

Vector Assets

In Android development, vector assets refer to graphics that are represented as vectors rather than fixed-size bitmaps. Vector graphics are defined using mathematical equations, which allows them to be scaled to different sizes without losing image quality. This is in contrast to raster graphics (bitmaps), which can lose quality and appear pixelated when scaled up.

Vector assets in Android are typically defined using XML-based formats. One commonly used format is **Scalable Vector Graphics (SVG)**. However, Android uses its own XML-based vector drawable format for vector assets. Vector drawables allow developers to create and use scalable graphics in their Android applications.

Here are some key points about vector assets in Android:

1. Scalability: Vector drawables can be easily scaled to different sizes without loss of quality. This is particularly useful for supporting different screen sizes and resolutions across various Android devices.

2. Reduced APK Size: Since vector drawables are defined using XML and are scalable, they can help reduce the size of the APK (Android Package) file compared to using multiple bitmap images for different screen densities.

3. Support for Animation: Vector drawables can also be animated in Android, providing developers with additional flexibility in creating dynamic and visually appealing user interfaces.

4. Compatibility: Vector drawables are supported on devices running Android 5.0 (API level 21) and higher.

To use vector assets in your Android project, you typically define them in the `res/drawable` directory, and you can reference them in your layout XML files or programmatically in your Java/Kotlin code.

Here's an example of a simple vector drawable definition in XML:

```
<vector android:autoMirrored="true" android:height="24dp"
    android:tint="#9A2222" android:viewportHeight="24"
    android:viewportWidth="24" android:width="24dp"
    xmlns:android="http://schemas.android.com/apk/res/android">

    <path android:fillColor="#FF000000" android:pathData="M17.6,11.48
L19.44,8.3a0.63,0.63 0,0 0,-1.09 -0.63l-1.88,3.24a11.43,11.43 0,0 0,-8.94
0L5.65,7.67a0.63,0.63 0,0 0,-1.09 0.63l6.4,11.48A10.81,10.81 0,0 0,1
20L23,20A10.81,10.81 0,0 0,17.6 11.48ZM7,17.25A1.25,1.25 0,1 1,8.25 16,1.25
1.25,0 0,1 7,17.25ZM17,17.25A1.25,1.25 0,1 1,18.25 16,1.25 1.25,0 0,1
17,17.25Z"/>

</vector>
```

In this example, the vector drawable represents a simple icon, and it can be easily scaled to different sizes as needed.