

Getting started with Material Components for Android

1. Depend on our library

- Open the build.gradle file for your application.
- Make sure that the repositories section includes Google's Maven Repository `google()`. For example:

```
allprojects {  
    repositories {  
        google()  
        jcenter()  
    }  
}
```

- Add the library to the dependencies section:

```
dependencies {  
    // ...  
    implementation 'com.google.android.material:material:<version>'  
    // ...  
}
```

2. Compile your app with Android 10

In order to use Material Components for Android, and the latest versions of the Support Libraries, you will have to install Android Studio 3.5 or higher to build with Android 10, and update your app's `compileSdkVersion` to 29.

3. Ensure you are using `AppCompatActivity`

Using `AppCompatActivity` will ensure that all the components work correctly. If you are unable to extend from `AppCompatActivity`, update your activities to use `AppCompatActivity`. This will enable the `AppCompatActivity` versions of components to be inflated among other important things.

4. Change your app theme to inherit from a Material Components theme

Doing an app-wide migration by changing your app theme to inherit from a Material Components theme is the recommended approach. However, be sure to test thoroughly afterwards, as components in existing layouts may change their looks and behavior.

Material Components themes

- `Theme.MaterialComponents`
- `Theme.MaterialComponents.NoActionBar`
- `Theme.MaterialComponents.Light`
- `Theme.MaterialComponents.Light.NoActionBar`
- `Theme.MaterialComponents.Light.DarkActionBar`
- `Theme.MaterialComponents.DayNight`
- `Theme.MaterialComponents.DayNight.NoActionBar`
- `Theme.MaterialComponents.DayNight.DarkActionBar`

Update your app theme to inherit from one of these themes, e.g.:

```
<style name="Theme.MyApp" parent="Theme.MaterialComponents.DayNight">
    <!-- ... -->
</style>
```

5. Add a Material component to your app

Implementing a text field via XML

```
<com.google.android.material.textfield.TextInputLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="@string/textfield_label">

    <com.google.android.material.textfield.TextInputEditText
        android:layout_width="match_parent"
        android:layout_height="wrap_content"/>
</com.google.android.material.textfield.TextInputLayout>
```