

# ТЕХНОПОЛИС

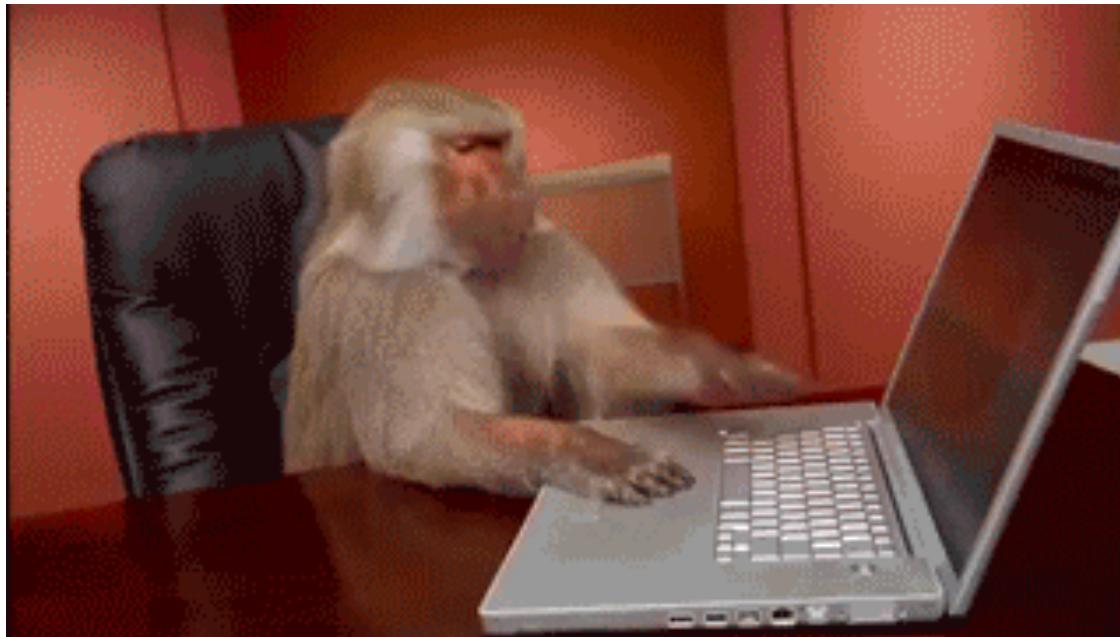
## Основы вёрстки

Дорофеев Юрий



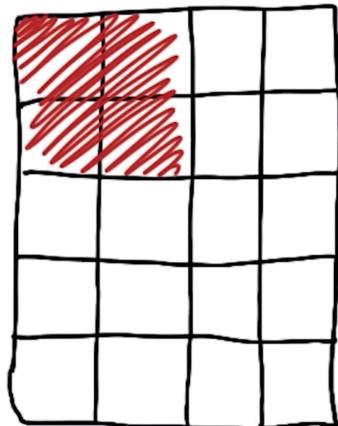
- 
1. Базовые элементы и свойства
  2. Constraint Layout
  3. RecyclerView
  4. Обработка взаимодействия

# Начнем?

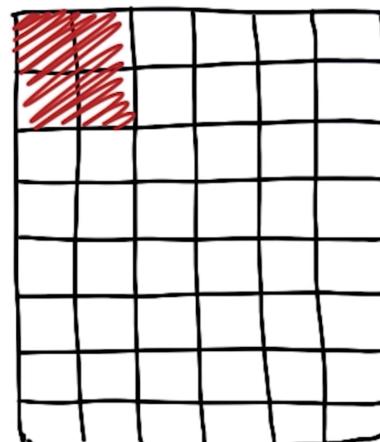


## DENSITY-INDEPENDENT PIXELS

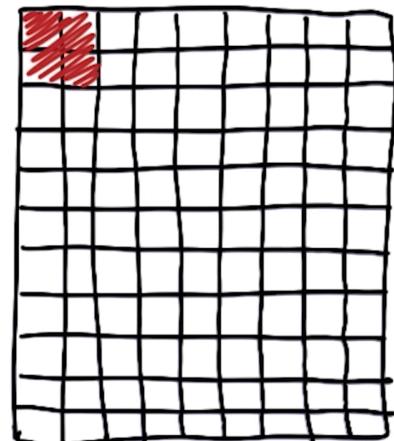
2 pixels by 2 pixels



Medium Resolution Device



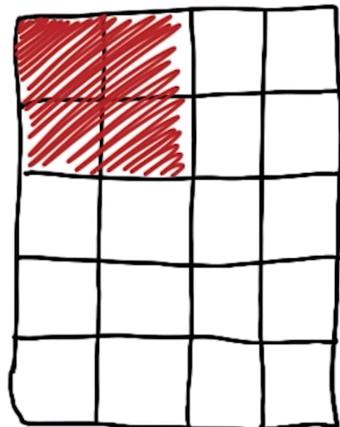
High Resolution Device



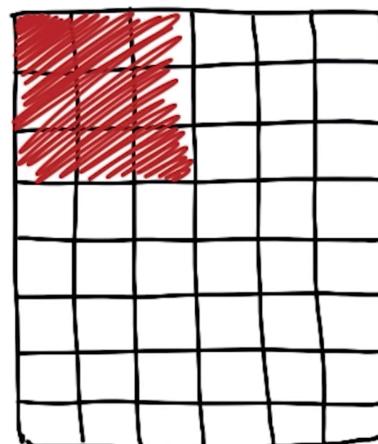
Extra-High Resolution Device

## DENSITY-INDEPENDENT PIXELS

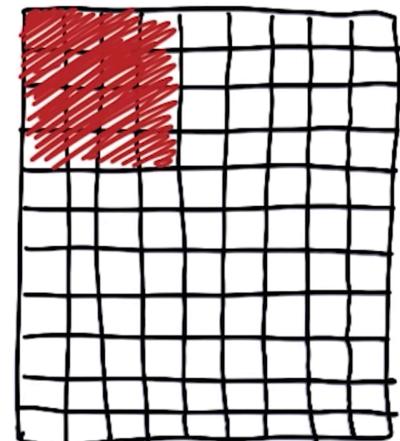
2 dp by 2 dp



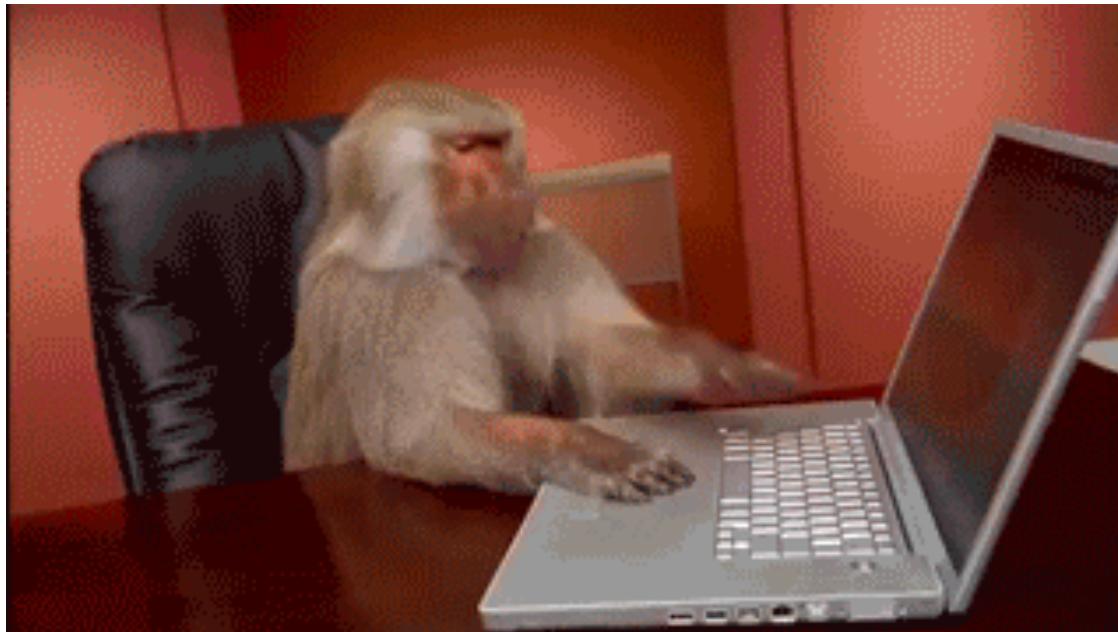
Medium Resolution Device

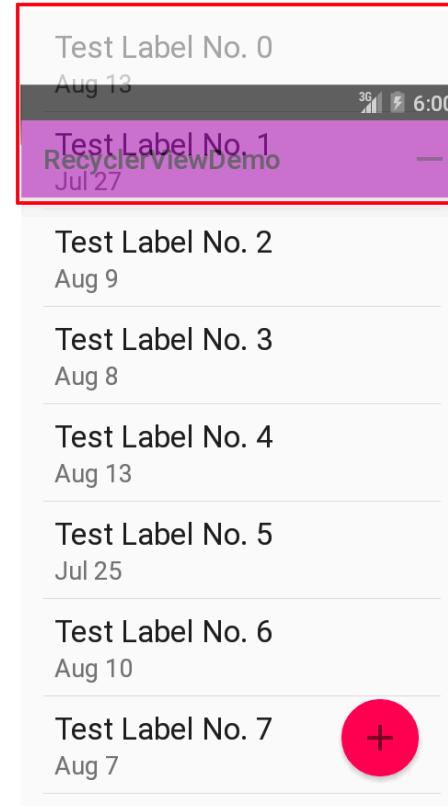
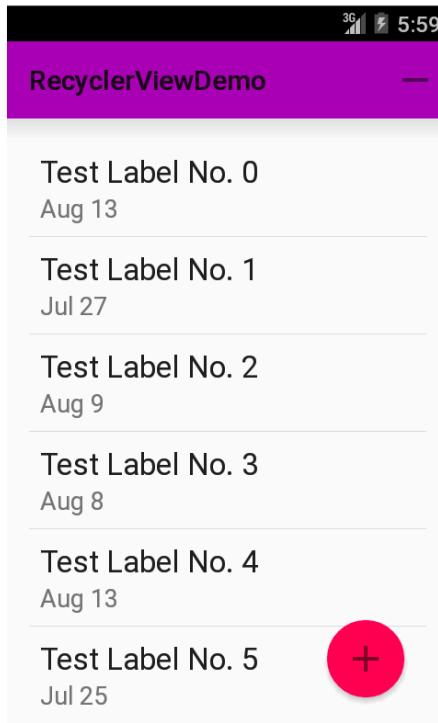


High Resolution Device



Extra-High Resolution Device





Т Спасибо за внимание!

@dorofeev