## Practical -16: Write a program to demonstrate use of Frame Layout.

## Activity main.xml

```
<?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">
    <FrameLayout</pre>
        android:layout width="408dp"
        android:layout height="358dp"
        app:layout_constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintHorizontal bias="0.333"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toTopOf="parent"
        app:layout constraintVertical bias="0.404">
        <TextView
            android:id="@+id/textView"
            android:layout_width="312dp"
            android:layout_height="wrap content"
            android:text="Frame Layout"
            android:textSize="50dp"
            android:layout gravity="center"/>
        <Button
            android:id="@+id/button3"
            android:layout width="wrap content"
            android:layout height="wrap content"
            android:text="Button"
            android:layout gravity="center"/>
    </FrameLayout>
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.example.frame layout;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
}
```

## Output:



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