

```

D: drawDrawable
D: drawRenderNode (LinearLayout 0x720d231600)
D: (Translate (left, top) 0, -113)
D: (ClipRect 0, 0, 1440, 168)
D: drawDrawable
D: drawRenderNode (TextView 0x720d231b00)
D: (ClipRect 0, 0, 607, 168)
D: clipRect
D: drawTextBlob
D: /RenderNode(TextView 0x720d231b00)
D: drawRenderNode (Button 0x720d238000, casting shadow)
D: (Translate (left, top) 607, 0)
D: (ClipRect 0, 0, 416, 168)
D: drawRenderNode (RippleDrawable 0x720d2b8800)
D: clipRect
D: drawARect
D: /RenderNode(RippleDrawable 0x720d2b8800)
D: clipRect
D: drawTextBlob
D: /RenderNode(Button 0x720d238000)
D: drawRenderNode (Button 0x720d238500, casting shadow)
D: (Translate (left, top) 1023, 0)
D: (ClipRect 0, 0, 417, 168)
D: drawRenderNode (RippleDrawable 0x720d2b8d00)
D: clipRect
D: drawARect
D: /RenderNode(RippleDrawable 0x720d2b8d00)
D: clipRect
D: drawTextBlob
D: /RenderNode(Button 0x720d238500)
D: drawDrawable
D: /RenderNode(LinearLayout 0x720d231600)
D: drawRenderNode (LinearLayout 0x720d238a00)
D: (Translate (left, top) 0, 59)
D: (ClipRect 0, 0, 1440, 168)
D: drawDrawable
D: drawRenderNode (TextView 0x720d238f00)
D: (ClipRect 0, 0, 607, 168)
D: clipRect
D: drawTextBlob
D: /RenderNode(TextView 0x720d238f00)
D: drawRenderNode (Button 0x720d239400, casting shadow)
D: (Translate (left, top) 607, 0)
D: (ClipRect 0, 0, 416, 168)
D: drawRenderNode (RippleDrawable 0x720d2b9200)
D: clipRect
D: drawARect
D: /RenderNode(RippleDrawable 0x720d2b9200)
D: clipRect
D: drawTextBlob
D: /RenderNode(Button 0x720d239400)
D: drawRenderNode (Button 0x720d239900, casting shadow)
D: (Translate (left, top) 1023, 0)
D: (ClipRect 0, 0, 417, 168)
D: drawRenderNode (RippleDrawable 0x720d2b9700)
D: clipRect
D: drawARect
D: /RenderNode(RippleDrawable 0x720d2b9700)
D: clipRect
D: drawTextBlob
D: /RenderNode(Button 0x720d239900)
D: drawDrawable
D: /RenderNode(LinearLayout 0x720d238a00)

```

빨간색테두리: list하나의 단위,  
그림은 5item과 6item을 보여줌

주황색테두리: list들이 큰 listview에  
붙어 상대적으로 위치 설정됨

연두색테두리: list안에 text와  
button은 list안에서 상대적 위치 값을 가진다.

