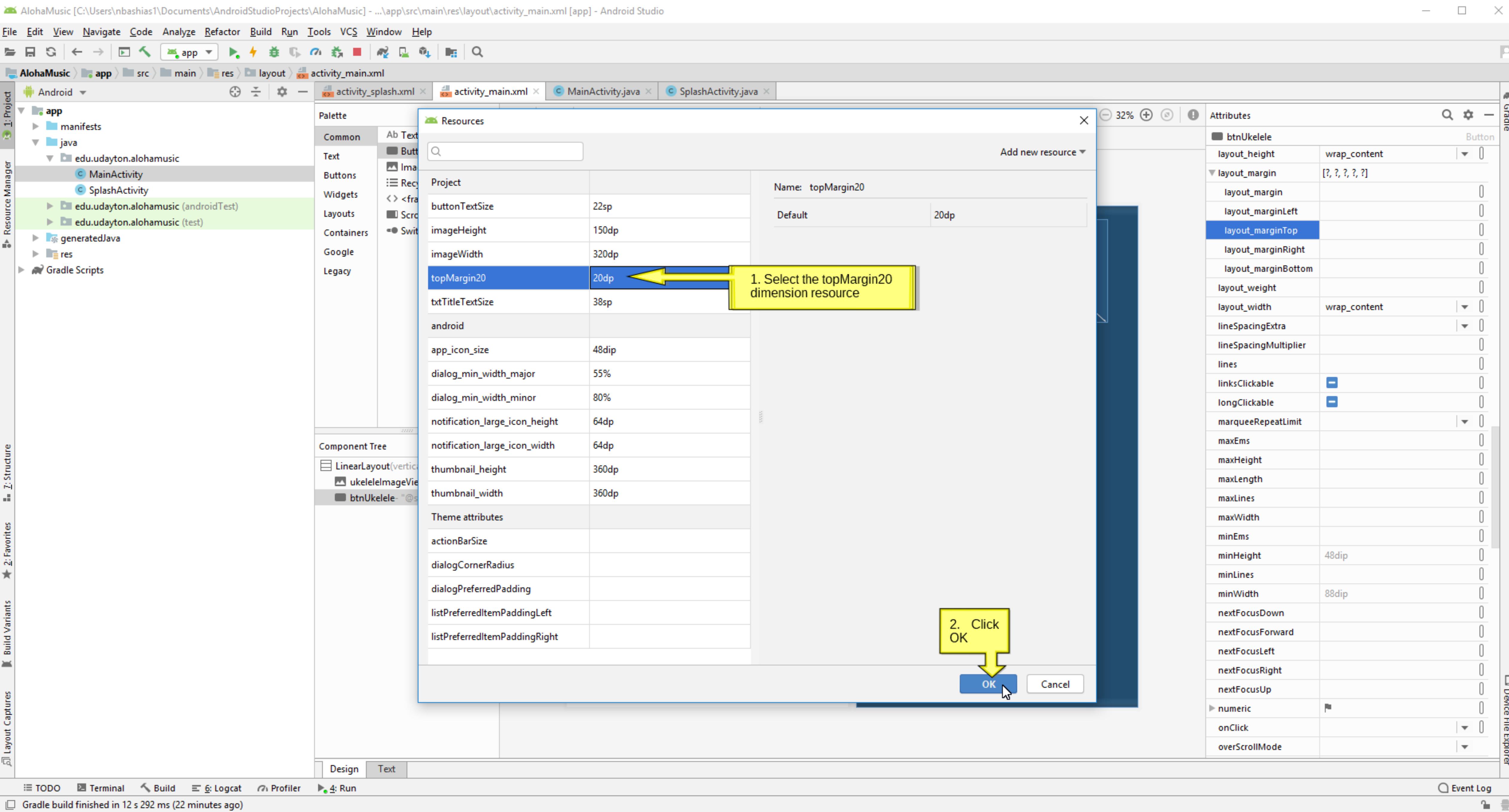
The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The left sidebar displays the project structure, with the 'app' module selected. The main area shows the XML code and a visual preview of the layout. The preview contains a button labeled 'PLAY UKELELE SONG' and an image view showing a person playing a ukulele. A yellow callout box with the text 'Use the Resources manager to set the top margin' points to the 'layout_margin' section in the Attributes panel, which is currently set to '[?, ?, ?, ?, ?]'. The Attributes panel lists numerous other layout parameters like 'layout_height', 'layout_width', and various 'nextFocus...' properties.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">
    <ImageView
        android:id="@+id/ukeleleImage"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"/>
    <Button
        android:id="@+id/btnUkelele"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="PLAY UKELELE SONG"/>

```

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (22 minutes ago) Event Log



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (23 minutes ago)

Android

Activity splash.xml Activity_main.xml MainActivity.java SplashActivity.java

Attributes

btnUkelele iscrollContainer keepScreenOn layerType layout_gravity layout_height layout_margin layout_marginLeft layout_marginTop layout_marginRight layout_marginBottom layout_weight layout_width lineSpacingExtra lineSpacingMultiplier lines linksClickable longClickable marqueeRepeatLimit maxEms maxHeight maxLength maxLines maxWidth minEms minHeight minWidth nextFocusDown nextFocusForward nextFocusLeft nextFocusRight

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)
ukeleleImageView
btnUkelele- "@string/btnUkel..."

Pixel 28 AppTheme Default (en-us) 32% 32%

PLAY UKELELE SONG

PLAY UKELELE SONG

Expand the layout_gravity attribute

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

activity_main.xml

MainActivity.java

SplashActivity.java

Attributes

btnUkelele

isScrollContainer

keepScreenOn

layerType

layout_gravity

center_horizontal

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal

fill

fill_horizontal

end

layout_height

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

Check this box to center the button between the layout's left and right edges

Pixel 28 AppTheme Default (en-us)

Common Text Buttons Widgets Layouts Containers Google Legacy

Component Tree

LinearLayout(vertical)

ukeleleImageview

btnUkelele- "@string/btnUkel..."

PLAY UKELELE SONG

PLAY UKELELE SONG

Gradle

Device File Explorer

TODO Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (23 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Activity Main XML

Attributes

btnUkelele

isScrollContainer

keepScreenOn

layerType

layout_gravity

center_horizontal

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal

fill

fill_horizontal

top

left

center_vertical

fill_vertical

end

layout_height

wrap_content

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

Pixel 28 AppTheme Default (en-us)

Common Text Buttons Widgets Layouts Containers Google Legacy

Activity_Splash XML Activity_Main XML MainActivity.java SplashActivity.java

Add an ImageView for the drums image

PLAY UKELELE SONG

PLAY UKELELE SONG

Component Tree

LinearLayout(vertical)

ukeleleImageview

btnUkelele- "@string/btnUkel..."

Device File Explorer

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (23 minutes ago)

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project 2: Favorites 3: Structure 4: Layout Captures

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Activity Main XML

Attributes

btnUkelele ImageView

isScrollContainer

keepScreenOn

layerType

layout_gravity

center_horizontal

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal

fill

fill_horizontal

top

left

center_vertical

fill_vertical

end

layout_height

wrap_content

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width

lineSpacingExtra

lineSpacingMultiplier

lines

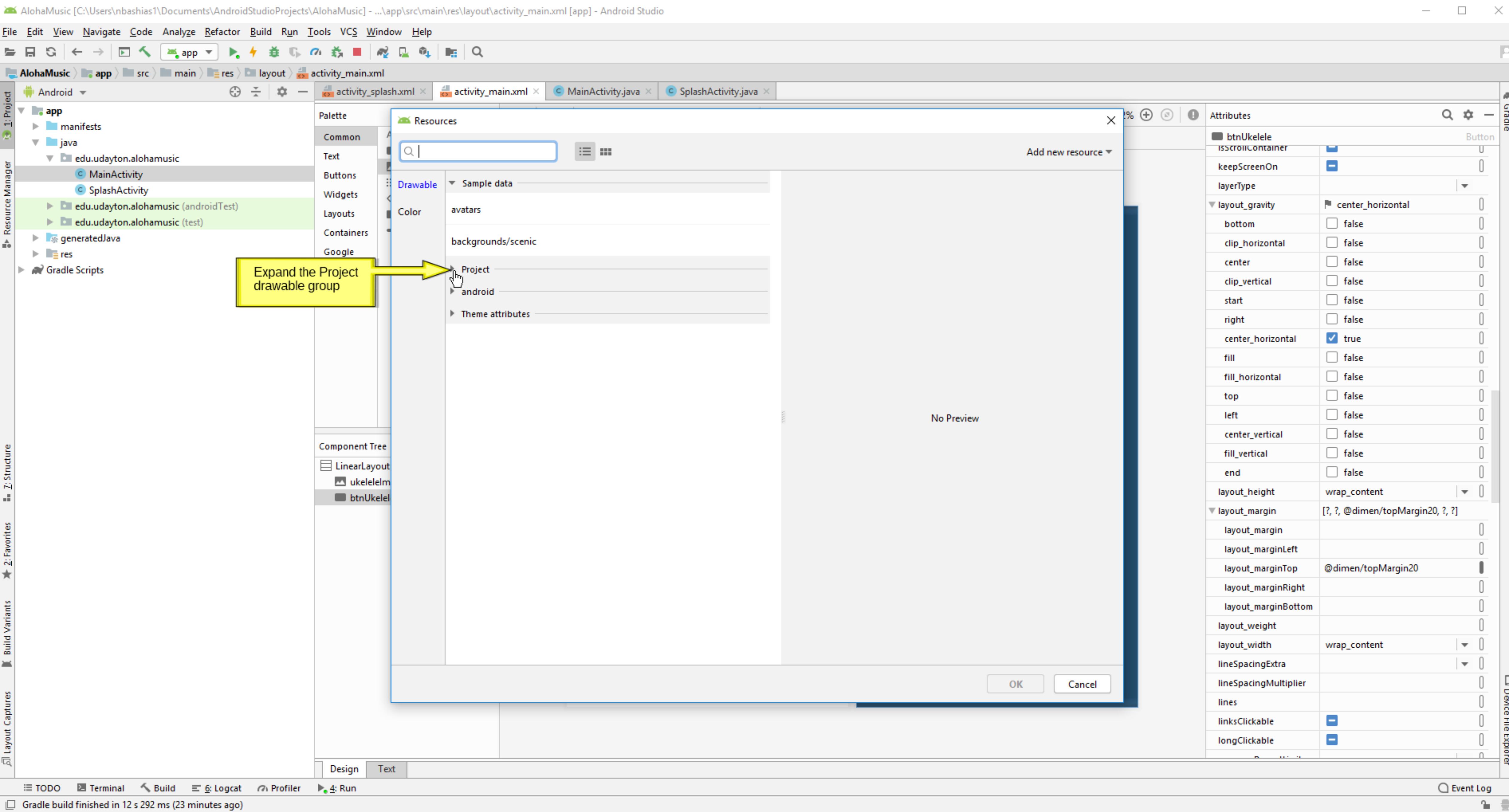
linksClickable

longClickable

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (23 minutes ago)



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

TODO Terminal Build Logcat Profiler Run

Gradle

Device File Explorer

Activity Main XML Editor

Palette: Common, Text, Buttons, Widgets, Layouts, Containers, Google, Legacy

Resources Dialog:

- Common
- Drawable
- Color

Sample data:

- avatars
- backgrounds/scenic
- Project:
 - drums
 - hawaii
 - ic_launcher
 - ic_launcher_background
 - ic_launcher_foreground
 - ic_launcher_round
 - ukulele
- android
- Theme attributes

Name: drums

Type: Default

Format: PNG

Image Preview: A man in a yellow Hawaiian shirt playing steel drums on a boat.

Resource Reference:
@drawable/drums
=> drums.png

Attributes (Listed on the right):

- btnUkelele
- isScrollContainer
- keepScreenOn
- layerType
- layout_gravity
 - center_horizontal (checked)
 - bottom
 - clip_horizontal
 - center
 - clip_vertical
 - start
 - right
 - center_horizontal (checked)
 - fill
 - fill_horizontal
 - top
 - left
 - center_vertical
 - fill_vertical
 - end
 - layout_height
- layout_margin
 - layout_margin
 - layout_marginLeft
 - layout_marginTop (@dimen/topMargin20)
 - layout_marginRight
 - layout_marginBottom
- layout_weight
- layout_width
- lineSpacingExtra
- lineSpacingMultiplier
- lines
- linksClickable
- longClickable

Instructions:

1. Select the drums drawable resource (image)
2. Click OK

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (24 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Common Text Buttons Widgets Layouts Containers Google Legacy

Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Set the ImageView's ID

Declared Attributes

Layout

layout_width match_parent

layout_height wrap_content

layout_weight

visibility visibility

Common Attributes

srcCompat @drawable/drums

srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

fadingEdge

fadingEdgeLength

Image

ImageView

PLAY UKELELE SONG

PLAY UKELELE SONG

ImageView

Component Tree

LinearLayout(vertical)

ukeleleImageView

btnUkelele- "@string/btnUkel..."

imageView2

Device File Explorer

The screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of a vertical LinearLayout containing two ImageViews. The top ImageView displays a man playing a ukulele. Below it is a button labeled 'PLAY UKELELE SONG'. The bottom ImageView displays a man playing steel drums. Below it is another button labeled 'PLAY UKELELE SONG'. A yellow callout box points to the 'drumsImageView' entry in the 'Declared Attributes' section of the Properties panel, with the text 'Set the ImageView's ID' overlaid. The Properties panel also lists various attributes like layout_width, layout_height, and srcCompat. The Component Tree panel on the left shows the structure of the LinearLayout. The bottom navigation bar includes tabs for Design and Text, along with standard Android Studio toolbars.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (24 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

imageView2 ImageView

id drumsImageView

Declared Attributes

Layout

layout_width match_parent

layout_height wrap_content

layout_weight

visibility

✓ visibility

Common Attributes

srcCompat @drawable/drums

✓ srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

✓ fadingEdge

fadingEdgeLength

Palette

Common

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Ab TextView

Button

ImageView

RecyclerView

<fragment>

ScrollView

Switch

Component Tree

LinearLayout(vertical)

ukeleleImageView

btnUkelele- "@string/btnUkel..."

imageView2

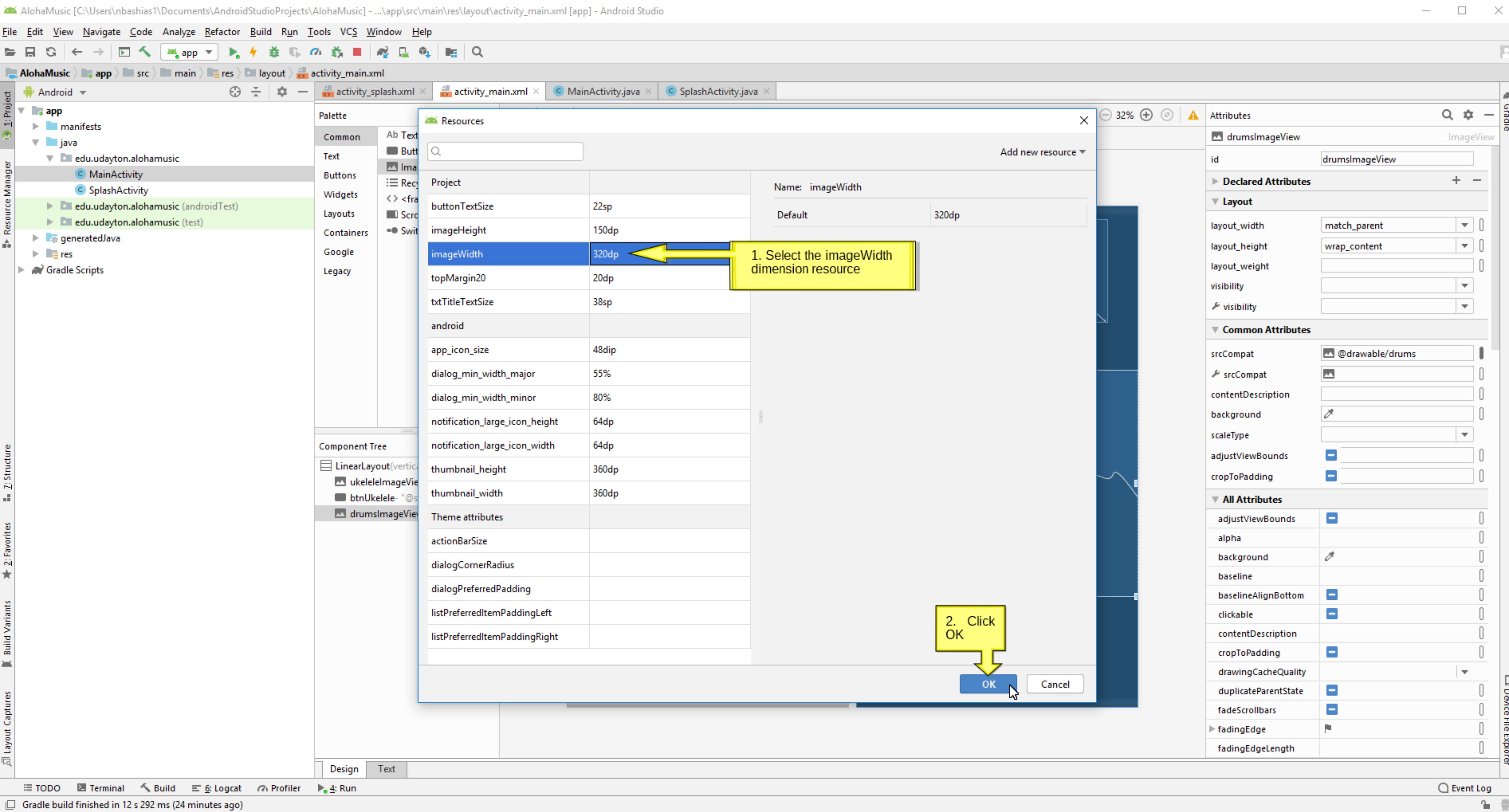
PLAY UKELELE SONG

PLAY UKELELE SONG

PLAY UKELELE SONG

Use the Resources manager to set the image's width

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The main area displays a UI design with three 'ImageView' components. The first 'ImageView' contains a photo of a man playing a ukulele. The second 'ImageView' contains a photo of a man playing steel drums. The third 'ImageView' is a solid blue rectangle with the word 'ImageView' written on it twice. Below the UI, the 'Component Tree' panel shows a 'LinearLayout' containing three 'ImageView' components. The right-hand side of the screen features the 'Attributes' panel for the selected 'drumsImageView'. A yellow callout box with the text 'Use the Resources manager to set the image's width' points to the 'layout_width' field, which is currently set to 'match_parent'. The 'Attributes' panel lists numerous other attributes like 'srcCompat', 'contentDescription', 'background', etc., each with their respective settings.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (24 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

drumsImageView

id drumsImageView

Declared Attributes

Layout

layout_width @dimen/imageWidth

layout_height wrap_content

layout_weight

visibility

✓ visibility

Common Attributes

srcCompat

✓ srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

fadeScrollbars

✓ fadingEdge

fadingEdgeLength

Palette

Common

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Ab TextView

Button

ImageView

RecyclerView

<fragment>

ScrollView

Switch

Component Tree

LinearLayout(vertical)

ukeleleImageView

btnUkelele- "@string/btnUkel..."

drumsImageView

Image

PLAY UKELELE SONG

Image

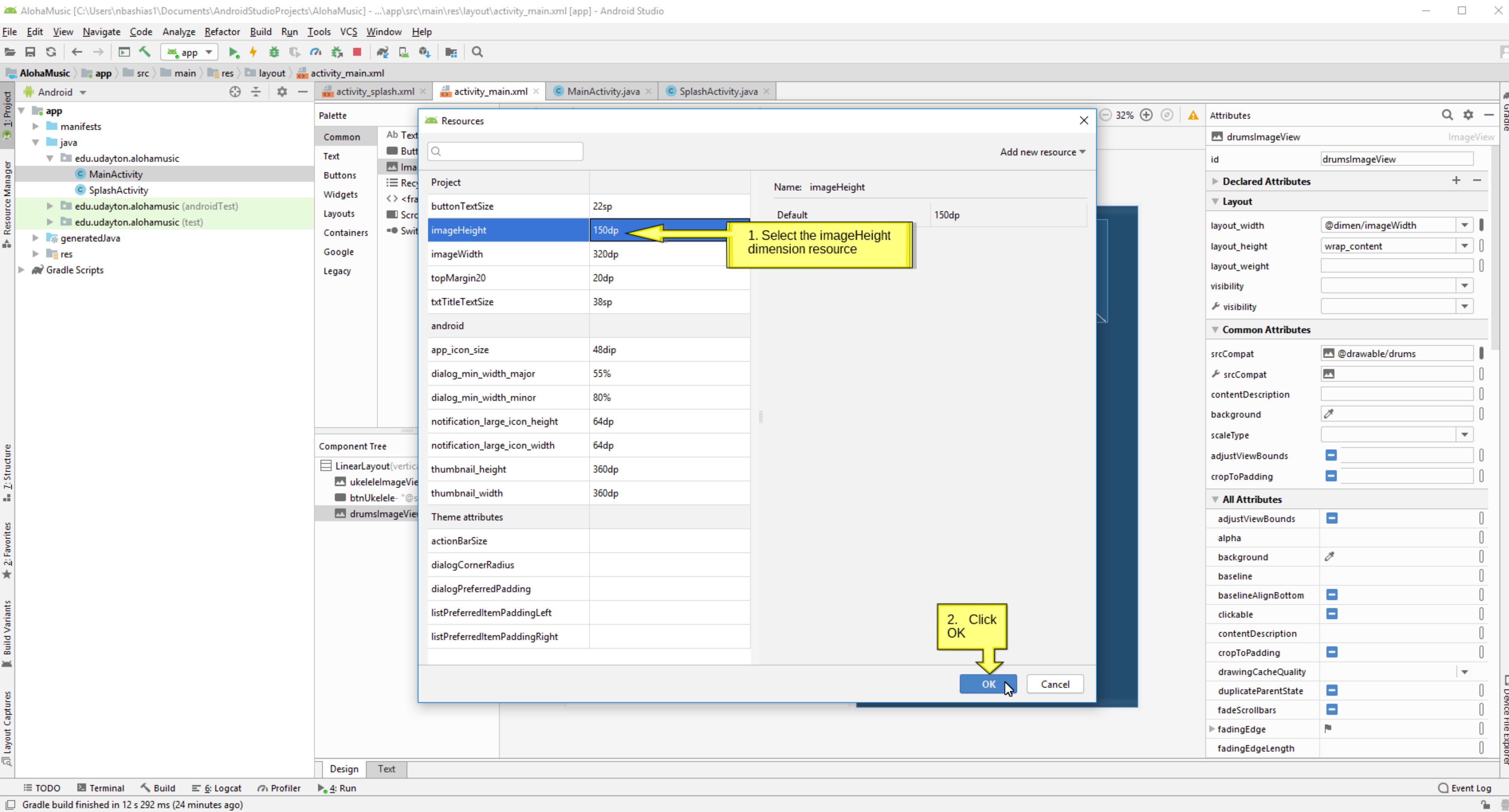
PLAY UKELELE SONG

Image

Image

Use the Resources manager to set the image's height

This screenshot shows the Android Studio layout editor for the 'activity_main.xml' file. The layout consists of a vertical LinearLayout containing two ImageView components and one Button component. The top ImageView displays a man playing a ukulele. The bottom ImageView displays a person playing steel drums. A central button labeled 'PLAY UKELELE SONG' is positioned between them. The right side of the interface shows the XML code for the layout, with the 'ImageView' element highlighted. The 'Attributes' panel on the right shows the current settings for the selected ImageView, including its ID as 'drumsImageView'. A yellow callout box with the text 'Use the Resources manager to set the image's height' points to the 'layout_height' attribute, which is currently set to 'wrap_content'. The 'Component Tree' panel on the left shows the structure of the layout, listing the LinearLayout and its three child views.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (24 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

drumsImageView ImageView

id drumsImageView

Declared Attributes

Layout

layout_width @dimen/imageWidth

layout_height @dimen/imageHeight

layout_weight

visibility

✓ visibility

Common Attributes

srcCompat @drawable/drums

✓ srcCompat

contentDescription

background

scaleType

adjustViewBounds

cropToPadding

All Attributes

adjustViewBounds

alpha

background

baseline

baselineAlignBottom

clickable

contentDescription

cropToPadding

drawingCacheQuality

duplicateParentState

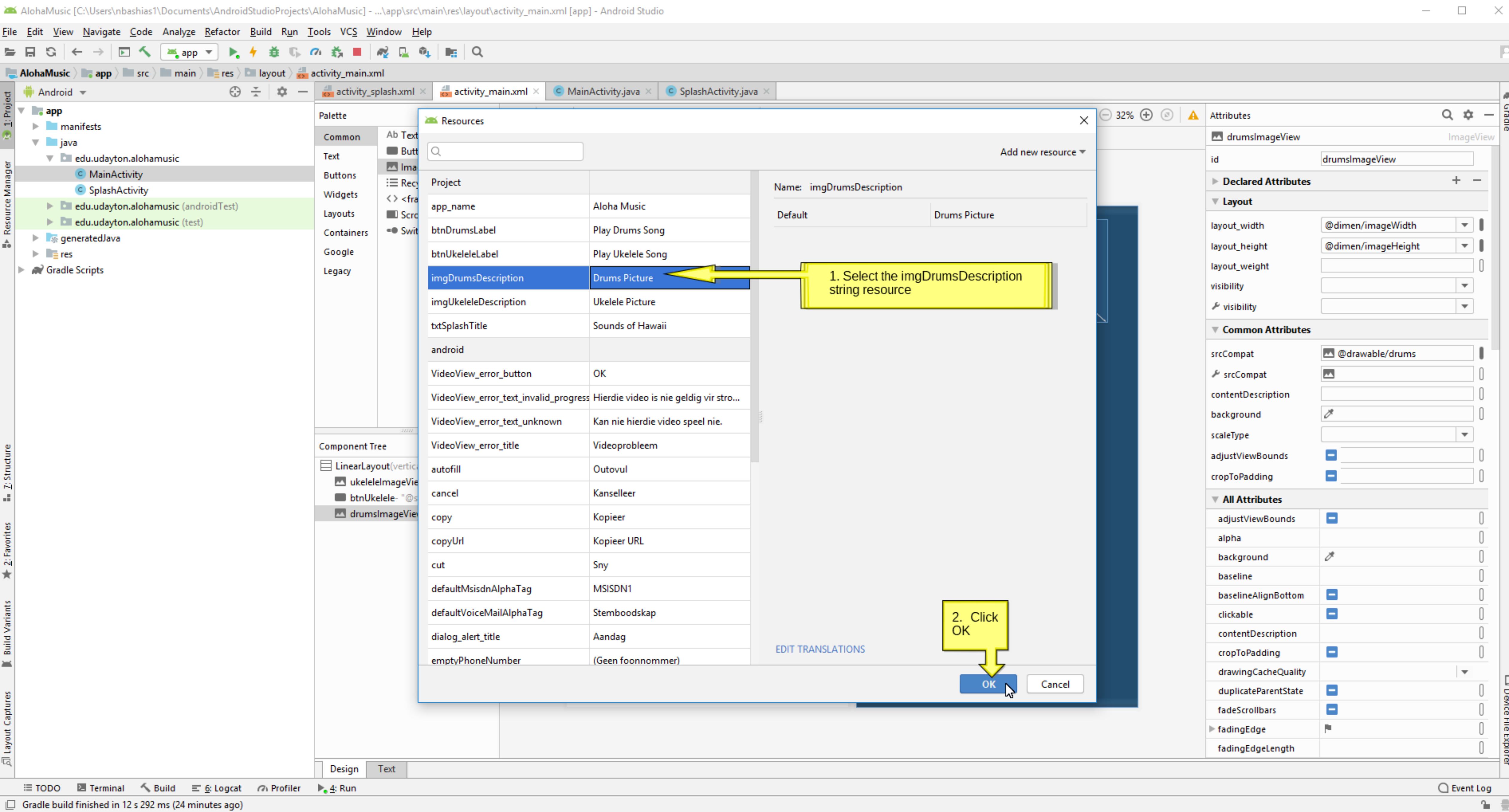
fadeScrollbars

✓ fadingEdge

fadingEdgeLength

Use the Resources manager to set the image's content description

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The left sidebar displays the project structure, with the 'app' module selected. The main workspace shows the XML code and a visual preview of the layout. In the preview, there are two large blue 'ImageView' components. The top one contains a photo of a man playing a ukulele, and the bottom one contains a photo of a person playing steel drums. Between these images are two rectangular buttons with the text 'PLAY UKELELE SONG'. A yellow callout box with an arrow points to the 'contentDescription' attribute in the right-hand 'Attributes' panel, which is currently empty. The 'Component Tree' panel on the left shows a 'LinearLayout' containing three children: 'ukeleleImageView', 'btnUkelele', and 'drumsImageView'. The 'Text' tab at the bottom is visible.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2: Favorites

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView

Design Text

Activity Main XML

Common Text Buttons Widgets Layouts Containers Google Legacy

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Default (en-us)

Attributes

drumsImageView

layout_height	@dimen/imageHeight
layout_margin	[?, ?, ?, ?, ?]
layout_weight	
layout_width	@dimen/imageWidth
longClickable	
maxHeight	
maxWidth	
minHeight	
minWidth	
nextFocusDown	
nextFocusForward	
nextFocusLeft	
nextFocusRight	
nextFocusUp	
onClick	
overScrollMode	
padding	[?, ?, ?, ?, ?]
requiresFadingEdge	
rotation	
rotationX	
rotationY	
saveEnabled	
scaleType	
scaleX	
scaleY	
scrollX	
scrollY	
scrollbarAlwaysDrawHoriz	
scrollbarAlwaysDrawVert	
scrollbarDefaultDelayBeforeFade	400
scrollbarFadeDuration	250
scrollbarSize	4dp

Expand the layout_margin attribute group

PLAY UKELELE SONG

PLAY UKELELE SONG

Image View

Image View

Gradle

Device File Explorer

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago) Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago)

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

drumslImageView

layout_height @dimen/imageHeight

layout_margin [?, ?, ?, ?, ?]

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width @dimen/imageWidth

longClickable

maxHeight

maxWidth

minHeight

minWidth

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

onClick

overScrollMode

padding [?, ?, ?, ?, ?]

requiresFadingEdge

rotation

rotationX

rotationY

saveEnabled

scaleType

scaleX

scaleY

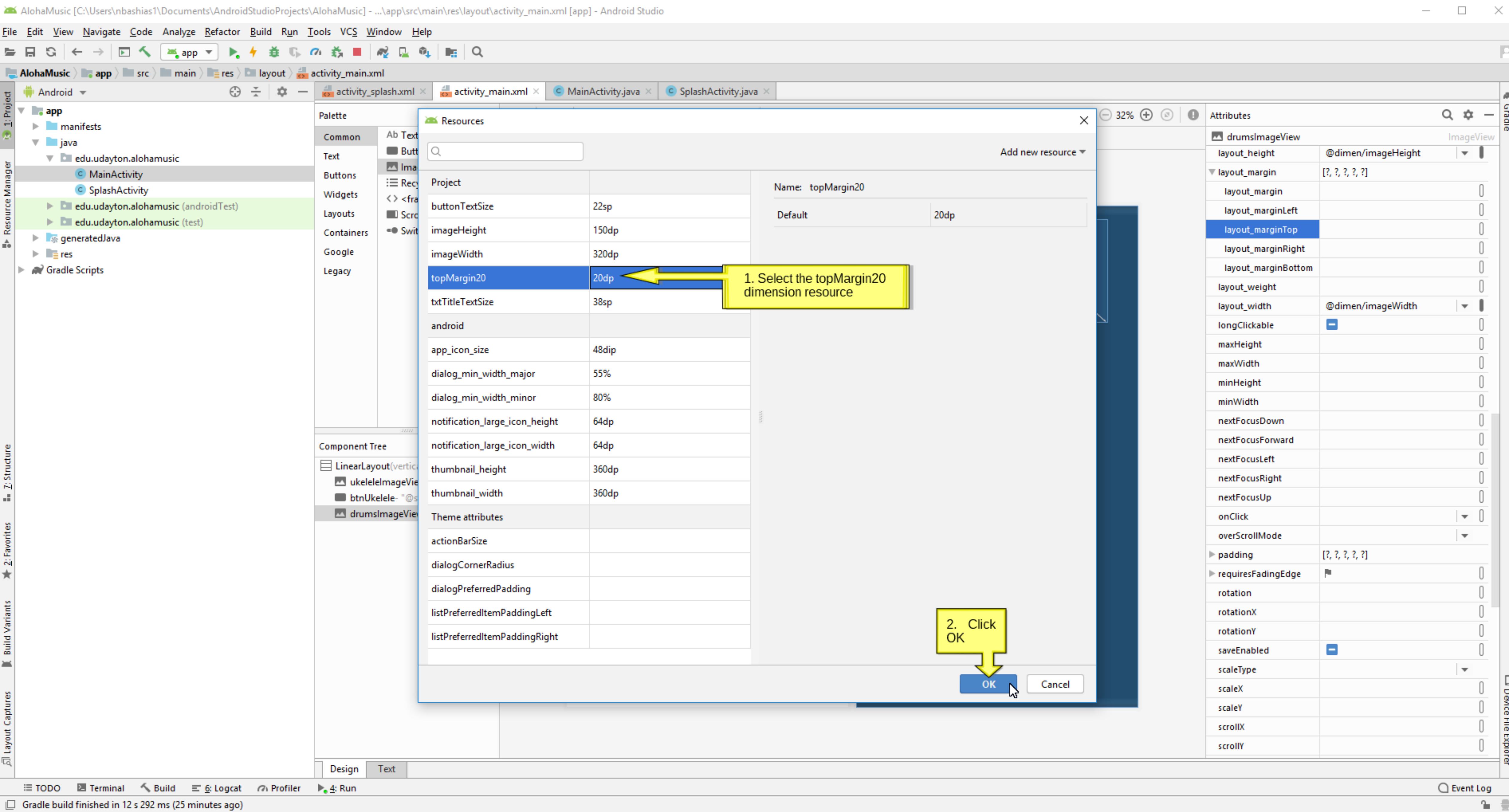
scrollX

scrollY

Attributes

Use the Resources manager to set the top margin

The screenshot shows the Android Studio interface for editing the layout file 'activity_main.xml'. The left sidebar displays the project structure, with the 'app' module selected. The main workspace shows the 'activity_main.xml' layout editor. The layout consists of a vertical 'LinearLayout' containing three 'ImageView' components. The first 'ImageView' contains a photo of a man playing a ukulele. Below it is a button labeled 'PLAY UKELELE SONG'. The second 'ImageView' contains a photo of a person playing steel drums. The third 'ImageView' has the word 'ImageView' repeated twice. The 'Attributes' panel on the right is open, showing properties for the third 'ImageView'. A yellow callout box with the text 'Use the Resources manager to set the top margin' points to the 'layout_margin' section of the attributes. The bottom navigation bar includes tabs for 'Design' and 'Text', along with standard Android Studio navigation icons.



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2: Favorites

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView

Design Text

Activity Main XML

Common Text Buttons Widgets Layouts Containers Google Legacy

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Attributes

drumsImageView
isScrollContainer
keepScreenOn
layerType
layout_gravity
layout_height
layout_margin
layout_marginLeft
layout_marginTop
layout_marginRight
layout_marginBottom
layout_weight
layout_width
longClickable
maxHeight
maxWidth
minHeight
minWidth
nextFocusDown
nextFocusForward
nextFocusLeft
nextFocusRight
nextFocusUp
onClick
overScrollMode
padding
requiresFadingEdge
rotation
rotationX
rotationY
saveEnabled
scaleType

Expand the layout_gravity attribute

The screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of a vertical LinearLayout containing three ImageViews and two buttons. The top ImageView displays a man playing a ukulele. The middle ImageView displays a man playing steel drums. The bottom ImageView displays a blue waveform graphic with the word 'ImageView' overlaid. Two 'PLAY UKELELE SONG' buttons are positioned above each of the first two ImageViews. The 'attività_main.xml' tab is selected in the top navigation bar. The 'Design' tab is active at the bottom. A yellow callout box with the text 'Expand the layout_gravity attribute' points to the 'layout_gravity' attribute in the Attributes panel for the bottom ImageView. The 'Attributes' panel also lists other properties like 'isScrollContainer', 'keepScreenOn', 'layerType', etc.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Favorites

Build Variants

Layout Captures

TODO Terminal Build Logcat Profiler Run

Gradle

Device File Explorer

Activity Main XML Editor:

The screenshot shows the Android Studio interface for editing the `activity_main.xml` layout file. The layout consists of two main sections: a top section with a blue background containing two `ImageView` components labeled "ImageView" and "PLAY UKELELE SONG" buttons, and a bottom section with a white background containing a `LinearLayout` (vertical) with three children: an `ImageView` showing a person playing steel drums, a button labeled "PLAY UKELELE SONG", and another `ImageView` showing a person playing a ukulele.

Palette:

- Common: Ab TextView, Button, ImageView
- Text
- Buttons
- Widgets: RecyclerView, <fragment>, ScrollView, Switch
- Layouts
- Containers
- Google
- Legacy

Component Tree:

- LinearLayout(vertical)
 - ukeleleImageView
 - btnUkelele- "@string/btnUkel..."
 - drumsImageView

Design Tab:

Attributes for the bottom `ImageView` (drumsImageView):

- drumsImageView
- isScrollContainer
- keepScreenOn
- layerType
- layout_gravity
 - center_horizontal
- bottom
- clip_horizontal
- center
- clip_vertical
- start
- right
- center_horizontal
 - true
- fill
- fill_horizontal
 - false
- end
- layout_height
 - @dimen/imageHeight
- layout_margin
 - [?, ?, @dimen/topMargin20, ?, ?]
- layout_margin
- layout_marginLeft
- layout_marginTop
 - @dimen/topMargin20
- layout_marginRight
- layout_marginBottom
- layout_weight
- layout_width
 - @dimen/imageWidth
- longClickable
- maxHeight
- maxWidth
- minHeight
- minWidth

A yellow callout box highlights the "center_horizontal" checkbox in the Attributes panel, with the text: "Check this box to center the image between the layout's left and right edges".

Gradle build finished in 12 s 292 ms (25 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago)

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Attributes

drumsImageView
isScrollContainer
keepScreenOn
layerType
layout_gravity
bottom
clip_horizontal
center
clip_vertical
start
right
center_horizontal
fill
fill_horizontal
top
left
center_vertical
fill_vertical
end
layout_height
layout_margin
layout_marginLeft
layout_marginTop
layout_marginRight
layout_marginBottom
layout_weight
layout_width
longClickable
maxHeight
maxWidth
minHeight
minWidth

32% 33%

Add a Button to play the drums song

PLAY UKELELE SONG

PLAY UKELELE SONG

ImageView

ImageView

PLAY UKELELE SONG

PLAY UKELELE SONG

Component Tree

LinearLayout(vertical)
ukeleleImageView
btnUkelele- "@string/btnUkel..."
drumsImageView

This screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of two main sections. The left section features a 'Linear Layout (vertical)' containing an 'ImageView' of a person playing a ukulele and a button labeled 'PLAY UKELELE SONG'. The right section contains two 'ImageView' components, each with a 'PLAY UKELELE SONG' button below it. A yellow callout box with the text 'Add a Button to play the drums song' points to the palette, specifically to the 'Button' item under the 'Buttons' category. A yellow arrow also points from the text to the 'Button' entry in the palette. The 'Attributes' panel on the right lists various properties for the selected 'drumsImageView', such as 'isScrollContainer' (checked), 'keepScreenOn' (checked), 'center_horizontal' (checked), and 'layout_height' set to '@dimen/imageHeight'. The 'Component Tree' panel shows the structure of the layout, including the 'Linear Layout (vertical)' and its children: 'ukeleleImageView', 'btnUkelele-', and 'drumsImageView'. The bottom navigation bar includes tabs for 'Design' and 'Text', with 'Design' currently selected. The bottom status bar shows standard Android Studio navigation icons.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago)

Palette

Common Text Buttons Widgets Layouts Containers Google Legacy

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Attributes

drumsImageView
isScrollContainer
keepScreenOn
layerType
layout_gravity
bottom
clip_horizontal
center
clip_vertical
start
right
center_horizontal
fill
fill_horizontal
top
left
center_vertical
fill_vertical
end
layout_height
layout_margin
layout_marginLeft
layout_marginTop
layout_marginRight
layout_marginBottom
layout_weight
layout_width
longClickable
maxHeight
maxWidth
minHeight
minWidth

Add a Button to play the drums song

PLAY UKELELE SONG

PLAY UKELELE SONG

ImageView

ImageView

Component Tree

LinearLayout(vertical)
ukeleleImageView
btnUkelele- "@string/btnUkel..."
drumsImageView

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The 'activity_main.xml' layout is being edited. In the design view, there is a 'LinearLayout' with a vertical orientation. Inside this layout, there is an 'ImageView' showing a person playing steel drums, a 'Button' with the text 'PLAY UKELELE SONG', and another 'ImageView' showing a person playing a ukulele. A yellow callout box with the text 'Add a Button to play the drums song' points to the 'Add to Design' button in the palette. The palette also lists other components like 'Text', 'Buttons', 'Widgets', etc. The 'Attributes' panel on the right shows properties for the 'drumsImageView' component, such as 'isScrollContainer' (checked), 'keepScreenOn' (checked), and 'layerType'. The 'Component Tree' panel shows the structure of the layout. The bottom navigation bar has 'Design' and 'Text' tabs, with 'Design' currently selected. The status bar at the bottom shows 'Gradle build finished in 12 s 292 ms (25 minutes ago)'.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Attributes button2

Declared Attributes

Layout

layout_width match_parent

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text

text

contentDescription

textAppearance @android:style/TextAppeara

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prim

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Gradle

Set the button's ID

btnDrums

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView
- button2- "Button"

PLAY UKELELE SONG

PLAY UKELELE SONG

PLAY UKELELE SONG

BUTTON

BUTTON

The screenshot shows the Android Studio interface for editing the layout of the 'activity_main.xml' file. The layout consists of a vertical LinearLayout containing four components: an ImageView showing a person playing a ukulele, a Button labeled 'PLAY UKELELE SONG', another ImageView showing a person playing steel drums, and a final Button labeled 'BUTTON'. The bottom-right button is currently selected, highlighted with a blue border. In the 'Attributes' panel on the right, there is a yellow callout box pointing to the 'ID' field, which contains the value 'btnDrums'. This indicates that the user is in the process of setting or changing the ID for this specific button component.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Activity Main XML

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

MainActivity.java SplashActivity.java

Attributes

btnDrums

id btnDrums

Declared Attributes

Layout

layout_width match_parent

layout_height match_parent

layout_weight wrap_content

visibility

Common Attributes

style

onClick

background

text

text

contentDescription

textAppearance

typeface

textSize

lineSpacingExtra

textColor

textStyle

All Attributes

alpha

autoLink

autoText

background

bufferType

capitalize

clickable true

contentDescription

Use the pulldown menu to set the button's layout_width to 'wrap_content'

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView
- btnDrums- "Button"

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (25 minutes ago) Event Log

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The layout editor displays 'activity_main.xml'. The layout contains a vertical linear layout with four children: two image views (one showing a person playing a ukulele, the other showing a person playing drums) and two buttons (labeled 'PLAY UKELELE SONG' and 'PLAY DRUMS SONG'). The 'Attributes' pane on the right shows the properties for the selected button ('btnDrums'). A yellow callout box highlights the 'layout_width' dropdown, which is currently set to 'match_parent', and provides instructions to change it to 'wrap_content'. The 'Component Tree' pane on the left shows the structure of the layout.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Activity Main XML

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Attributes

btnDrums

id btnDrums

Declared Attributes

Layout

layout_width wrap_content

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text

text

contentDescription

textAppearance @android:style/Text

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/t

textStyle

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Use the Resources manager to set the button's text (label)

The screenshot shows the Android Studio interface for editing the 'activity_main.xml' layout file. The layout consists of a vertical LinearLayout containing three ImageViews and two Buttons. The first ImageView shows a man playing a ukulele. The second ImageView shows a man playing steel drums. The third ImageView shows a blue waveform with the word 'ImageView' overlaid. Below each ImageView is a button labeled 'PLAY UKELELE SONG' and 'BUTTON' respectively. The 'Buttons' tab in the palette is selected. The 'Component Tree' panel on the left shows the structure: LinearLayout(virtual) containing ukeleleImageView, btnUkelele, drumsImageView, and btnDrums. The 'Attributes' panel on the right shows the properties for the 'btnDrums' button, with the 'text' field highlighted and a yellow callout bubble pointing to it with the text 'Use the Resources manager to set the button's text (label)'. The bottom navigation bar includes tabs for TODO, Terminal, Build, Logcat, Profiler, Run, and Event Log.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

Palette: Common Buttons Text Widgets Layouts Containers Google Legacy

Resources

Add new resource

Name: btnDrumsLabel

Default Play Drums Song

btnDrumsLabel Play Drums Song

btnUkeleleLabel Play Ukelele Song

imgDrumsDescription Drums Picture

imgUkeleleDescription Ukelele Picture

txtSplashTitle Sounds of Hawaii

android

VideoView_error_button OK

VideoView_error_text_invalid_progress Hierdie video is nie geldig vir stro...

VideoView_error_text_unknown Kan nie hierdie video speel nie.

VideoView_error_title Videoprobleem

autofill Outovul

cancel Kanselleer

copy Kopieer

copyUrl Kopieer URL

cut Sny

defaultMsisdnAlphaTag MSISDN1

defaultVoiceMailAlphaTag Stemboodskap

dialog_alert_title Aandag

emptyPhoneNumber (Geen foornommer)

Component Tree

LinearLayout(vertic ukeleleImageVI @+id/btnUkelele- "@+id/drumsImageVI @+id/btnDrums- "But

EDIT TRANSLATIONS

OK Cancel

Attributes

btnDrums

id btnDrums

Declared Attributes

Layout

layout_width wrap_content

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater

onClick

background @android:drawable/btn_default

text Button

text

contentDescription

textAppearance @android:style/TextAppeara

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prim

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

32% + A

Gradle

Device File Explorer

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (26 minutes ago) Event Log

1. Select the btnDrumsLabel string resource

2. Click OK

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (26 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

btnDrums

id btnDrums

Declared Attributes

Layout

layout_width wrap_content

layout_height wrap_content

layout_weight

visibility

visibility

Common Attributes

style @android:style/Widget.Mater...

onClick

background @android:drawable/btn_default

text @string/btnDrumsLabel

contentDescription

textAppearance @android:style/TextAppeara...

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/text_color_prime

textStyle B I Tr

All Attributes

alpha

autoLink

autoText

background @android:drawable/btn_default

bufferType

capitalize

clickable true

contentDescription

Palette

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical) ukeleleImageView btnUkelele- "@string/btnUkel..." drumsImageView btnDrums- "@string/btnDr..."

Image

PLAY UKELELE SONG

PLAY DRUMS SONG

Image

PLAY UKELELE SONG

Image

PLAY DRUMS SONG

Image

Use the Resources manager to set the button's text size

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (26 minutes ago)

Palette

Common Buttons Text Widgets Layouts Containers Google Legacy

Resources

Add new resource

Name: buttonTextSize

buttonTextSize 22sp

imageHeight 150dp
imageWidth 320dp
topMargin20 20dp
txtTitleTextSize 38sp
android
app_icon_size 48dip
dialog_min_width_major 55%
dialog_min_width_minor 80%
notification_large_icon_height 64dp
notification_large_icon_width 64dp
thumbnail_height 360dp
thumbnail_width 360dp
Theme attributes
actionBarSize
dialogCornerRadius
dialogPreferredPadding
listPreferredItemPaddingLeft
listPreferredItemPaddingRight

Component Tree

LinearLayout(vertical)
 ukuleleImageView
 btnUkelele- "@+id/
 drumsImageView
 btnDrums

Attributes

btnDrums

id btnDrums

Declared Attributes

Layout

layout_width wrap_content
layout_height wrap_content
layout_weight
visibility
visibility

Common Attributes

style @android:style/Widget.Mater
onClick
background @android:drawable/btn_default
text @string/btnDrumsLabel
text contentDescription
textAppearance @android:style/TextAppeara
typeface
textSize 14sp
lineSpacingExtra
textColor @android:color/text_color_prim
textStyle B I Tr

All Attributes

alpha
autoLink
autoText
background @android:drawable/btn_default
bufferType
capitalize
clickable true
contentDescription

32% + !

1. Select the buttonTextSize dimension resource

2. Click OK

OK Cancel

The screenshot shows the Android Studio Resource Editor for the 'activity_main.xml' file. In the center, a 'Resources' dialog is open, displaying a list of dimension resources. The 'buttonTextSize' resource is selected, highlighted with a blue background and white text. A yellow arrow points from a callout box labeled '1. Select the buttonTextSize dimension resource' to the value '22sp'. At the bottom right of the dialog, another yellow callout box labeled '2. Click OK' points to the 'OK' button. The 'Attributes' panel on the right shows the 'id' attribute set to 'btnDrums'. The 'Text' tab is selected at the bottom of the editor.

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

Layout Captures

Build Variants

2: Favorites

Component Tree

Linear Layout (vertical)

- ukeleleImage View
- btnUkelele- "@string/btnUkel..."
- drumsImage View
- btnDrums- "@string/btnDrum..."

Design Text

Activity Main XML

Main Activity.java

Splash Activity.java

Attributes

btnDrums

layout_height

wrap_content

layout_margin

[?, ?, ?, ?, ?]

layout_weight

layout_width

wrap_content

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

maxEms

maxHeight

maxLength

maxLines

maxWidth

minEms

minHeight

48dip

minLines

minWidth

88dip

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

numeric

onClick

overScrollMode

padding

[?, ?, ?, ?, ?]

password

phoneNumber

privateImeOptions

requiresFadingEdge

rotation

Expand the layout_margin attribute group

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The layout editor displays 'activity_main.xml'. The UI consists of a vertical linear layout containing two horizontal groups. Each group has an image view at the top, followed by a button labeled 'PLAY UKELELE SONG' or 'PLAY DRUMS SONG'. The attributes panel on the right shows various properties for a selected button, with a yellow callout box highlighting the 'layout_margin' attribute group. The component tree on the left shows the structure of the layout.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (26 minutes ago) Event Log

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

btnDrums

layout_height wrap_content

layout_margin [?, ?, ?, ?, ?]

layout_margin

layout_marginLeft

layout_marginTop

layout_marginRight

layout_marginBottom

layout_weight

layout_width wrap_content

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

maxEms

maxHeight

maxLength

maxLines

maxWidth

minEms

minHeight 48dip

minLines

minWidth 88dip

nextFocusDown

nextFocusForward

nextFocusLeft

nextFocusRight

nextFocusUp

numeric

onClick

overScrollMode

padding 12 2 2 2 21

Palette

Common Ab TextView

Text Button

Buttons ImageView

Widgets RecyclerView

Layouts <fragment>

Containers ScrollView

Google Switch

Legacy

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView
- btnDrums- "@string/btnDrum..."

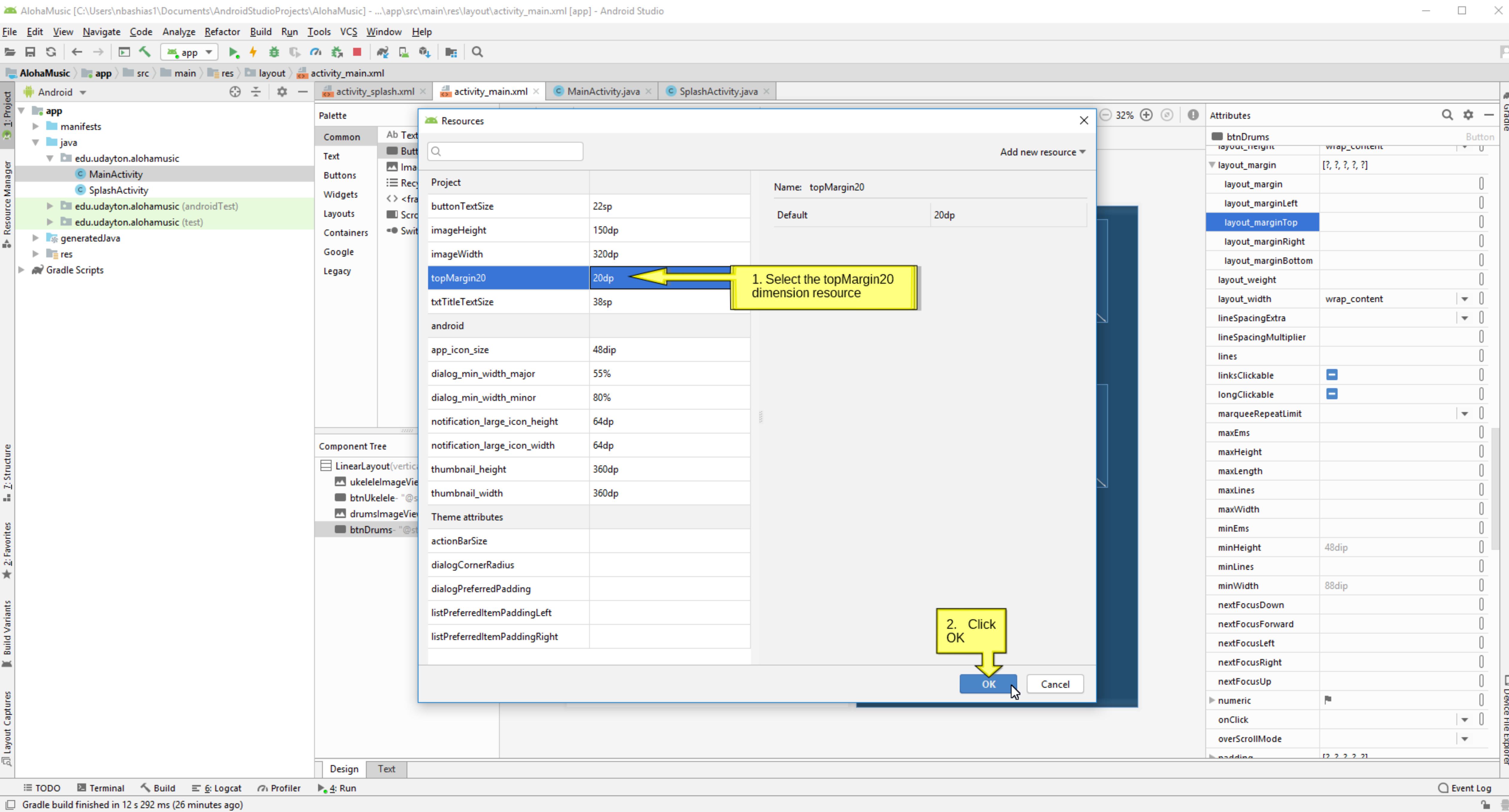
PLAY UKELELE SONG

PLAY DRUMS SONG

PLAY UKELELE SONG

PLAY DRUMS SONG

Use the Resources manager to set the top margin



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (27 minutes ago)

Android

Activity splash.xml Activity main.xml MainActivity.java SplashActivity.java

Attributes

btnDrums keepScreenOn layerType layout_gravity layout_height layout_margin layout_marginTop layout_marginRight layout_marginBottom layout_weight layout_width lineSpacingExtra lineSpacingMultiplier lines linksClickable longClickable marqueeRepeatLimit maxEms maxHeight maxLength maxLines maxWidth minEms minHeight minLines minWidth nextFocusDown nextFocusForward nextFocusLeft nextFocusRight nextFocusUp

Common Ab TextView Button ImageView RecyclerView <fragment> ScrollView Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView
- btnDrums- "@string/btnDrum..."

Expand the layout_gravity attribute

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The main window displays the XML layout file 'activity_main.xml'. The layout consists of a vertical linear layout containing two rows of cards. Each card has a background image and a central button. The 'layout_gravity' attribute for the buttons is currently set to 'center'. A yellow callout box with the text 'Expand the layout_gravity attribute' points to the 'layout_gravity' entry in the attributes panel, indicating where it can be modified.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\layout\\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Design Text

Gradle

Pixel 28 AppTheme Default (en-us)

32% 32%

Attributes

btnDrums

keepScreenOn

layerType

layout_gravity center_horizontal

bottom

clip_horizontal

center

clip_vertical

start

right

center_horizontal true

fill

fill_horizontal

Check this box to center the button between the layout's left and right edges

end

layout_height wrap_content

layout_margin [?, ?, @dimen/topMargin20, ?, ?]

layout_marginLeft

layout_marginTop @dimen/topMargin20

layout_marginRight

layout_marginBottom

layout_weight

layout_width wrap_content

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

Device File Explorer

Activity Main XML Layout

The layout consists of a vertical LinearLayout containing two ImageView components (one for ukulele and one for drums) and two Button components (one for playing a ukulele song and one for playing drums). The buttons are centered horizontally within their respective parent layouts.

Component Tree:

- LinearLayout(vertical)
 - ukeleleImageView
 - btnUkelele- "@string/btnUkel..."
 - drumsImageView
 - btnDrums- "@string/btnDrum..."

Attributes for the top-level Button (centered horizontally):

- center_horizontal: true (checked)
- fill: false
- fill_horizontal: false

Attributes for the bottom-level Button (centered horizontally):

- center_horizontal: true (checked)
- fill: false
- fill_horizontal: false

Gradle build finished in 12 s 292 ms (27 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_main.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_main.xml

[app] C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\java\edu\udayton\alohamusic\MainActivity.java

1:Project

Resource Manager

2:Structure

Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Profiler Run

Gradle build finished in 12 s 292 ms (27 minutes ago)

Android

app

manifests

java

edu.udayton.alohamusic

- MainActivity
- SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

Gradle Scripts

Palette

Common

Ab TextView

Button

ImageView

RecyclerView

<fragment>

ScrollView

Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

LinearLayout(vertical)

- ukeleleImageView
- btnUkelele- "@string/btnUkel..."
- drumsImageView
- btnDrums- "@string/btnDrum..."

Pixel 28 AppTheme Default (en-us) 32% Attributes

btnDrums

keepScreenOn

layerType

layout_gravity

- center_horizontal
- bottom
- clip_horizontal
- center
- clip_vertical
- start
- right
- center_horizontal
- fill
- fill_horizontal
- top
- left
- center_vertical
- fill_vertical
- end
- layout_height
- layout_margin
- layout_marginLeft
- layout_marginTop
- layout_marginRight
- layout_marginBottom
- layout_weight
- layout_width
- lineSpacingExtra
- lineSpacingMultiplier
- lines
- linksClickable
- longClickable
- marqueeRepeatLimit

PLAY UKELELE SONG

PLAY DRUMS SONG

PLAY UKELELE SONG

PLAY DRUMS SONG

This concludes Part 3 of this lesson.

In Part 4 of Lesson 8, we add the Java code for MainActivity incrementally, testing the app with the emulator as we make each major modification.

Device File Explorer