

## Practical - 12 : Write a program to demonstrate use of Linear Layout.

### Activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="fill_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity" >

    <Button
        android:id="@+id/button2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Button2" />

    <Button
        android:id="@+id/button1"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Button1" />

    <Button
        android:id="@+id/button3"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Button3" />

</LinearLayout>
```

### MainActivity.java

```
package com.example.linear_layout;

import androidx.appcompat.app.AppCompatActivity;

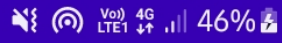
import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

### Output

9:34 4 KB/s



linear\_layout

BUTTON2

BUTTON1

BUTTON3