### Android User Interface Basics







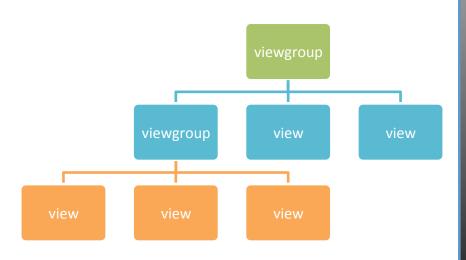
# Activity and User Interface

- We have already seen that each activity has an associated user interface (UI)
- The UI is specified in a layout file
- The layout file is supplied as a parameter for the setContentView() method call in the onCreate() method of the activity

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#### Android User Interface

- User interface built using views and viewgroup objects
- View
  - Base class for widgets
  - Textviews, EditText views, Buttons,
- Viewgroup
  - Base class for layouts
  - Linear, Relative, Tabular, ...
- View Hierarchy
  - Hierarchy of views and viewgroups



# **Building an UI**

- The UI is defined in a layout file in the resources folder
- Two ways to view the layout:
  - Visual view using the design tab
  - XML code view using the text tab
- Widgets are given an ID to enable us to reference them within the Java code
  - R.id.<widget\_ID>, e.g., R.id.textMessage

### **Greet Friend Example**

- Off to the next example, let's learn:
  - Identifying and responding to user interaction with the UI
    - EventListeners
  - Resources