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

