

Colors, Styles, Themes and Graphics



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Colors, Styles and Themes

- Colors: Defined as resources (RGB values) and can be used anywhere color needs to be specified
- Style: A set of properties that can be applied to a view
- Theme: Styles applied to an entire activity

Animation and Graphics

- Animation:
 - Property Animation
 - View Animation
 - Drawable Animation
- 2D Graphics
 - Drawables
 - Canvas
- 3D Graphics
 - Open GL

Material Design

- Material design is a comprehensive guide for visual, motion, and interaction design across platforms and devices (definition from Android Website)
- In this course, we touch on material design with:
 - Material themes
 - Widgets (RecyclerView and Toolbar)

Chat Client with Colors Exercise

- Off to our next exercise
 - Extending the ChatClient exercise adding colors, themes, and drawables
 - Basic elements of Material Design
 - RecyclerView
 - Toolbar