

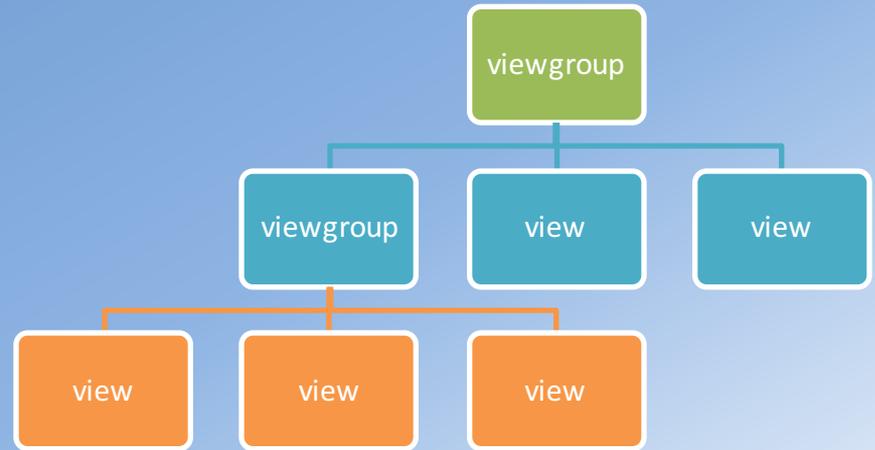
Android User Interface Basics

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

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