Linear Layout-weight

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<LinearLayout

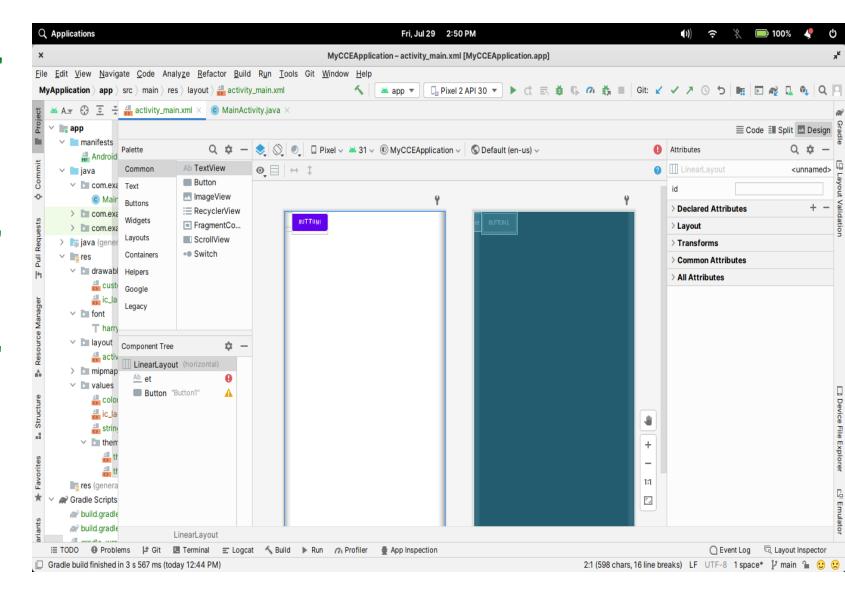
android:layout_width="match_parent"
android:layout_height="match_parent"
android:orientation="horizontal"
tools:context=".MainActivity">

<EditText

android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:id="@+id/et"/>

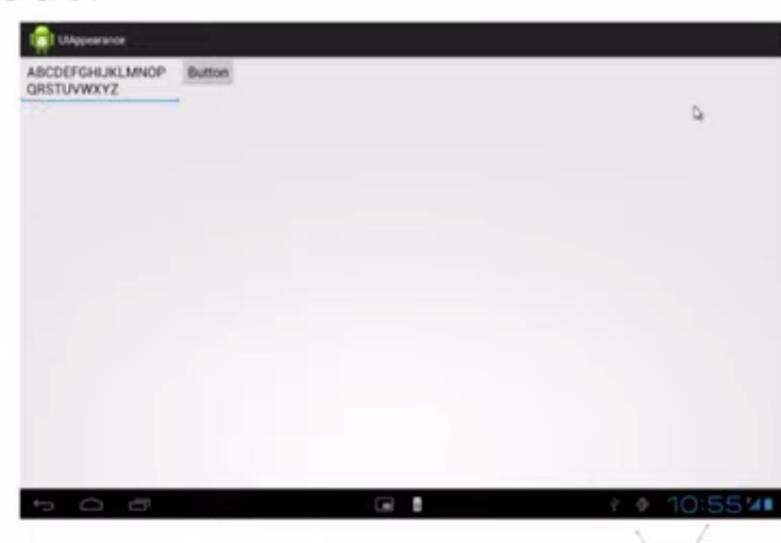
<Button

android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Button1"/>
</LinearLayout>



What is this about?



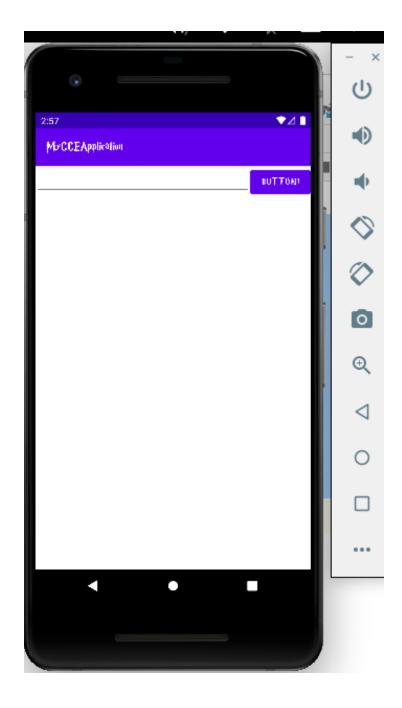


```
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1"
android:id="@+id/et"/>
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Button1"/>
```

Take button space and rest by edittext

Layout weight is zero by default

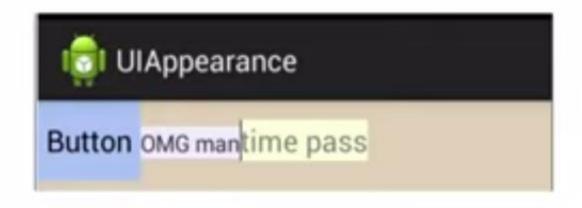
Layout weight to 2 no change since you have only one control with weight



Look at the consistency





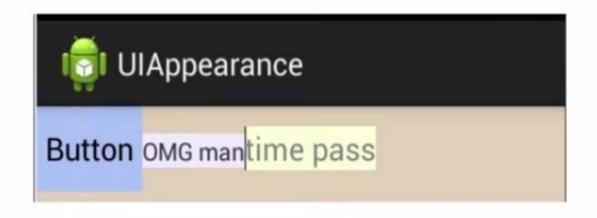


No layout weights used here

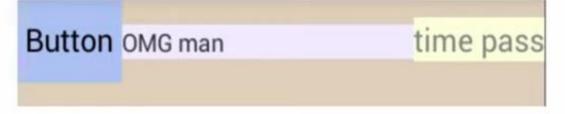


Layout weight 1 for "OMG man" TextView





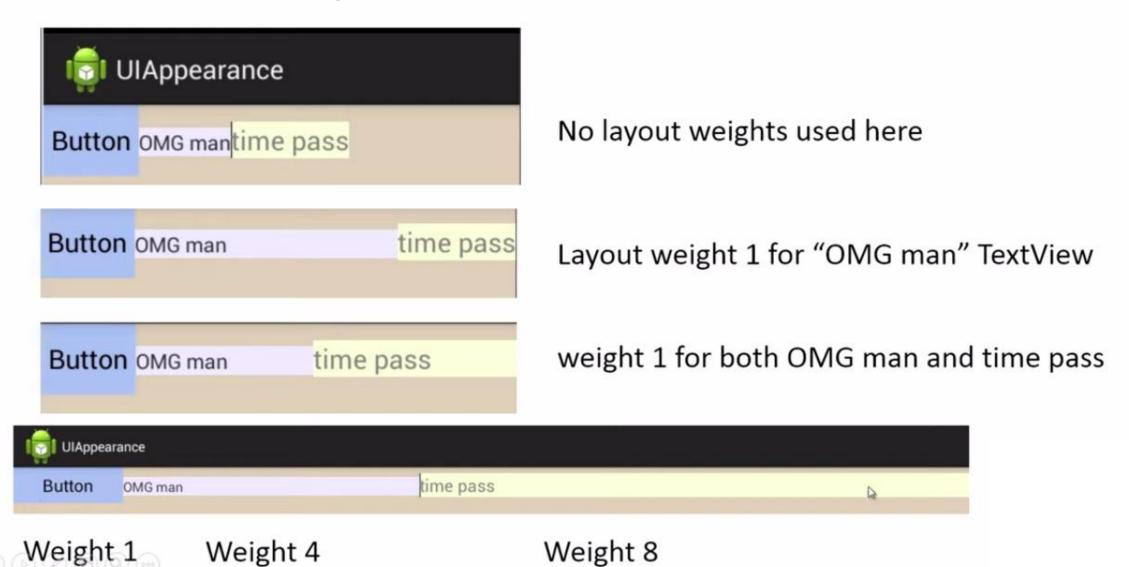
No layout weights used here

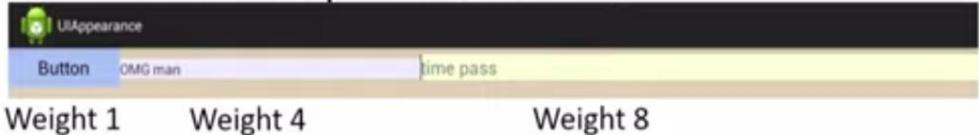


Layout weight 1 for "OMG man" TextView

Button OMG man time pass

weight 1 for both OMG man and time pass





No weight then no calculation





Weight 1 Weight 4

Weight 8

No weight then no calculation

Android 1st calculates total weight =1 +4+8=13

0



Weight 1 Weight 4

Weight 8

No weight then no calculation

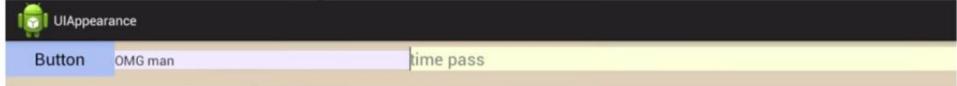
Android 1st calculates total weight =1 +4+8=13

Button gets 1/13 of total available width

OMG man gets 4/13

Time pass gets 8/13

3



Weight 1 Weight 4

Weight 8

No weight then no calculation

Android 1st calculates total weight =1 +4+8=13

Button gets 1/13 of total available width

OMG man gets 4/13

Time pass gets 8/13

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   android: layout width="match parent"
   android:layout height="match parent"
    android:background="#ddccbb">
   <Button
        android:id="@+id/button1"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:background="#aaccee"
        android: layout weight="1"
        android:text="Button" />
   <TextView
        android:id="@+id/textView1"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:background="#eef"
        android:layout_weight="4"
        android:text="OMG man" />
   <EditText
        android:id="@+id/edit1"
        android: layout width= "wrap content"
        android:layout_height="wrap_content"
        android:background="#ffffdd"
        android:layout_weight="8"
        android:hint="time pass" />
</LinearLayout>
```



Weight 1 Weight 4

Weight 8

No weight then no calculation

Android 1st calculates total weight =1 +4+8=13

Button gets 1/13 of total available width

OMG man gets 4/13

Time pass gets 8/13

layout_width="wrap_content" is REDUNDANT

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android: layout width="match parent"
    android:layout_height="match_parent"
    android:background="#ddccbb">
    <Button
        android:id="@+id/button1"
       android:layout_width="wrap_content"
       android:layout_height="wrap_content"
        android:background="#aaccee"
        android:layout weight="1"
        android:text="Button" />
    <TextView
        android:id="@+id/textView1"
       android:layout width="wrap content"
       android:layout_height="wrap_content"
       android:background="#eef"
        android:layout_weight="4"
        android:text="OMG man" />
   <EditText
        android:id="@+id/edit1"
       android:layout_width="wrap_content"
       android:layout_height="wrap_content"
        android:background="#ffffdd"
       android:layout_weight="8"
        android:hint="time pass" />
</LinearLayout>
```



Weight 1 Weight 4

Weight 8

No weight then no calculation

Android 1st calculates total weight =1 +4+8=13

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OMG man gets 4/13

Time pass gets 8/13

layout_width="wrap_content" is REDUNDANT

Set layout_width="0dp" for horizontal linear layout if you use layout_weight

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android: layout width="match parent"
   android: layout height="match parent"
    android:background="#ddccbb">
    <Button
        android:id="@+id/button1"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:background="#aaccee"
        android: layout weight="1"
        android:text="Button />
    <TextView
        android:id="@+id/textView1"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:background="#eef"
        android: layout_weight="4"
        android:text="OMG man" />
    <EditText
        android:id="@+id/edit1"
        android: layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:background="#ffffdd"
        android:layout weight="8"
        android:hint="time pass" />
</LinearLayout>
```



Weight 1 Weight 4

Weight 8

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Android 1st calculates total weight =1 +4+8=13

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Time pass gets 8/13

layout_width="wrap_content" is REDUNDANT

Set layout_width="0dp" for horizontal linear layout if you use layout_weight

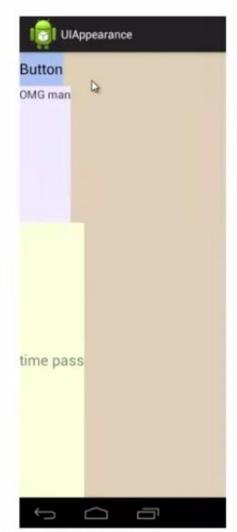
```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:layout width="match parent"
    android: layout height="match parent"
    android:background="#ddccbb">
    <Button
        android:id="@+id/button1"
        android:layout width="0dp"
        android:layout_height="wrap_content"
        android:background="#aaccee"
        android: layout weight="1"
        android:text="Button" />
    <TextView
        android:id="@+id/textView1"
        android: layout width="0dp"
        android: layout_height="wrap_content"
        android:background="#eef"
        android: layout weight="4"
        android:text="OMG man" />
    <EditText
        android:id="@+id/edit1"
        android:layout width="0dp"
        android: layout height="wrap content"
        android:background="#ffffdd"
        android:layout weight="8"
        android:hint="time pass" />
</LinearLayout>
```



What if Linear Layout is vertical?

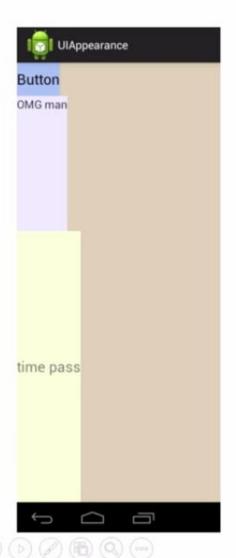
De

What if Linear Layout is vertical?



Set layout_height="0dp" for vertical linear layout if you use layout_weight

What if Linear Layout is vertical?



Set layout_height="0dp" for vertical linear layout if you use layout_weight

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:layout_width="match_parent"
    android: layout height="match_parent"
    android:orientation="vertical"
    android:background="#ddccbb">
    <Button
        android:id="@+id/button1"
        android:layout_width="wrap_content"
        android: layout height="0dp"
        android:background="#aaccee"
        android:layout weight="1"
        android:text="Button" />
    <TextView
        android:id="@+id/textView1"
        android:layout width="wrap content"
        android: layout height="0dp"
        android:background="#eef"
        android:layout weight="4"
        android:text="OMG man" />
    <EditText
        android:id="@+id/edit1"
        android:layout width="wrap content"
        android:layout height="0dp"
        android:background="#ffffdd"
        android:layout weight="8"
        android:hint="time pass" />
</LinearLayout>
```