Android Studio使用版本：android-studio-ide-171.4443003-windows

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="64dp"  
 android:background="#ffffff">  
 <!--background属性设置的内容是什么-->  
  
 <RelativeLayout  
 android:id="@+id/push\_notification1"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:layout\_marginBottom="10dp"  
 android:layout\_marginTop="10dp">  
 <!--layout\_marginTop属性设置内容是什么-->  
  
 <ImageView  
 android:id="@+id/notification\_large\_icon1"  
 android:layout\_width="48dp"  
 android:layout\_height="48dp"  
 android:scaleType="fitXY" />  
 <!--该控件的父布局只剩下44dp，此时的处理机制是什么-->  
 <!--scaleType属性设置内容是什么-->  
  
 <TextView  
 android:id="@+id/notification\_title"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginLeft="10dp"  
 android:layout\_marginTop="3dp"  
 android:layout\_toRightOf="@+id/notification\_large\_icon1"  
 android:maxLines="1"  
 android:text="Title"  
 android:textColor="#000000"  
 android:textSize="16sp" />  
 <!--layout\_toRightOf属性设置的内容是什么-->  
 <!--maxLines属性设置的内容是什么-->  
 <!--怎么取textColor、textSize属性设置值。还有这些值的单位怎么区分-->  
  
 <TextView  
 android:id="@+id/notification\_text"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:layout\_below="@+id/notification\_title"  
 android:layout\_marginLeft="10dp"  
 android:layout\_marginTop="3dp"  
 android:layout\_toRightOf="@+id/notification\_large\_icon1"  
 android:ellipsize="marquee"  
 android:fadingEdge="horizontal"  
 android:focusable="true"  
 android:focusableInTouchMode="true"  
 android:marqueeRepeatLimit="marquee\_forever"  
 android:scrollHorizontally="false"  
 android:singleLine="true"  
 android:text="Message"  
 android:textColor="#000000" />  
 <!--layout\_below、ellipsize、fadingEdge、focusable、focusableInTouchMode、marqueeRepeatLimit、scrollHorizontally属性设置的内容是什么-->  
 <!--还有这里没有设置字体大小，默认字体大小是多少？在哪里查看？-->  
  
 <requestFocus />  
  
 </RelativeLayout>  
  
 <RelativeLayout  
 android:id="@+id/push\_notification2"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:visibility="gone">  
  
 <ImageView  
 android:id="@+id/notification\_large\_icon2"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:scaleType="fitXY" />  
  
 </RelativeLayout>  
  
</RelativeLayout>

**布局文件出现的8个warnimg，就是写布局文件应该注意的事项，都是知识点。**

Missing contentDescription attribute on image less... (Ctrl+F1)

Non-textual widgets like ImageViews and ImageButtons should use the contentDescription attribute to specify a textual description of the widget such that screen readers and other accessibility tools can adequately describe the user interface. Note that elements in application screens that are purely decorative and do not provide any content or enable a user action should not have accessibility content descriptions. In this case, just suppress the lint warning with a tools:ignore="ContentDescription" attribute. Note that for text fields, you should not set both the hint and the contentDescription attributes since the hint will never be shown. Just set the hint. See <http://developer.android.com/guide/topics/ui/accessibility/checklist.html#special-cases>.

Consider replacing android:layout\_marginLeft with android:layout\_marginStart="10dp" to better support right-to-left layouts less... (Ctrl+F1)

Using Gravity#LEFT and Gravity#RIGHT can lead to problems when a layout is rendered in locales where text flows from right to left. Use Gravity#START and Gravity#END instead. Similarly, in XML gravity and layout\_gravity attributes, use start rather than left. For XML attributes such as paddingLeft and layout\_marginLeft, use paddingStart and layout\_marginStart. NOTE: If your minSdkVersion is less than 17, you should add both the older left/right attributes as well as the new start/right attributes. On older platforms, where RTL is not supported and the start/right attributes are unknown and therefore ignored, you need the older left/right attributes. There is a separate lint check which catches that type of error. (Note: For Gravity#LEFT and Gravity#START, you can use these constants even when targeting older platforms, because the start bitmask is a superset of the left bitmask. Therefore, you can use gravity="start" rather than gravity="left|start".)

Consider replacing android:layout\_toRightOf with android:layout\_toEndOf="@+id/notification\_large\_icon1" to better support right-to-left layouts less... (Ctrl+F1)

Using Gravity#LEFT and Gravity#RIGHT can lead to problems when a layout is rendered in locales where text flows from right to left. Use Gravity#START and Gravity#END instead. Similarly, in XML gravity and layout\_gravity attributes, use start rather than left. For XML attributes such as paddingLeft and layout\_marginLeft, use paddingStart and layout\_marginStart. NOTE: If your minSdkVersion is less than 17, you should add both the older left/right attributes as well as the new start/right attributes. On older platforms, where RTL is not supported and the start/right attributes are unknown and therefore ignored, you need the older left/right attributes. There is a separate lint check which catches that type of error. (Note: For Gravity#LEFT and Gravity#START, you can use these constants even when targeting older platforms, because the start bitmask is a superset of the left bitmask. Therefore, you can use gravity="start" rather than gravity="left|start".)

Hardcoded string "Title", should use @string resource less... (Ctrl+F1)

Hardcoding text attributes directly in layout files is bad for several reasons: \* When creating configuration variations (for example for landscape or portrait)you have to repeat the actual text (and keep it up to date when making changes) \* The application cannot be translated to other languages by just adding new translations for existing string resources. There are quickfixes to automatically extract this hardcoded string into a resource lookup.

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 android:layout\_marginStart="10dp"  
 android:layout\_marginTop="3dp"  
 android:layout\_toEndOf="@+id/notification\_large\_icon1"  
 android:maxLines="1"  
 android:text="@string/upush\_notification\_title"  
 android:textColor="#000000"  
 android:textSize="16sp" />  
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 android:layout\_below="@+id/notification\_title"  
 android:layout\_marginStart="10dp"  
 android:layout\_marginTop="3dp"  
 android:layout\_toEndOf="@+id/notification\_large\_icon1"  
 android:ellipsize="marquee"  
 android:fadingEdge="horizontal"  
 android:focusable="true"  
 android:focusableInTouchMode="true"  
 android:marqueeRepeatLimit="marquee\_forever"  
 android:scrollHorizontally="false"  
 android:singleLine="true"  
 android:text="@string/upush\_notification\_message"  
 android:textColor="#000000" />  
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 <!--还有这里没有设置字体大小，默认字体大小是多少？在哪里查看？-->  
  
 <requestFocus />  
  
 </RelativeLayout>  
  
 <RelativeLayout  
 android:id="@+id/push\_notification2"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:visibility="gone">  
  
 <ImageView  
 android:id="@+id/notification\_large\_icon2"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:scaleType="fitXY" />  
  
 </RelativeLayout>  
  
</RelativeLayout>

还有2个关于ImageView的warning，解决方法待研究。