

## TOAST in android Java

A toast provides simple feedback about an operation in a small popup. Toasts automatically disappear after a timeout.

### Structure

inside "OnClick" function -

```
Toast.makeText(getActivity(), "This is Toast message",  
Toast.LENGTH_LONG).show();
```

## UI design / User Interface design

User Interface (UI) design is the process designers use to build interfaces in software on computerized devices, focusing on looks or styles. Designers aim to create interfaces which users find easy to use and pleasurable.

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## Weight Sum

`android:weightSum` defines the maximum weight sum, and is calculated as the sum of the `layout_weight` of all the children if not specified explicitly.

## Structure

① Inside "Layout" —

`android:weightSum = "3"`

↖ this value is changeable.

② Inside others —

`android:layout_weight = "1"`

## layout\_weight

This attribute assigns an "importance" value to a view in terms of how much space it should occupy on the screen. A larger weight value allows it to expand to fill any remaining space.

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in the parent view.

### Radio BUTTON

Radio buttons allow the users to select one option from a set. It is a two state button which is either checked or unchecked. If a single radio button is unchecked, we can click it to make checked radio button.

### What is an Intent?

An intent is to perform an action on the screen. It is mostly used to start activity, send broadcast receiver, start services and send message between two activities. There are two intents available in android as Implicit Intents and Explicit Intents.



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#### Four main component of android application

(1) Activities : They dictate the UI and handle the user interaction to the smart phone screen.

(2) Services : They handle background processing associated with an application.

(3) Broadcast Receivers : They handle communication between Android OS and applications.

(4) Content Providers : They handle data and database management issues.

#### What is API?

API stands for Application Programming Interface, which is a software intermediary that allows two applications to talk to each other. Each time we use an app like facebook, Instagram,

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send an instant message, or check the weather on our phone, we are using API.

Q What is Orientation / Screen Orientation?

Screen Orientation, also known as screen rotation, is the attribute of activity element in android. When screen orientation change from one state to another other, it is also known as configuration change.

Q What is Gradle?

Gradle is a build automation tool known for its flexibility to build software. A build automation tool is used to automate the creation of application. The building process includes compiling, linking and packaging the code. The process becomes more consistent with the help of build automation tools.

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## □ Difference between margin and Padding

(1) Margin is said to be the outer space of an element, i.e., the margin is the space outside of the element's border.

Padding is said to be the inner space of an element, i.e., the padding is the space inside of the element's border.

(2) We can set the margin to auto.

We can not set the padding to auto.

(3) Margin can be negative on any float numbers.

Padding does not allow negative values.



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## Difference between Linear layout and Relative layout

Linear	Relative
① We can adjust views and widgets linearly i.e., Horizontally and vertically.	① We can adjust views and widgets according to one's satisfaction.
② It is useful when we arrange views in a linear fashion.	② . . . . . in a relative fashion.
③ LinearLayout is less used as compared to RelativeLayout.	③ RelativeLayout is used more in applications.
④ We can use LinearLayout inside RelativeLayout.	④ We can also use this as a child of LinearLayout

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## Difference between Match Parent & Wrap Content

① Match Parent : Definition of match parent is to match width and height same as its parent attribute tag. For example, in every layout xml file firstly Layout defined because each and every widgets code can only be write inside it. So, the first layout defining are called as its parent and so on it, you declare layout\_width as match\_parent and layout\_height as match\_parent then it will set the height and width of that selected widget same as your parent layout layout tag.

② Wrap Content : Definition of wrap content is to covers the only its included content + declared padding size. For example, if you are declaring button name as "button" and set its height and width as wrap\_content then it will creates button contain



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contain will "button" name size and dose not occupy more than its content area.

### AVD managers in Android

AVD stands for Android Virtual Device. It is a configuration that defines the characteristics of an Android phone, tablet, Wear OS, Android TV, or automotive OS device that we want to simulate in the Android Emulator. The Device managers is an interface y we can launch from Android studio that helps us create and manage AVDs.