**Strings Resource (res/values/strings.xml)**

strings.xml stores **text values** for UI elements. It helps with:

* **Centralizing text** to avoid hardcoded strings.
* **Supporting multiple languages** (localization).
* **Improving maintainability**.

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

<resources>

<string name="app\_name">My Android App</string>

<string name="welcome\_message">Welcome to My Android App!</string>

<string name="btn\_submit">Submit</string>

</resources>

**Usage**

**In XML Layout**

<TextView

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="@string/welcome\_message"/>

**In Kotlin Code**

val message = getString(R.string.welcome\_message)

textView.text = message

**Localization (Multi-Language Support)**

To support multiple languages, create different strings.xml files in res/values-<language-code>/.

**Example: Spanish Localization (res/values-es/strings.xml)**

<resources>

<string name="welcome\_message">¡Bienvenido a My Android App!</string>

</resources>

📌 **Now Android will automatically use the correct string based on the device's language!** 🌍