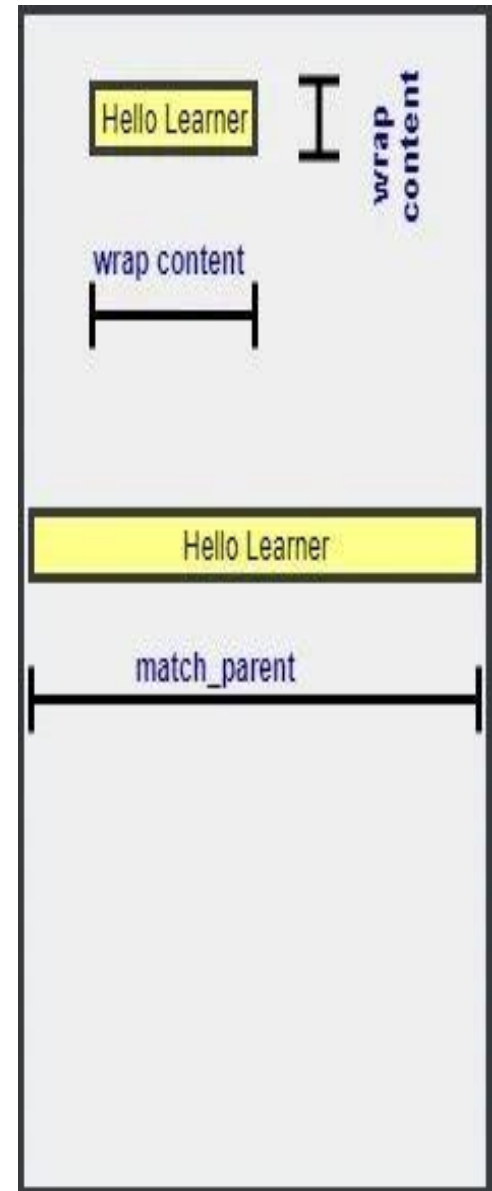


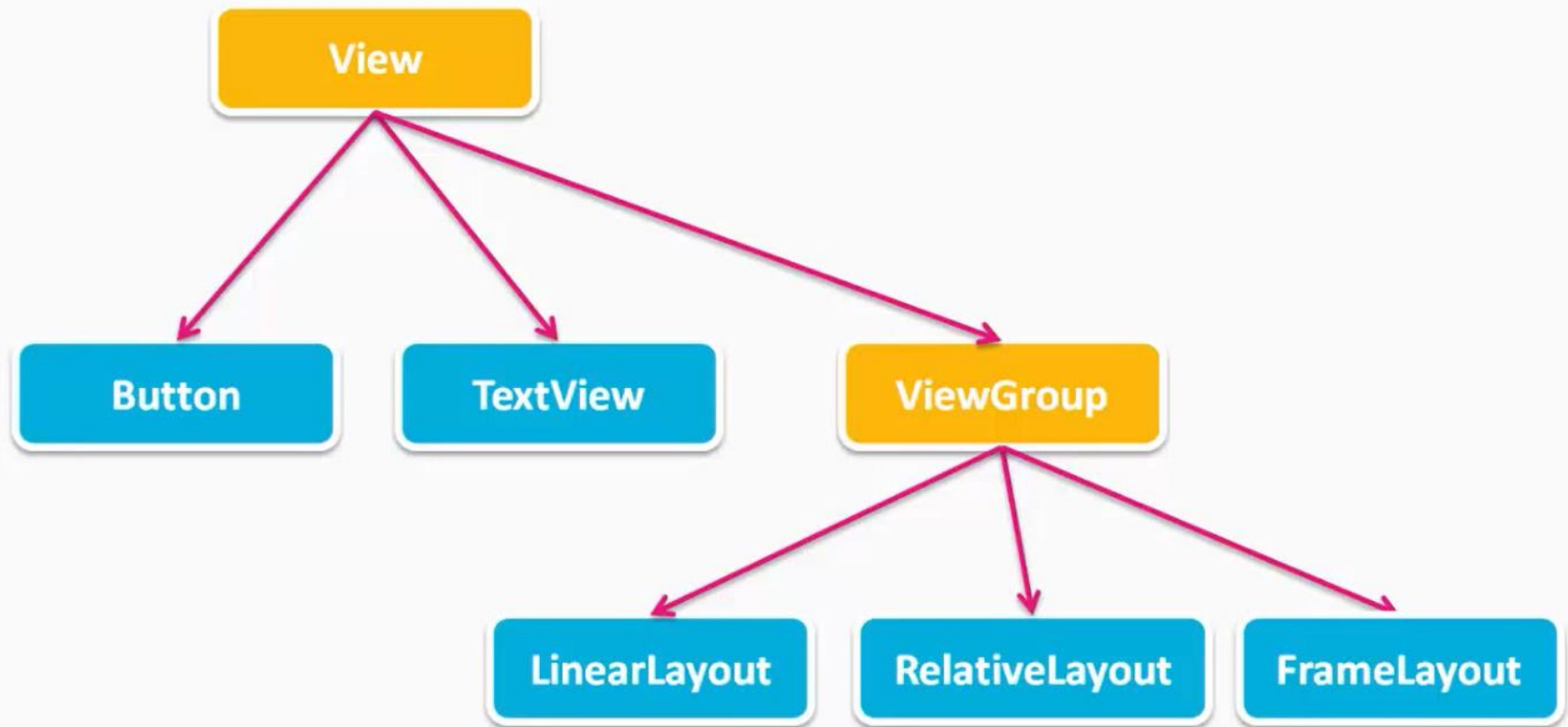
Working with views

- **View** is the basic building block of UI(User Interface) in android. View refers to the android.view.View class, which is the super class for all the GUI components like **TextView, ImageView, Button** etc.
- **View is a base class of every UI component in Android including all Layouts**
- View class extends **Object class and implements Drawable.Callback, KeyEvent.Callback and AccessibilityEventSource.**
- View can be considered as a rectangle on the screen that shows some type of content. It can be an image, a piece of text, a button or anything that an android application can display. The rectangle here is actually invisible, but every view occupies a rectangle shape.
- You can specify the exact size(with proper units) or use some predefined values. These predefined values are `match_parent` and `wrap_content`

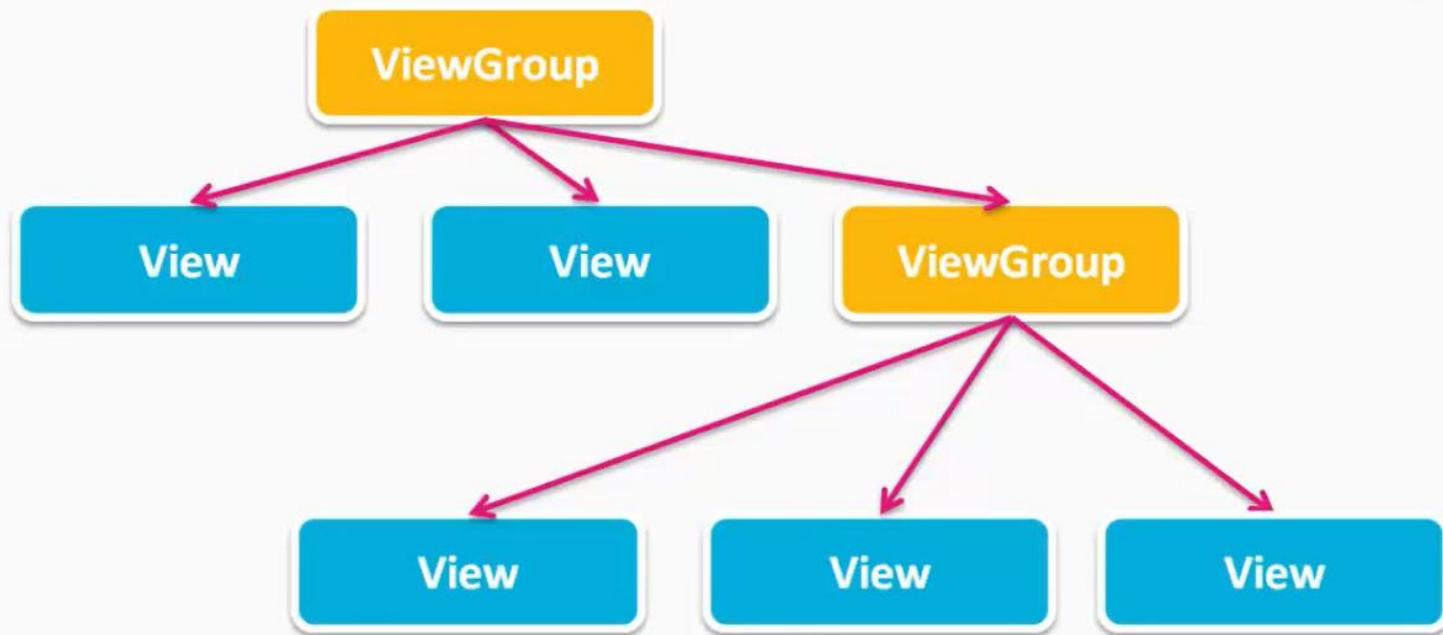
- **match_parent** means it will occupy the complete space available on the display of the device. Whereas, **wrap_content** means it will occupy only that much space as required for its content to display.
- A View is also known as Widget in Android. Any visual(that we can see on screen) and interactive(with which user can interact with) is called a Widget.



Structure

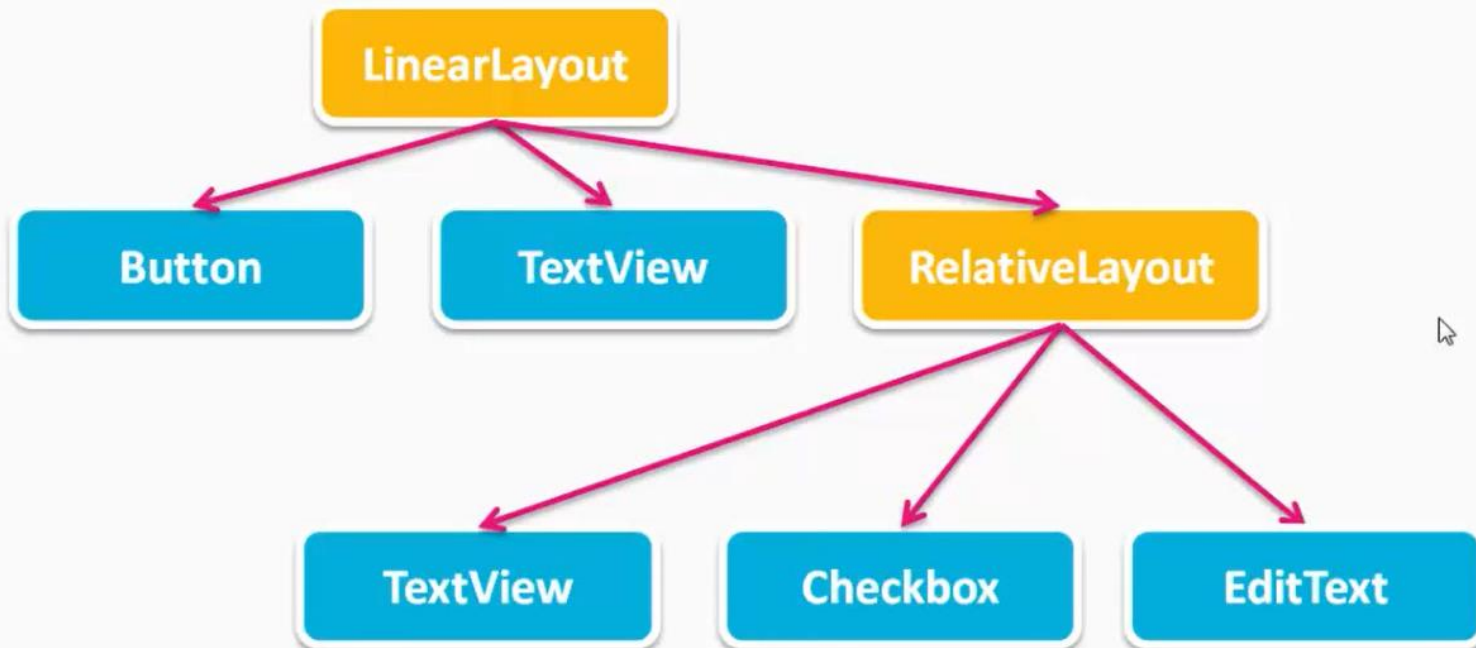
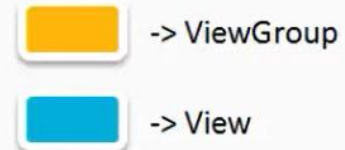


How we draw them on Screen



How we draw them on Screen

- *For example*



XML syntax for creating a View

```
<ViewName  
  Attribute1=Value1  
  Attribute2=Value2  
  Attribute3=Value3  
  .  
  .  
  AttributeN=ValueN  
>
```

