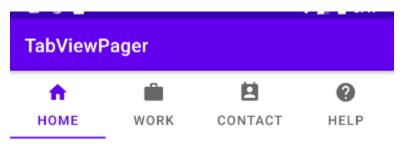
TabLayout Step by Implantation to Design Tabs with Swipe Views

Create a New Project with an Empty Activity

Problem Requirement: Design your code with 4 Fragments for the given Tabs with TabLayout and ViewPager2



Step 1: Go to your activity_main.xml and remove the existing TextView Component.

Need to add TabLayout and ViewPager2 inside the Root Constraint Layout. Refer the code below.

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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">
    <com.google.android.material.tabs.TabLayout</pre>
        android:id="@+id/tlayout"
        android:layout width="0dp"
        android:layout height="wrap content"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toTopOf="parent">
    </com.google.android.material.tabs.TabLayout>
    <androidx.viewpager2.widget.ViewPager2</pre>
        android:id="@+id/vpager"
        android:layout width="0dp"
        android:layout height="0dp"
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toBottomOf="@id/tlayout">
    </androidx.viewpager2.widget.ViewPager2>
```

</androidx.constraintlayout.widget.ConstraintLayout> If you want Linear Layout, go with the below code, <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android" android:layout_width="match_parent" android:layout_height="match_parent" android:orientation="vertical"> <com.google.android.material.tabs.TabLayout android:layout_width="match_parent" android:layout_width="match_parent" android:layout_height="wrap_content" /> <androidx.viewpager2.widget.ViewPager2 android:id="@+id/pager" android:layout_width="match_parent" android:layout_height="0dp" android:layout_height="0dp" android:layout_weight="1" />

Step 2: Add Vector Asset in the Drawable folder.

</LinearLayout>

The drawable images are added from Vector Asset. To add pictures from the API library, **Right click** drawable\New\Vector Asset and add four images as mentioned below on the Tabs.

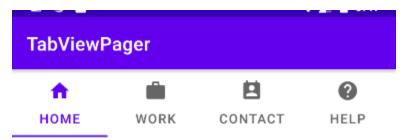
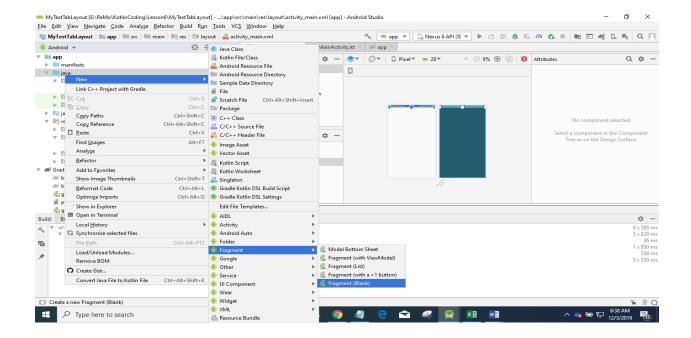


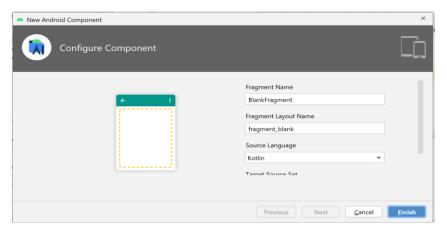
Image Asset Studio helps you create various types of icons at different densities and shows you exactly where they'll be placed in your project.

Vector Asset Studio that helps you add material icons and import Scalable Vector Graphic (SVG) and Adobe Photoshop Document (PSD) files into your project as vector drawable resources. Using vector drawables instead of bitmaps reduces the size of your APK because the same file can be resized for different screen densities without loss of image quality.

Step 3: Create a new Blank Fragment as per the screenshots.



In the next screen, Give the name of your Fragment as HomeFragment. Click Finish, Your Gradle Project take some time to Sync.



Fragment loaded with several lines of code. Only keep the below code and delete the remining codes.

```
class HomeFragment : Fragment() {
  private lateinit var binding: FragmentHomeBinding

    override fun onCreateView(
        inflater: LayoutInflater, container: ViewGroup?,
        savedInstanceState: Bundle?
    ): View? {
        // Inflate the layout for this fragment
        var view = inflater.inflate(R.layout.fragment_home,
        container, false)
```

```
binding = FragmentHomeBinding.bind(view)
return binding.root
    }
}
```

Step 4: Similar way creates another three fragments and named as

- WorkFragment
- ContactFragmnet
- HelpFragment

Refer the Fragments Codes

```
class WorkFragment : Fragment(R.layout.fragment_work)

class HelpFragment : Fragment(R.layout.fragment_help)

class ContactFragment : Fragment(R.layout.fragment_contact)
```

After completing the above steps, you will get four Fragements with its Layout.

Do the necessary changes in all Layout to show the UI according to the requirements. Similarly create for other three Fragments.

```
<FrameLayout</pre>
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout width="match parent"
    android:layout height="match parent"
    android:background="@color/teal 200"
    tools:context=".ContactFragment">
    <!-- TODO: Update blank fragment layout -->
    <TextView
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout gravity="center"
        android:text="Contact Fragment"
        android:textColor="@color/purple 700"
        android:textSize="25sp" />
</FrameLayout>
```

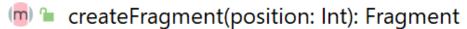
Step 5: Create your Adapter class inherit from FragmentStateAdapter and pass the argument of FragmentActivity to your class and the parent class.

```
/* FragmentStateAdapter handles saving and restoring of fragment's
state.
Base class for activities that want to use the support-based
Fragments.
FargmentActivity → Base class for activities that want to use the
support-based Fragments.*/
class MyPageAdapter(fragmentActivity:FragmentActivity) :
FragmentStateAdapter(fragmentActivity) {
```

Step 6: You will get the error to implement the below two methods as mentioned below







Step 6: Implement both the methods

```
import androidx.fragment.app.Fragment
import androidx.fragment.app.FragmentActivity
import androidx.viewpager2.adapter.FragmentStateAdapter
class MyPageAdapter(fragmentActivity:FragmentActivity) :
FragmentStateAdapter(fragmentActivity) {
    override fun getItemCount() = 4 // We have 4 fragments
    // Provide a new Fragment associated with the specified
position.
    override fun createFragment(position: Int): Fragment {
        return when (position) {
            0 -> HomeFragment()
            1 -> WorkFragment()
            2 -> ContactFragment()
            3 -> HelpFragment()
            else -> Fragment()
    }
}
```

TabLayoutMediater

A mediator to link a TabLayout with a ViewPager2. The mediator will synchronize the ViewPager2's position with the selected tab when a tab is selected.

TabLayoutMediator will listen to ViewPager2's OnPageChangeCallback to adjust tab when ViewPager2 moves.

TabLayoutMediator listens to TabLayout's OnTabSelectedListener to adjust VP2 when tab moves.

```
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import com.google.android.material.tabs.TabLayout
import com.google.android.material.tabs.TabLayoutMediator
import kotlinx.android.synthetic.main.activity main.*
class MainActivity : AppCompatActivity() {
private lateinit var binding: ActivityMainBinding
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        binding = ActivityMainBinding.inflate(layoutInflater)
      setContentView(binding.root)
        // Create an object for the Adapter Class
        val myPageAdapter = MyPageAdapter(this)
        // Set the Adapter to your Viewpager UI
        binding.vpager.adapter = myPageAdapter
        // Will align the space according to the Screen size to
equally spread
        binding.tlayout.tabGravity = TabLayout.GRAVITY FILL
        /* Setting up Tab Layout with the ViewPageg2 is handled by
the TabLayoutMediator class
       * by passing your tablayout id and viewpager id*/
        TabLayoutMediator (binding.tlayout,
                          binding.vpager) { tab, position->
            when (position) {
                0 -> {
                    tab.text="Home"
                    tab.setIcon(R.drawable.home)
                1->{
                    tab.text="Work"
                    tab.setIcon(R.drawable.work)
                2->{
                    tab.text="Contact"
```

```
tab.setIcon(R.drawable.contact)
}
3->{
    tab.text = "Help"
    tab.setIcon(R.drawable.help)
}
}.attach()
}
```