




# Tampa Bay Android Developers Group

## **Build a Faster UI with ConstraintLayout**

Scott A. Thisse  
July 17, 2017



# About Me

- Lead the **TAMPA BAY ANDROID DEVELOPERS GROUP** 
- Help lead  GDG Sun Coast
- Lead developer for **centripetalfusion**   
which does remote Android development and  
on-site training



# What is ConstraintLayout?

Android's newest layout:

- more flexibility



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Android's newest layout:

- more flexibility
- shallower view hierarchies



# Requirements for Use?

- Android 2.3 Gingerbread (API 9) or higher



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- Gradle dependency:  
`com.android.support.constraint:constraint-layout:1.0.2`





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- Gradle dependency:  
`com.android.support.constraint:constraint-layout:1.0.2`
- This talk uses Android Studio 3.0 Canary 5



# A Fairly Complicated Layout

**Constraint Layout**

**Slow Cooker Black Beans**



**Ingredients**

- 2 cups black beans, dry
- 4½ cups water or stock
- 1 cup onion, diced
- 4 cloves garlic, minced
- 1 teaspoon salt

**Description**

This comfort food is a quick and easy recipe. It uses just a few ingredients.

**Instructions**

1. Pour the water or stock into the slow cooker.
2. Add the beans, onions, garlic, and salt.
3. Set the slow cooker to high and cook for 3 to 4½ hours.
4. Garnish with cheese and/or avocado if desired..

☐ Made it

☐ Liked it

ADDED NOTES

\* image from <https://www.flickr.com/photos/cookbookman/5684475740>



# How to Create?

**Constraint Layout**

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# How to Create?

## Use RelativeLayout?

### Constraint Layout

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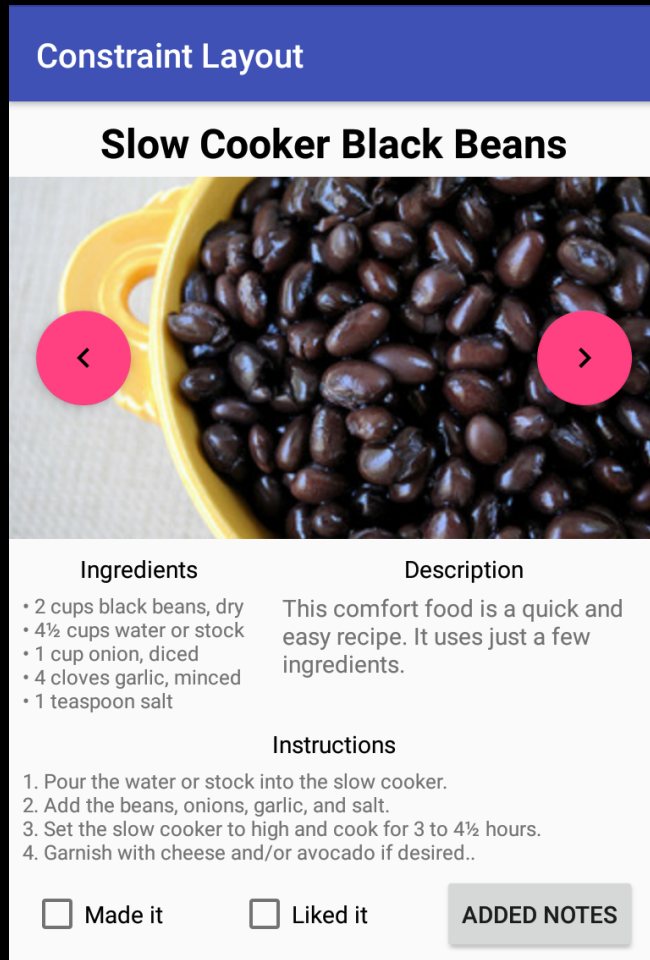
☐ Made it

☐ Liked it

ADDED NOTES



# How to Create?



Use RelativeLayout?

Trouble with:


- 40/60 column split



# How to Create?

### Constraint Layout

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ADDED NOTES

Use RelativeLayout?

Trouble with:

- 40/60 column split
- Positioning *Liked It*




# How to Create?

Use LinearLayout?

### Constraint Layout

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ADDED NOTES



# How to Create?



Use LinearLayout?

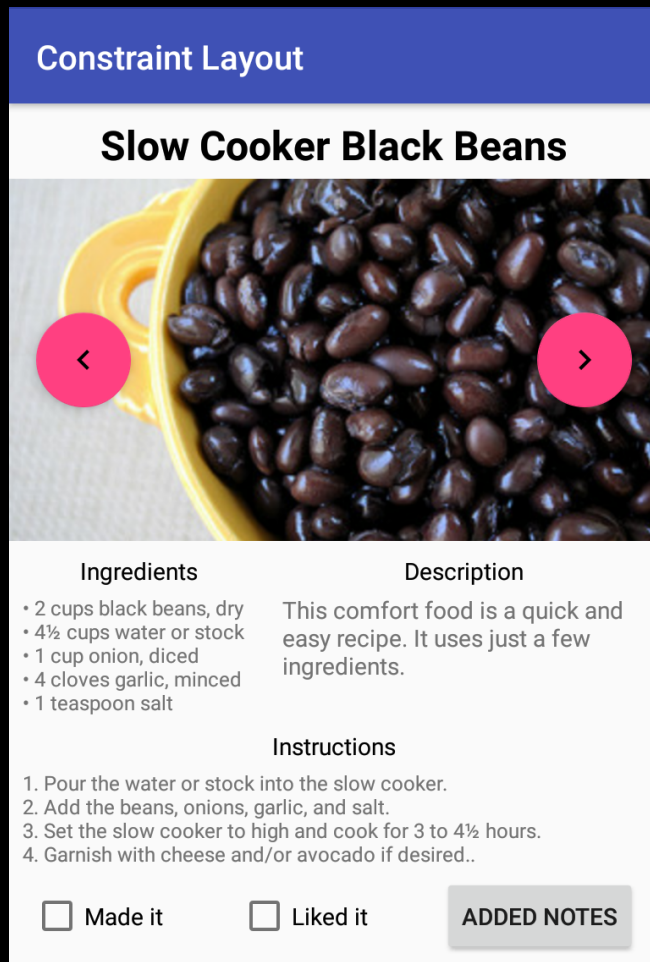
Trouble with:

- Overlaid nav buttons





# How to Create?



Use LinearLayout?

Trouble with:

- Overlaid nav buttons
- Positioning *Liked It* still needs manual tweaking



# Old Style Layout

LinearLayout: vertical

TextView *title*

RelativeLayout

ImageView *photo*

FloatingActionButton *prev*

FloatingActionButton *next*

LinearLayout: horizontal, weighted

LinearLayout: vertical

TextView *ingredients\_lbl*

TextView *ingredients*

LinearLayout: vertical

TextView *description\_lbl*

TextView *description*

TextView *instructions\_lbl*

TextView *instructions*

LinearLayout: horizontal

CheckBox *made\_it*

CheckBox *liked\_it*

Button *notes*



# 40/60 Column Split

LinearLayout: horizontal

LinearLayout: vertical with weight 40

TextView *ingredients\_lbl*

TextView *ingredients*

LinearLayout: vertical with weight 60

TextView *description\_lbl*

TextView *description*



# Overlaid Navigation Buttons

RelativeLayout

ImageView *photo*

FloatingActionButton *prev*

FloatingActionButton *next*



# Positioning *Liked It*

LinearLayout: horizontal

CheckBox *made\_it*

CheckBox *liked\_it* with tweaked margins

Button *notes*



# ConstraintLayout

Let's consider its layout components...



# Handles

- connection points used to specify constraints



# Handle Types

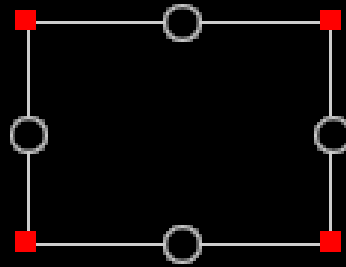
- *resize* – used to resize the view





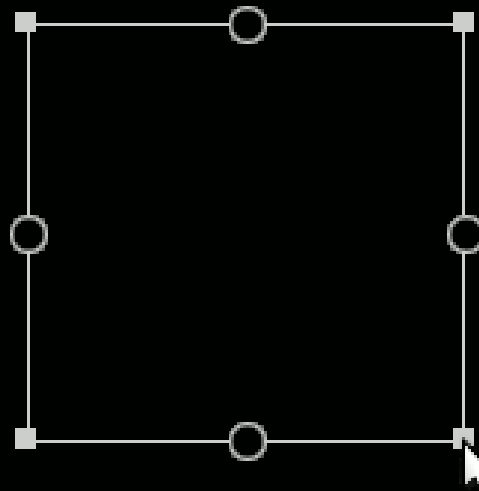
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- *resize* - used to resize the view



<Animation>



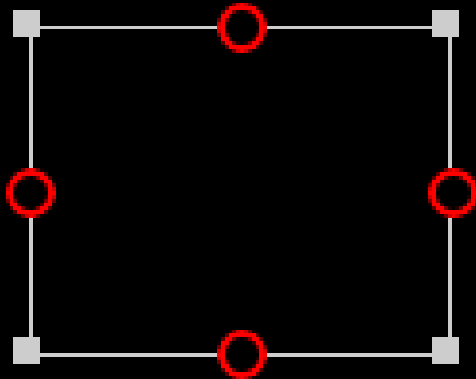
# Handle Types

- *side* – used for positioning and alignment



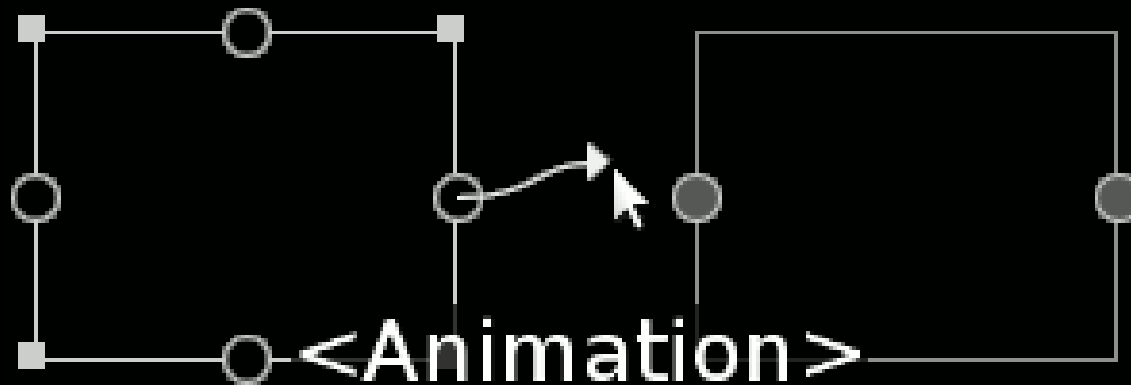
# Handle Types

- *side* – used for positioning and alignment



# Handle Types

- *side* – used for positioning and alignment



# Handle Types

- *baseline* – used for aligning text baselines



# Handle Types

- *baseline* – used for aligning text baselines

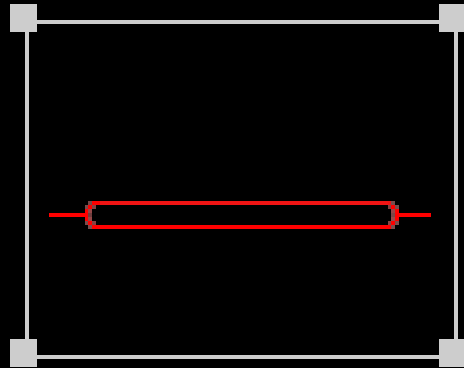
(click  to toggle handle visibility)



# Handle Types

- *baseline* – used for aligning text baselines

(click  to toggle handle visibility)

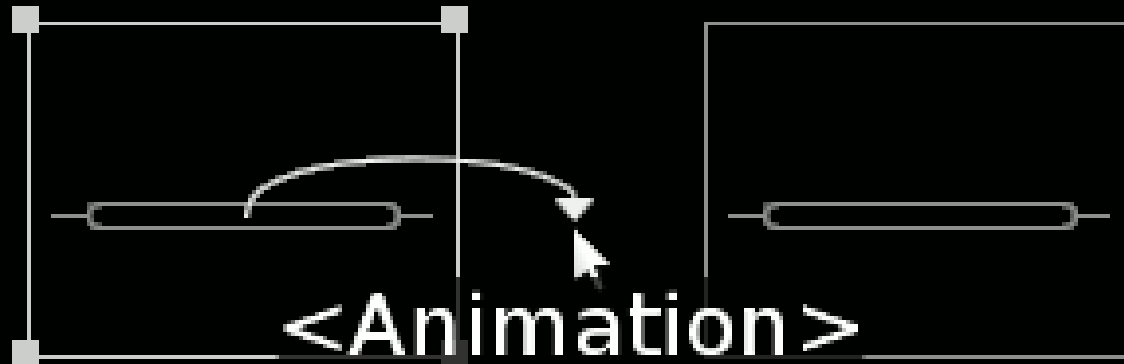




# Handle Types

- *baseline* – used for aligning text baselines

(click  to toggle handle visibility)



# Handle Rules

- Can't mix handle types (*side* vs. *baseline*)



# Handle Rules

- Can't mix handle types (*side* vs. *baseline*)
- Can't mix directions (vertical vs horizontal)



# Constraints

- rules used to size and position views



# Working with Constraints

To create:

- (Select a view if its handles aren't visible)



# Working with Constraints

To create:

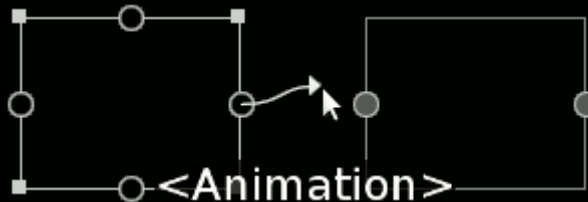
- (Select a view if its handles aren't visible)
- Click on an anchor handle and drag to a second anchor handle



# Working with Constraints

To create:

- (Select a view if its handles aren't visible)
- Click on an anchor handle and drag to a second anchor handle



# Working with Constraints

To delete:


- Click on an anchor handle to delete its attached constraints





# Working with Constraints

To delete:

- Click on an anchor handle to delete its attached constraints
- Click on  to delete all constraints for a view



# Chains

- used to divvy up space between views





# Working with Chains

- To create:
  - Add bidirectional constraints



# Working with Chains

- To create:
  - Add bidirectional constraints
  - Or select  (*Create Horizontal Chain*)  
or  (*Create Vertical Chain*)




# Working with Chains

- Represented in XML as a pair of constraints



# Working with Chains

- Represented in XML as a pair of constraints
- Click on  to cycle through chain modes



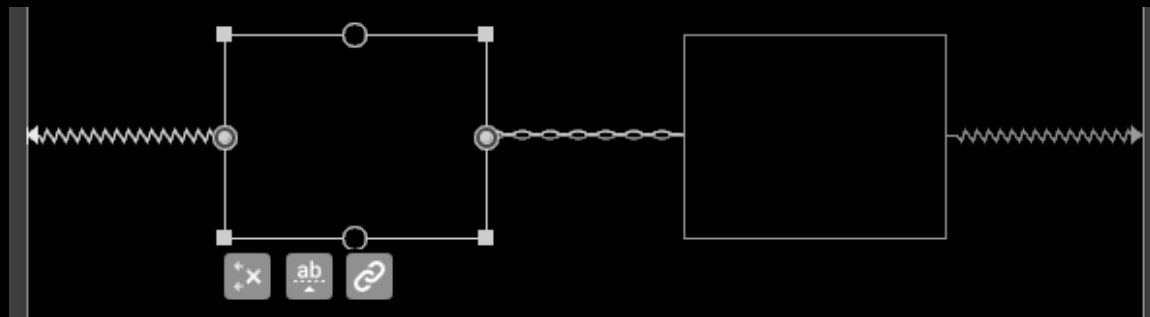
# Chain Modes

- *spread* – evenly distribute available space



# Chain Modes

- *spread* – evenly distribute available space





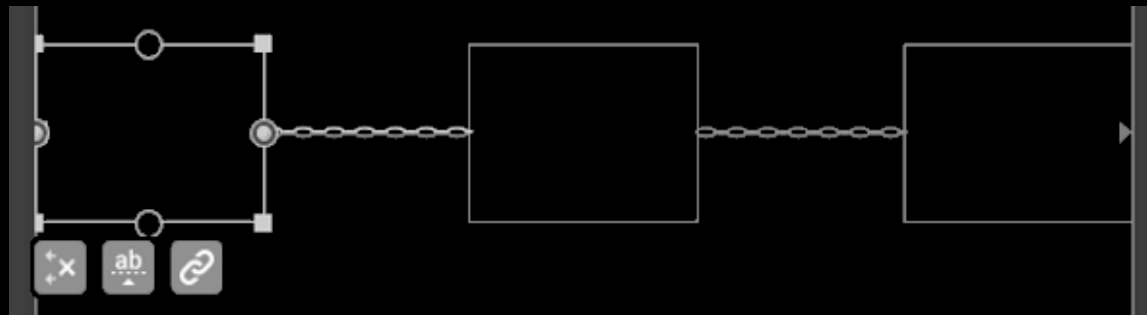
# Chain Modes

- *spread\_inside* – also move outer views to edges



# Chain Modes

- *spread\_inside* - also move outer views to edges



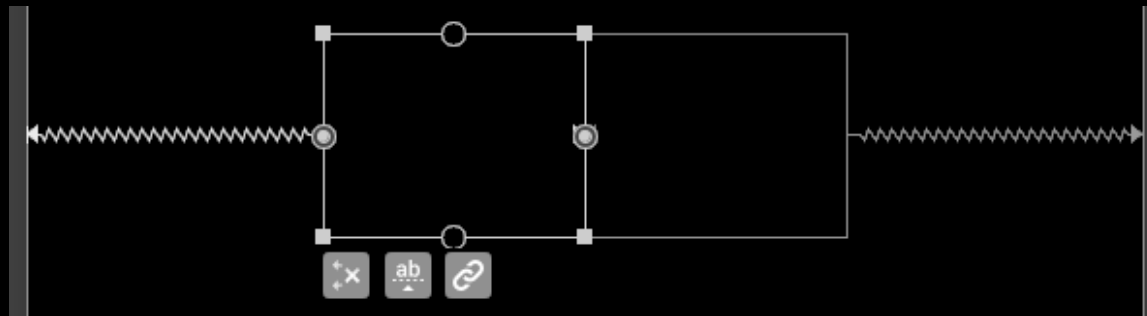
# Chain Modes

- *packed* – pack views together



# Chain Modes

- *packed* – pack views together



# More Chain Info

- Margins can be added and will be honored



# More Chain Info

- Margins can be added and will be honored
- Spread modes can use weights



# More Chain Info

- Margins can be added and will be honored
- Spread modes can use weights
- Packed mode can use bias



# Guidelines

- design-time visual guides used for alignment





# Guideline Info

- Used to implement Material Design *keylines*




# Guideline Info

- Used to implement Material Design *keylines*
- Used as constraint anchor points



# Guideline Info

- Used to implement Material Design *keylines*
- Used as constraint anchor points
- Click on  to create



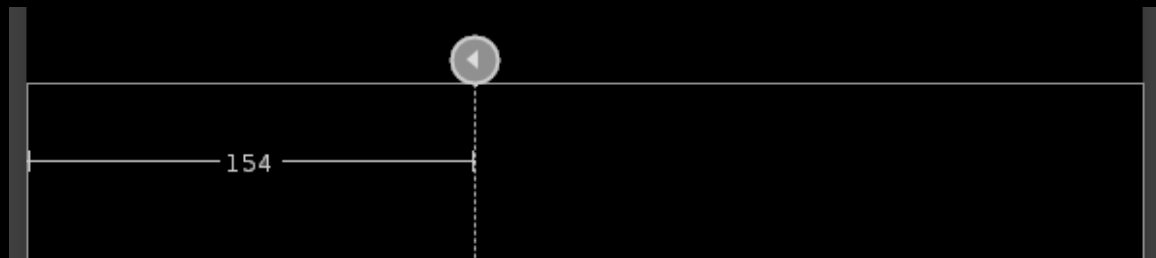
# Guideline Types

- *begin* – number of pixels from the left/top



# Guideline Types

- *begin* – number of pixels from the left/top



# Guideline Types

- *end* – number of pixels from the right/bottom



# Guideline Types

- *end* – number of pixels from the right/bottom



# Guideline Types

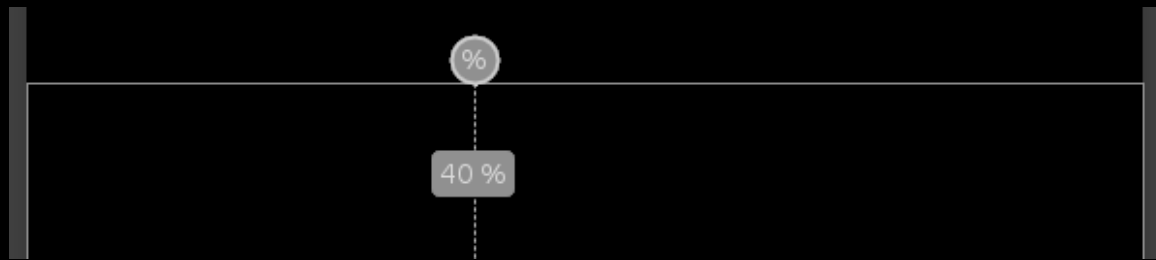
- *percent* – percentage from the left/top





# Guideline Types

- *percent* – percentage from the left/top



# Moving Guideline Position

- Click on guideline line and release



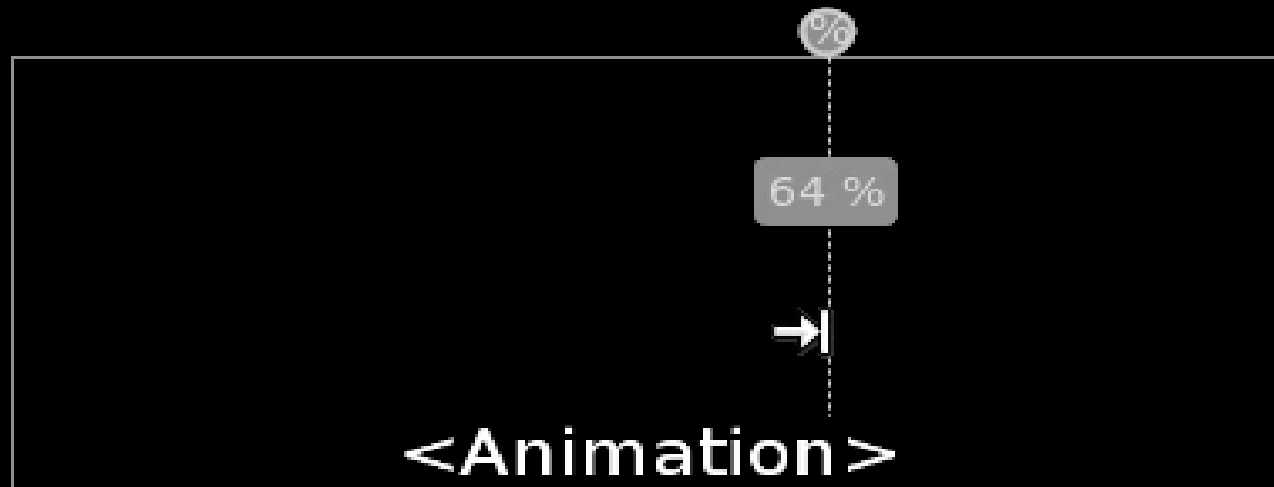
# Moving Guideline Position

- Click on guideline line and release
- Click on line again and drag



# Moving Guideline Position

- Click on guideline line and release
- Click on line again and drag



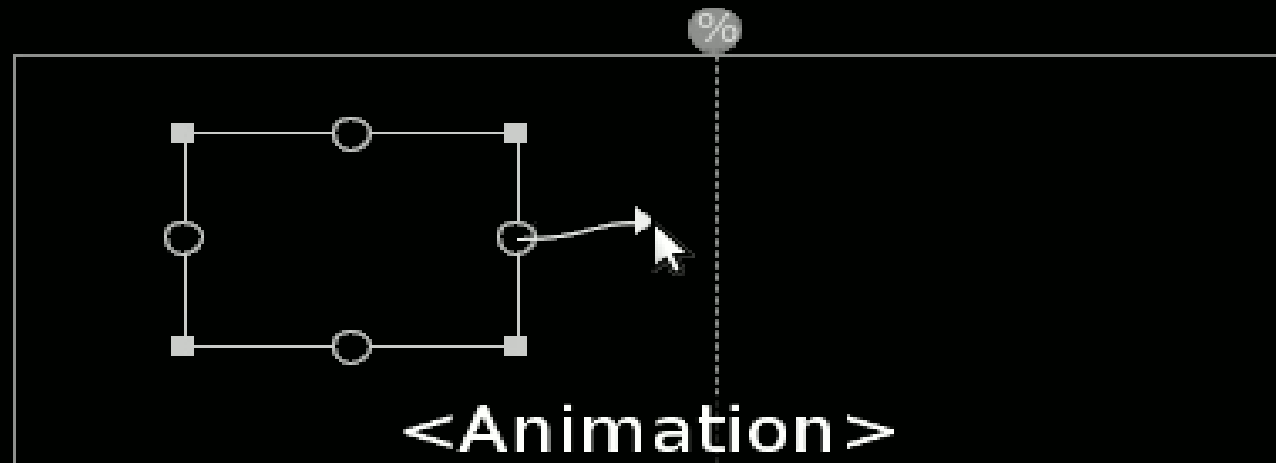
# Connecting to Guideline

- Click on a view's anchor handle and drag to a guideline



# Connecting to Guideline

- Click on a view's anchor handle and drag to a guideline



# Layout Editor Views

- Familiar text view with preview



# Layout Editor Views

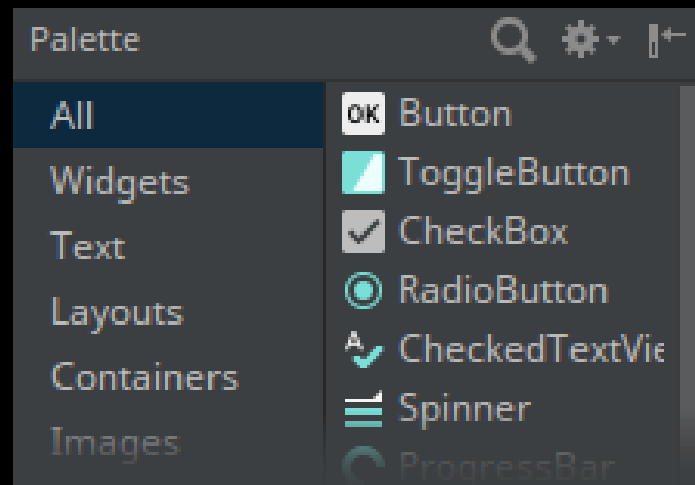
- Familiar text view with preview
- Design view with several panels





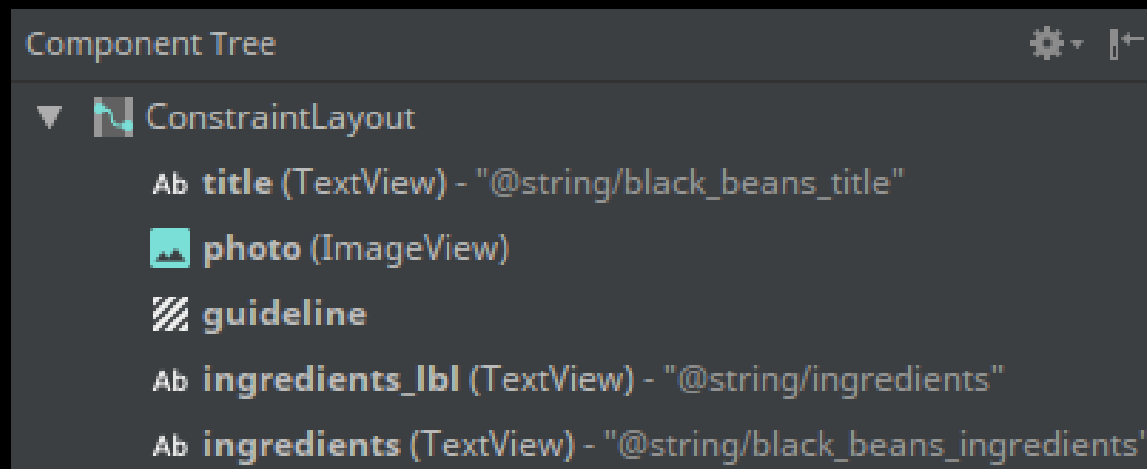
# Design View Panels

- Palette – categorized list of available widgets



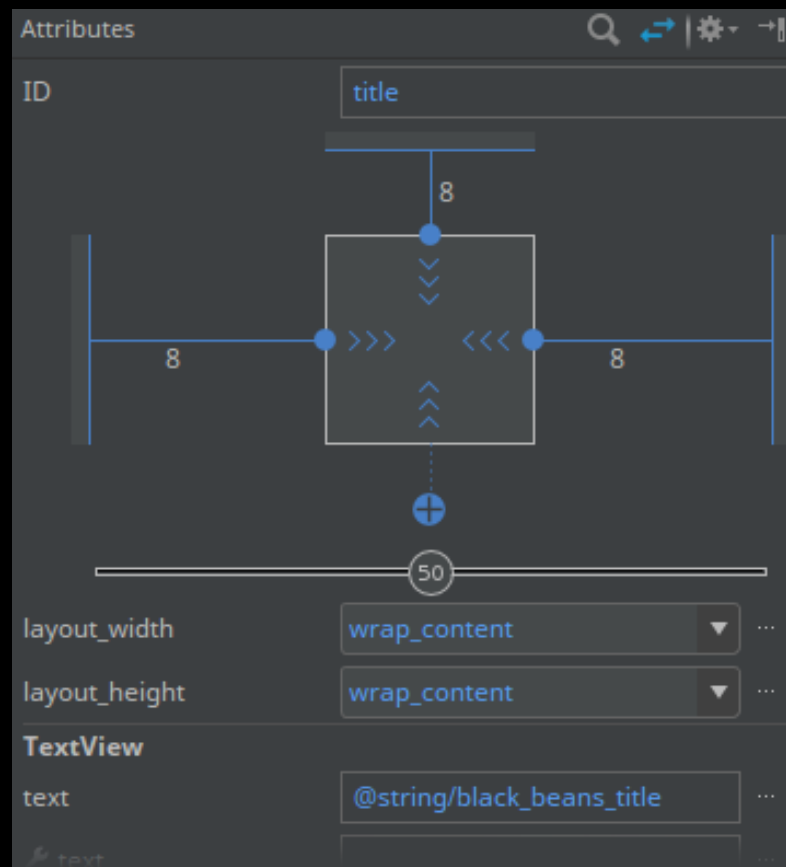
# Design View Panels

- Component Tree – currently defined views



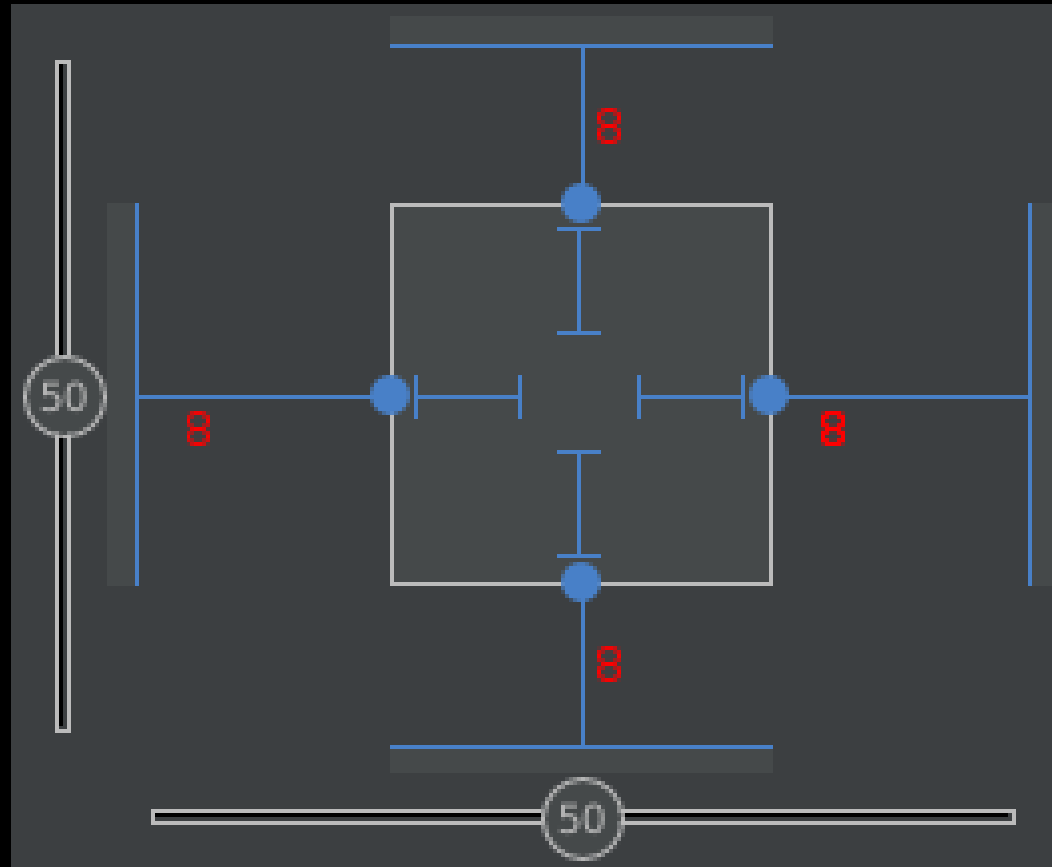
# Design View Panels

- Attributes – view inspector and properties



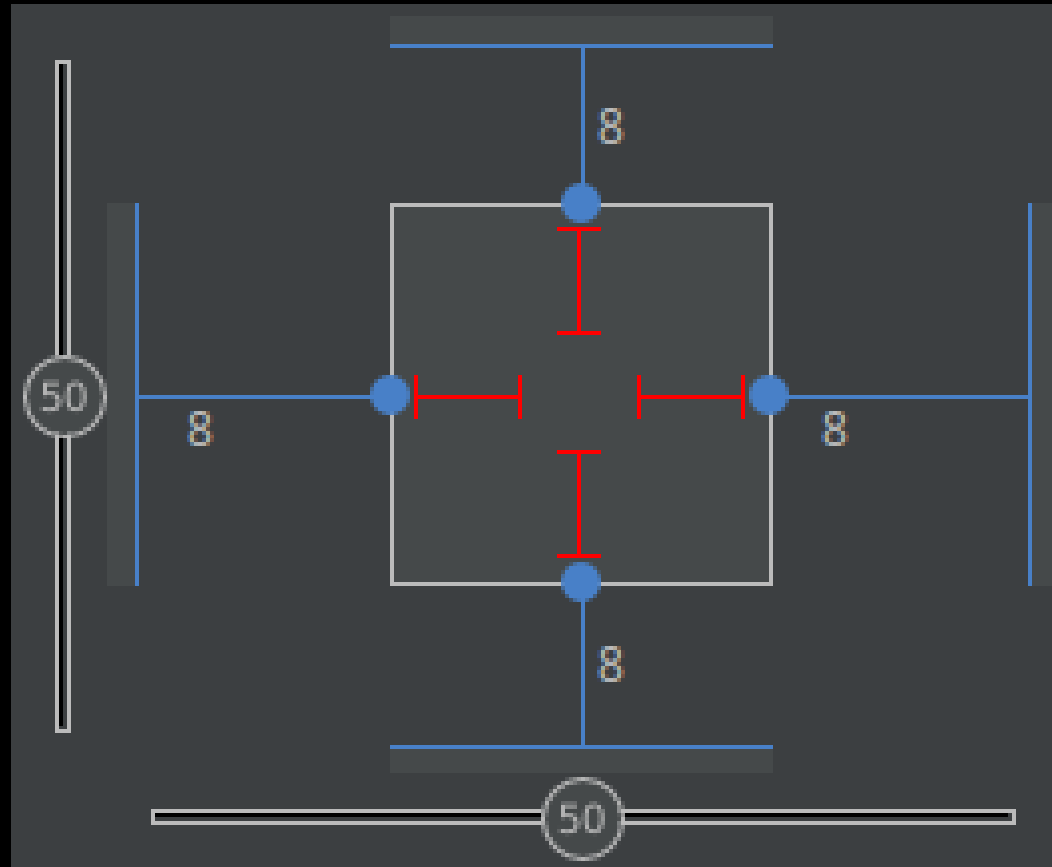
# Inspector Graph Elements

- Numbers outside box are margins



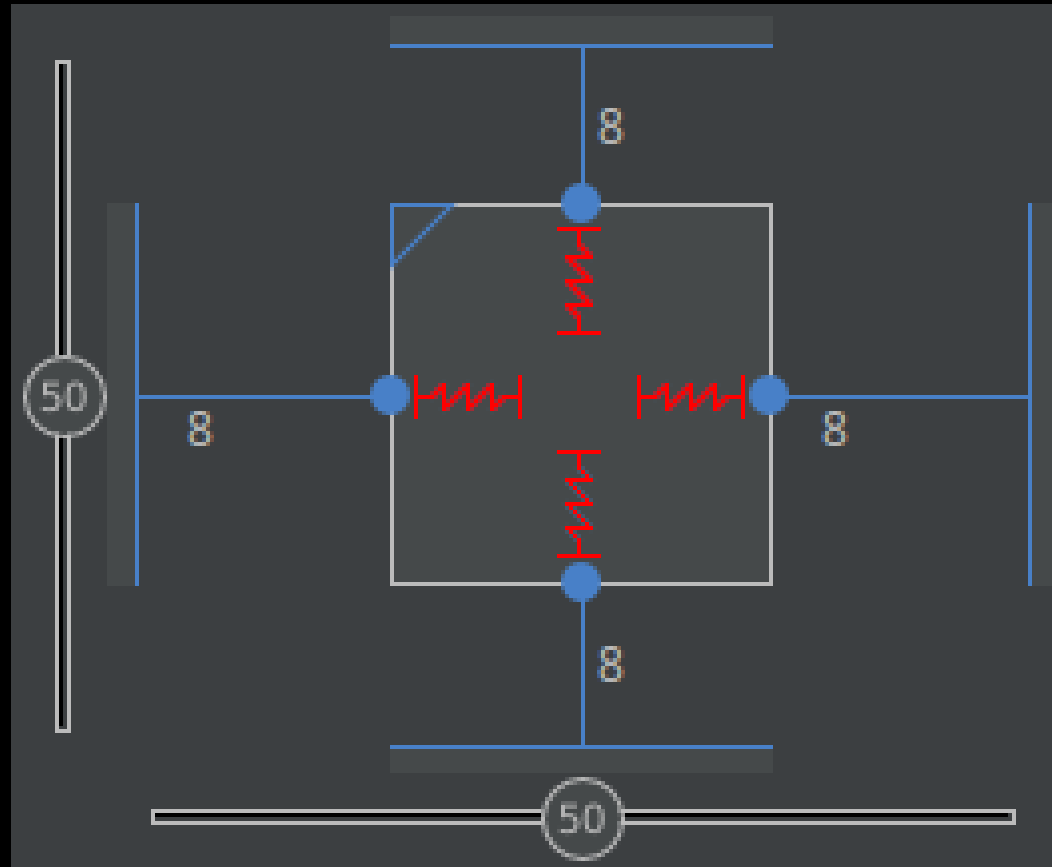
# Inspector Graph Elements

- Size: fixed



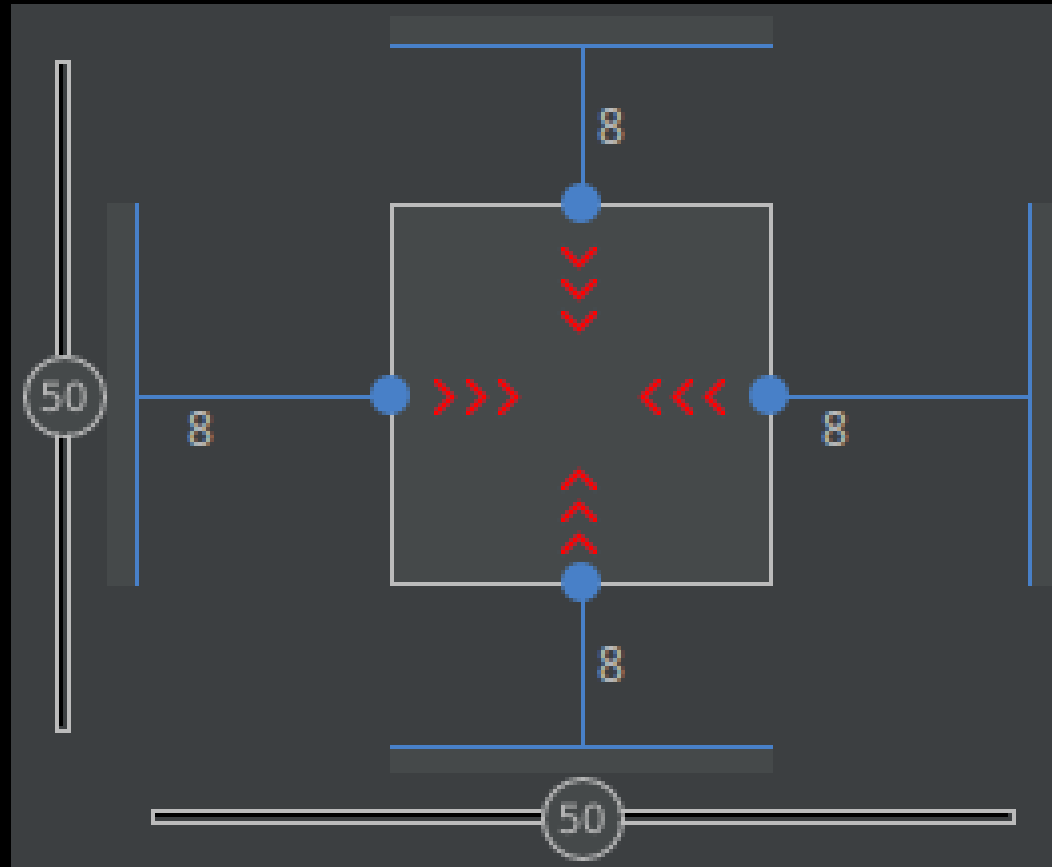
# Inspector Graph Elements

- Size: match\_constraint



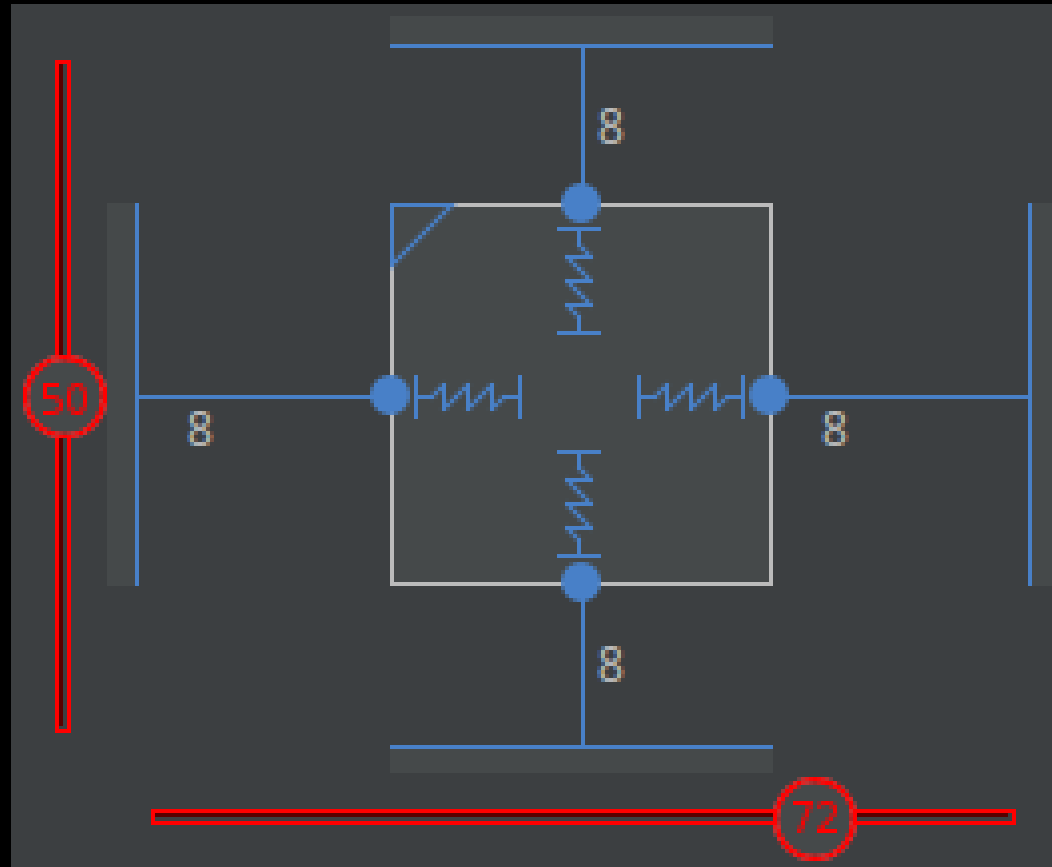
# Inspector Graph Elements

- Size: wrap\_content



# Inspector Graph Elements

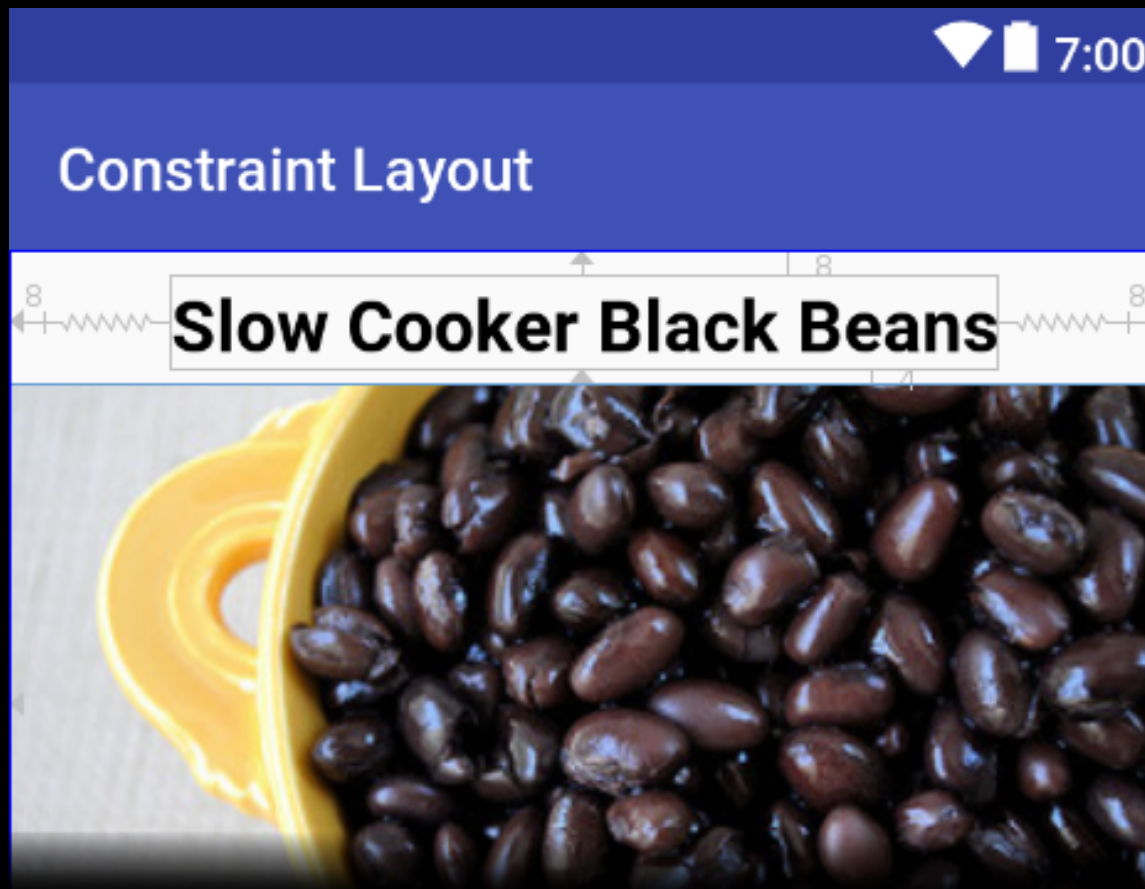
- Bias





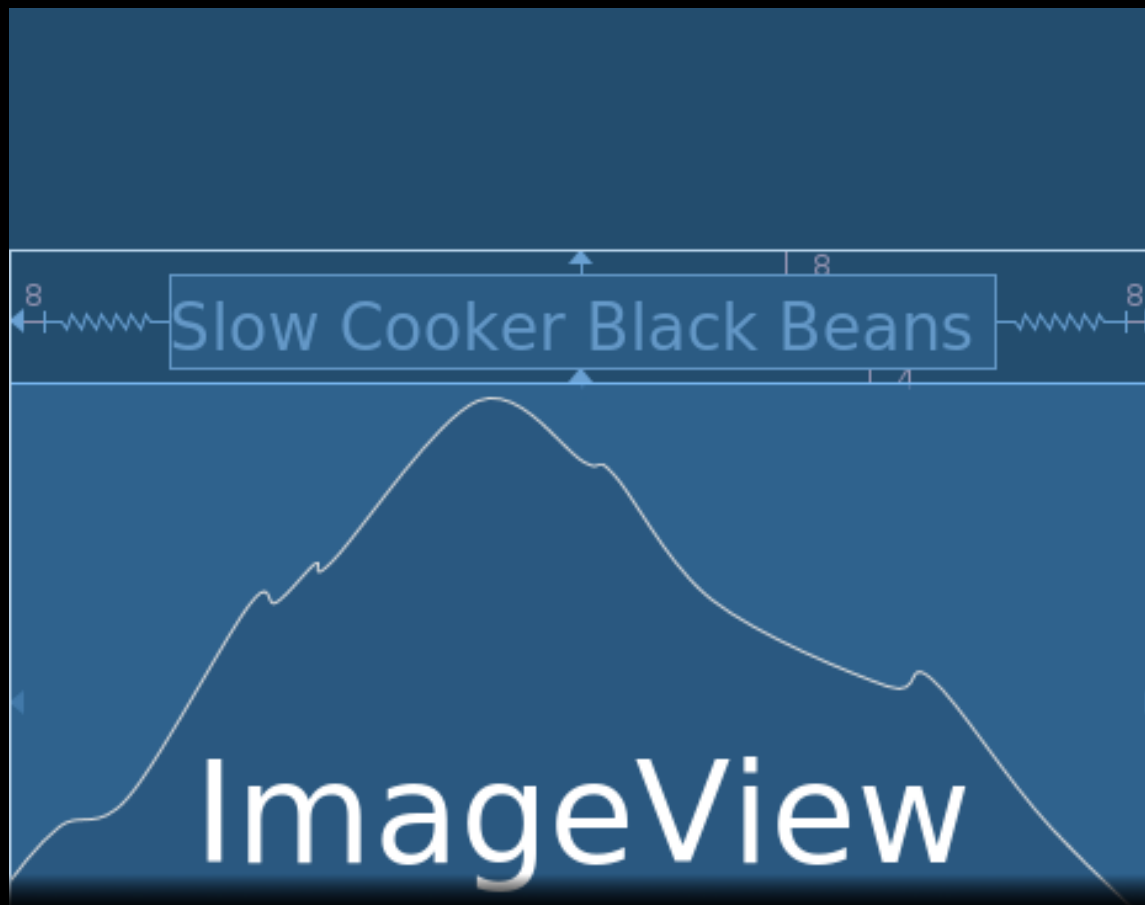
# Design View Panels

- Design – mostly WYSIWYG version of layout



# Design View Panels

- Blueprint – architectural version of layout



# Toolbar Items



Click on:

-    to select layout versions to display



# Toolbar Items




Click on:

-  to select layout versions to display
-  to show/hide constraints/margins



# Toolbar Items





Click on:

-  to select layout versions to display
-  to show/hide constraints/margins
-  to toggle autoconnect mode



# Toolbar Items

Click on:

-  to select layout versions to display
-  to show/hide constraints/margins
-  to toggle autoconnect mode
-  to delete ALL constraints



# Toolbar Items

Click on:

- ✚ to infer constraints for selected view



# Toolbar Items

Click on:




- ✚ to infer constraints for selected view
- 8 to set defaults margins





# Toolbar Items





Click on:

-  to infer constraints for selected view
-  to set defaults margins
-  to distribute or size views



# Toolbar Items

Click on:

-  to infer constraints for selected view
-  to set default margins
-  to distribute or size views
-  to align or center views (or create chains)



# Autoconnect and Infer Constraints

- Autoconnect *mode* adds constraints between an added / moved view and its neighbors



# Autoconnect and Infer Constraints

- Autoconnect *mode* adds constraints between an added / moved view and its neighbors
- Infer Constraints *action* adds constraints for all the views in the layout when it is clicked



# Dimension Ratio

- Allows views to have explicit aspect ratio



# Dimension Ratio

- Allows views to have explicit aspect ratio
- Set one dimension explicitly & other to “0dp”



# Dimension Ratio

- Allows views to have explicit aspect ratio
- Set one dimension explicitly & other to “0dp”
- Ratio of width to height can then be specified



# Dimension Ratio

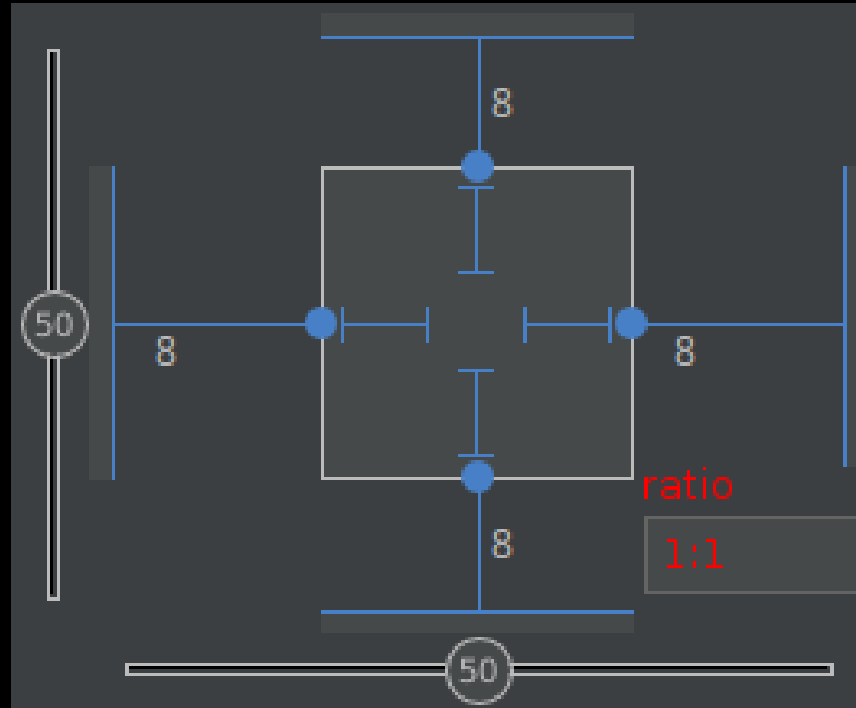
- Manually add *layout\_constraintDimensionRatio* to get ratio input will appear in the Inspector





# Dimension Ratio

- Manually add *layout\_constraintDimensionRatio* to get ratio input will appear in the Inspector



# Replicating LinearLayout

- As views are added, add constraints from their top/left to bottom/right of the previous view.



# Replicating LinearLayout

- As views are added, add constraints from their top/left to bottom/right of the previous view.
- Use weighted chains to replicate weights



# Replicating RelativeLayout

- Use equivalent constraints instead of relative attributes such as *layout\_ToStartOf*



# Replicating RelativeLayout

- Use equivalent constraints instead of relative attributes such as *layout\_ToStartOf*
- For a full list of equivalents, see chart at [constraintlayout.github.io/layouts/relativelayout.html](https://constraintlayout.github.io/layouts/relativelayout.html)



# Replicating RelativeLayout

- Use equivalent constraints instead of relative attributes such as *layout\_ToStartOf*
- For a full list of equivalents, see chart at [constraintlayout.github.io/layouts/relativelayout.html](https://constraintlayout.github.io/layouts/relativelayout.html)
- Constrain to opposite sides to replicate *centerHorizontal / Vertical* or *centerInParent*



# Replicating PercentLayout

- Use percent-type guidelines for positioning



# Replicating PercentLayout

- Use percent-type guidelines for positioning
- Use aspect ratio (*constraintDimensionRatio*) for sizing





# Some Pitfalls

- Aspect Ratio doesn't appear in Inspector window until after being added manually



# Some Pitfalls

- Aspect Ratio doesn't appear in Inspector window until after being added to XML
- Grab guidelines by their lines, not indicator



# Some Pitfalls

- Aspect Ratio doesn't appear in Inspector window until after being added to XML
- Grab guidelines by their lines, not indicator
- Guidelines might not appear when first added until the layout is clicked



# Some Pitfalls

- Sometimes hard to see constraints if views or margins are small



# Some Pitfalls

- Sometimes hard to see constraints if views or margins are small
- Sometimes helpful to start with view dimensions set to absolute values



# References

1. Google. "ConstraintLayout." *Android Developers*, [developer.android.com/reference/android/support/constraint/ConstraintLayout.html](https://developer.android.com/reference/android/support/constraint/ConstraintLayout.html). Accessed June 5, 2017.
2. Google. "Using ConstraintLayout to design your views." *Google Developers*, [codelabs.developers.google.com/codelabs/constraint-layout](https://codelabs.developers.google.com/codelabs/constraint-layout). Accessed June 5, 2017.
3. Google. "What's New in Android Design Tools - New Features for Rapid UI Development (Google I/O '17)." *YouTube*, uploaded May 18, 2017, [www.youtube.com/watch?v=nYb4FUdILZE](https://www.youtube.com/watch?v=nYb4FUdILZE).
4. Hugo, Huyen, Mark, Seb, Taylor, Wiebe, and Wolfram. "ConstraintLayout." *ConstraintLayout.com*, [constraintlayout.com](https://constraintlayout.com). Accessed June 5, 2017.
5. Thisse, Scott. "ConstraintLayout-Talk". *GitHub*, [github.com/sathisse/ConstraintLayout-Talk](https://github.com/sathisse/ConstraintLayout-Talk). Accessed June 15, 2017.



# Let's Create the Complicated Layout

The code is at:

[github.com/sathisse/ConstraintLayout-Talk](https://github.com/sathisse/ConstraintLayout-Talk)



# References

1. Google. "ConstraintLayout." *Android Developers*, [developer.android.com/reference/android/support/constraint/ConstraintLayout.html](https://developer.android.com/reference/android/support/constraint/ConstraintLayout.html). Accessed June 5, 2017.
2. Google. "Using ConstraintLayout to design your views." *Google Developers*, [codelabs.developers.google.com/codelabs/constraint-layout](https://codelabs.developers.google.com/codelabs/constraint-layout). Accessed June 5, 2017.
3. Google. "What's New in Android Design Tools - New Features for Rapid UI Development (Google I/O '17)." *YouTube*, uploaded May 18, 2017, [www.youtube.com/watch?v=nYb4FUdILZE](https://www.youtube.com/watch?v=nYb4FUdILZE).
4. Hugo, Huyen, Mark, Seb, Taylor, Wiebe, and Wolfram. "ConstraintLayout." *ConstraintLayout.com*, [constraintlayout.com](https://constraintlayout.com). Accessed June 5, 2017.
5. Thisse, Scott. "ConstraintLayout-Talk". *GitHub*, [github.com/sathisse/ConstraintLayout-Talk](https://github.com/sathisse/ConstraintLayout-Talk). Accessed June 15, 2017.





# Q & A

## Questions?

