* Gradle

→ Android build system.

(MVC)

→ Model View Controller

↳ Its a general design pattern that advocates Separating out ~~the~~ logic of your app into three different pieces.

↳ Model (Data that your app needs)
↳ View (How you data is going to be displayed)
↳ Controller (Bridge between the model) and the view)

(Activities)

↳ Base class for a Screen in Android.

(Resources)

↳ All of the other stuff that isent just java code.

Example: (Layouts)

{Describes how a view}
Should look

↓

{Described using}
XML

```
<Linear Layout>
  <Text View android:text="Hello"/>
</Linear Layout>
```

(Intents)
↳ Its an special object that is defined somewhere in the Sdk, and it represents a way go from one activity to another.

(Recycler Views)
↳ It basically represents anything that is a list of item.

* Android Manifest.xml
↳ Configuration file that android can use to launch the app.

* res folder (resource)

(layout/activity_main.xml)
↳ here we define what views are going to be in each activity and how those views are layed out relative to each other.

(Values/Strings.xml)
↳ Hear you can put bunnch of your string constants that you might want to display in UI.

* build.gradle
↳ It is written in other programming language called groovy.

★ Adding recyclerview library to out app

⟹ In build.gradle:

```
dependencies {
    implementation "androidx.recyclerview:recyclerview
                                :1.0.0'
```

★ In layout/activity_main.xml

```
<androidx.recyclerview.widget.RecyclerView
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:id="@+id/recycler_view"/>
```

★ Create new layout

File name: pokedex_row

Root element: Linear Layout

```
<TextView
    android: layout_width="match_parent"
         "          height         "
    android:id="@+id/Pokedex_row_text_view"/>
```

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