

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

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

HelloAndroidWorld app src main res layout activity_main.xml

Android app Gradle Scripts

Resource Manager Layout Captures

Hardcoded string "Hello Android World", should use @string resource

Click anywhere in the hardcoded "Hello Android World" string

Preview Pixel 28 AppTheme 34% 8dp

Palette

activity_main.xml MainActivity.java

```
<?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">

    <TextView
        android:id="@+id/helloTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="45dp"
        android:layout_marginLeft="45dp"
        android:layout_marginTop="341dp"
        android:layout_marginEnd="45dp"
        android:layout_marginRight="45dp"
        android:layout_marginBottom="341dp"
        android:text="Hello Android World" />
</android.support.constraint.ConstraintLayout>
```

Hardcoded string "Hello Android World", should use @string resource

app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent" />

341 45 45 341

Device File Explorer

Logcat TODO Terminal Build

Hardcoded string "Hello Android World", should use '@string' resource

19:31 CRLF 4 spaces

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1: Project

2: Favorites

3: Build Variants

activity_main.xml x MainActivity.java x

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<?xml version="1.0" encoding="utf-8"?>
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        android:layout_height="wrap_content"
        android:layout_marginStart="45dp"
        android:layout_marginLeft="45dp"
        android:layout_marginTop="341dp"
        android:layout_marginEnd="45dp"
        android:layout_marginRight="45dp"
        android:layout>
```

Note the yellow lightbulb that appears.
Click on this lightbulb.

Hardcoded string "Hello Android World". Use more... (Ctrl+F1) instead.

341

45

45

341

Device File Explorer

Preview Pixel 28 AppTheme 34% 8dp

Design Text

Logcat TODO Terminal Build

Hardcoded string "Hello Android World", should use '@string' resource

19:32 CRLF UTF-8 4 spaces

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HelloAndroidWorld app src main res layout activity_main.xml

Android app Gradle Scripts

Resource Manager Layout Captures Z: Structure Favorites Build Variants

activity_main.xml MainActivity.java Preview

Pixel 28 AppTheme 34% 8dp

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"
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        android:layout_height="wrap_content"
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        android:layout_marginLeft="45dp"
        android:layout_marginTop="341dp"
        android:layout_marginEnd="45dp"
        android:layout_marginRight="45dp"
        android:layout_marginBottom="341dp"
        android:text="Hello Android World"/>

```

Extract string resource
Suppress: Add tools:ignore="HardcodedText" attribute
Extract string resource
Override Resource in Other Configuration...
Rearrange tag attributes
Remove attribute
Inject language or reference

Click this menu option to extract the title text as a string resource

BTW, if the lightbulb fails to appear when you click in a hardcoded value, you can bring up this menu by holding down the Alt key and hitting the Enter key.

Preview

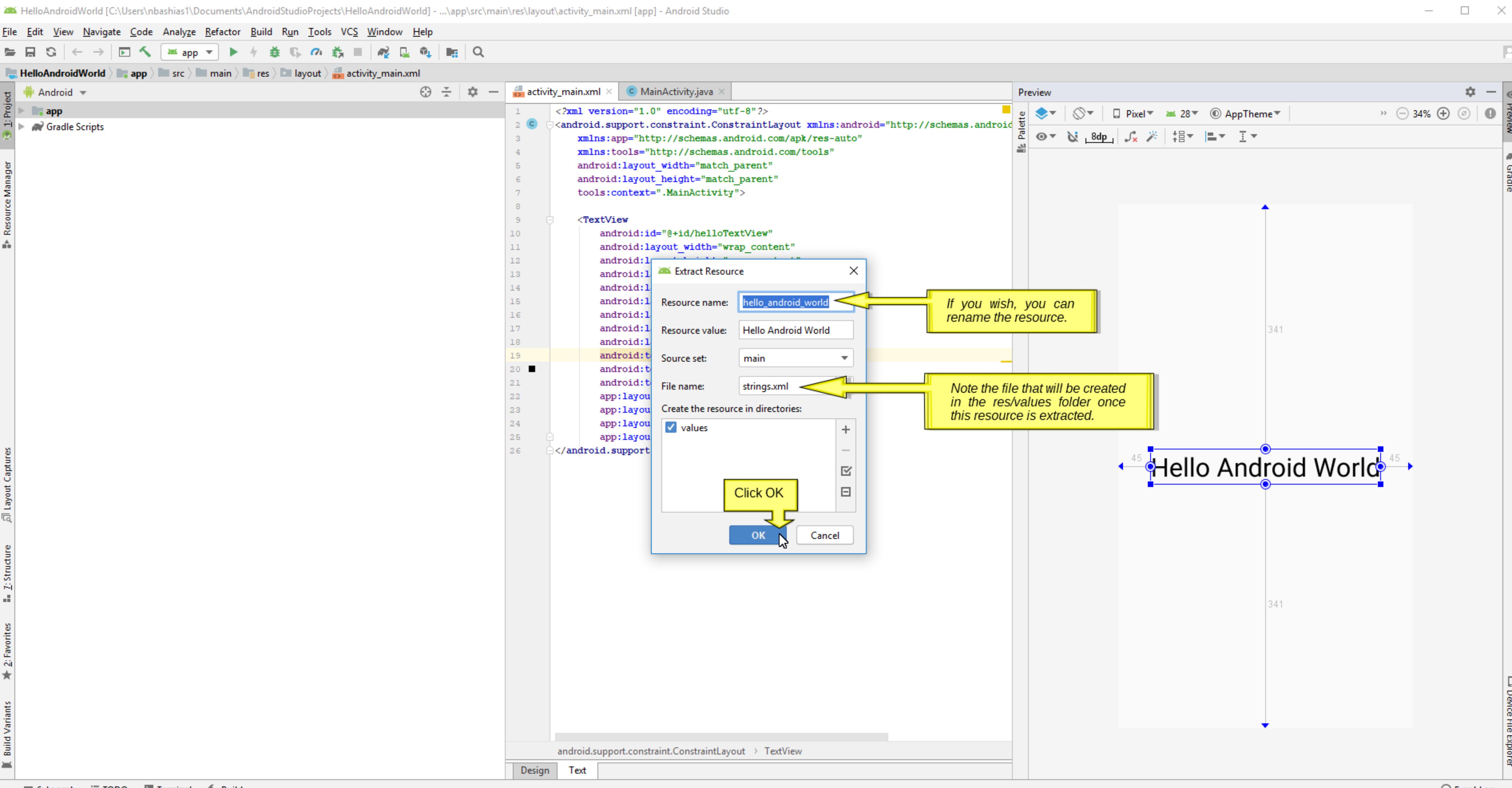
Device File Explorer

Logcat TODO Terminal Build

Hardcoded string "Hello Android World", should use '@string' resource

19:32 CRLF 4 spaces

The screenshot shows the Android Studio interface with the project 'HelloAndroidWorld' open. The 'activity_main.xml' file is selected in the layout editor. A context menu is displayed over the 'text' attribute of the TextView element, which currently contains the string 'Hello Android World'. The menu includes options such as 'Extract string resource', 'Override Resource in Other Configuration...', 'Rearrange tag attributes', 'Remove attribute', and 'Inject language or reference'. Two yellow callout boxes provide instructions: one pointing to the 'Extract string resource' option with the text 'Click this menu option to extract the title text as a string resource', and another below it stating 'BTW, if the lightbulb fails to appear when you click in a hardcoded value, you can bring up this menu by holding down the Alt key and hitting the Enter key.' To the right of the code editor, the 'Design' tab of the Layout Editor shows a visual representation of the ConstraintLayout with a single TextView containing the text 'Hello Android World'. The text is centered and has margins of 45dp on the left and right, and 341dp on the top and bottom. The preview shows the text in a large, bold, black font.



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Gradle

activity_main.xml x MainActivity.java x

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        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="45dp"
        android:layout_marginLeft="45dp"
        android:layout_marginTop="341dp"
        android:layout_marginEnd="45dp"
        android:layout_marginRight="45dp"
        android:layout_marginBottom="341dp"
        android:text="@string/hello_android_world"
        android:textColor="@android:color/black"
        android:textSize="36sp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</android.support.constraint.ConstraintLayout>
```

Repeat the process to extract the text size as a resource.
Click anywhere in the text size attribute value.

341

45

341

45

Hello Android World

android.support.constraint.ConstraintLayout > TextView

Design Text

Logcat TODO Terminal Build

Source generation ended in 1 s 42 ms (a minute ago)

21:29 CRLF UTF-8 4 spaces

Event Log

