Drawables





2D Graphics with Drawables

- Make use of Drawables for drawing shapes and images to a View
 - Drawable class
 - Subclasses: BitmapDrawable, ShapeDrawable, PictureDrawable, LayerDrawable etc.
- Drawables can be defined and instantiated in three ways:
 - Using an image saved in your project resources
 - Using an XML file that defines Drawable properties
 - Using normal class constructors in code
- Drawable resources usually stored in res/drawable folder of your project

Drawables

- Drawables may take a variety of forms:
 - Bitmap: the simplest Drawable, a PNG or JPEG image.
 - Nine Patch: an extension to the PNG format allows it to specify information about how to stretch it and place things inside of it.
 - Shape: contains simple drawing commands instead of a raw bitmap, allowing it to resize better in some cases.
 - Layers: a compound drawable, which draws multiple underlying drawables on top of each other.
 - States: a compound drawable that selects one of a set of drawables based on its state.
 - Levels: a compound drawable that selects one of a set of drawables based on its level.
 - Scale: a compound drawable with a single child drawable, whose overall size is modified based on the current level.

Shape Drawable

- Especially useful for defining various properties of some standard shapes to be included in a view background
- For example, to achieve a gradient background to the message, define the following in a XML file (bg_message_left.xml) in the res/drawable:

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
   android:shape="rectangle" >
   <!-- view background color -->
   <solid android:color="@color/msgleft" >
   </solid>
   <corners android:radius="5dp" >
   </corners>
</shape>
```

Then set it as the background to the linear layout in message.xml file

```
<LinearLayout
...
android:background="@drawable/bg_message_left"
...
android:elevation="4dp">
```

Chat Client with Colors Exercise

- Off to our next exercise
 - Continuing to extend the ChatClient exercise adding Toolbar, RecyclerView