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 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

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:

