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

Activity_main.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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
        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

```java
package com.example.frame_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:

Frame_layout

Frame **BUTTON** yout