Practical -15: Write a program to demonstrate use of Absolute Layout.

Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    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">
    <TextView
        android:layout_width="match_parent"
        android:layout height="wrap content"
        android:text="Absolute Layout"
        android:layout x="100px"
        android:layout y="100px"
        />
    <Button
        android:layout width="100dp"
        android:layout height="wrap content"
        android:text="BUTTON1"
        android:layout x="10px"
        android:layout y="361px" />
    <Button
        android:layout width="100dp"
        android:layout height="wrap content"
        android:text="BUTTON2"
        android:layout_x="325px"
        android:layout_y="361px" />
</AbsoluteLayout>
MainActivity.java
package com.example.bsolute layout;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
    }
}
```

Output:



Absolute Layout

BUTTON1

BUTTON2