**Other Resource XML Files**

Apart from strings.xml, colors.xml, and dimens.xml, Android provides other resource XML files:

**a) Styles and Themes (res/values/styles.xml)**

Defines **global themes and reusable styles**.

**Example: res/values/styles.xml**

<resources>

<style name="AppTheme" parent="Theme.MaterialComponents.DayNight">

<item name="colorPrimary">@color/primaryColor</item>

<item name="android:textColor">@color/textColor</item>

</style>

</resources>

📌 **Apply this theme in AndroidManifest.xml:**

<application

android:theme="@style/AppTheme">

**b) Boolean Resources (res/values/bools.xml)**

Stores **true/false values**.

<resources>

<bool name="is\_feature\_enabled">true</bool>

</resources>

📌 **Usage in Kotlin**

val isFeatureEnabled = resources.getBoolean(R.bool.is\_feature\_enabled)

**c) Integers (res/values/integers.xml)**

Stores **integer values**.

<resources>

<integer name="max\_retry\_count">3</integer>

</resources>

📌 **Usage in Kotlin**

val maxRetry = resources.getInteger(R.integer.max\_retry\_count)

**5. Best Practices for Resource Management**

✅ **Use strings.xml** for all text to enable localization.  
✅ **Define colors in colors.xml** instead of hardcoding them in layouts.  
✅ **Store all sizes in dimens.xml** to maintain consistency across screens.  
✅ **Use themes/styles (styles.xml)** for a unified look.  
✅ **Organize resources in multiple folders** (e.g., values-night, values-large).