B.M. Harwani

Features Android Release 4.1.2

Android Programming

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B.M. Harwani

Android™ Programming

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800 East 96th Street, Indianapolis, Indiana 46240 USA

Android™ Programming Unleashed

ISBN-13: 978-0-672-33628-7
ISBN-10: 0-672-33628-6

The Library of Congress cataloging-in-publication data is on file.

Printed in the United States of America

First Printing: December 2012

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About the Author

B.M. Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India, that provides computer education in all programming and web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and also has a C Level (master's diploma in computer technology) from DOEACC, Government of India. Being involved in the teaching field for more than 18 years, he has developed the art of explaining even the most complicated topics in a straightforward and easily understandable fashion. To know more, visit his blog http://bmharwani.com/blog.

Dedication

Dedicated to my mother, Mrs. Nita Harwani, Ray Tomlinson, and Dr. V. A. Shiva Ayyadurai.

My mother is next to God for me. Whatever I am today is just because of the moral values taught by her.

I admire and appreciate Ray Tomlinson and Dr. V. A. Shiva Ayyadurai's invention—Internet-based email.
They have revolutionized the mode of communication. In fact, their achievement has changed the life of millions of people around the world, including me.

Acknowledgments

I owe a debt of gratitude to Laura Lewin, Acquisitions Editor, for her initial acceptance and giving me an opportunity to create this work. I am highly grateful to the whole team at Pearson Technology Group for their constant cooperation and contribution to create this book.

My gratitude to Songlin Qiu, who as a Development Editor, offered a significant amount of feedback that helped to improve the chapters. She played a vital role in improving the structure and quality of information.

I must thank Douglas Jones, Joseph Annuzzi, and Romin Irani, the Technical Reviewers, for their excellent, detailed reviewing of the work and the many helpful comments and suggestions they made.

Special thanks to Geneil Breeze, Copy Editor, for first-class structural and language editing. I appreciate her efforts in enhancing the contents of the book and giving it a polished look.

I also thank Gloria Schurick, Compositor, for doing excellent formatting and making the book dramatically better.

Big and ongoing thanks to Jovana Shirley, Project Editor, for doing a great job and for the sincere efforts of the whole team to get the book published on time.

A great big thank you to the editorial and production staff and the entire team at Pearson Technology Group who worked tirelessly to produce this book. Really, I enjoyed working with each of you.

I am also thankful to my family, my small world: Anushka (my wife) and my two little darlings, Chirag and Naman, for inspiring me to work harder.

I should not forget to thank my dear students who have been good teachers for me as they make me understand the basic problems they face in a subject and enable me to directly hit at those topics. The endless interesting queries of my students help me to write books with a practical approach.

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As the reader of this book, *you* are our most important critic and commentator. We value your opinion and want to know what we're doing right, what we could do better, what areas you'd like to see us publish in, and any other words of wisdom you're willing to pass our way.

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Introduction

Android is Google's open source and free Java-based platform for mobile development. It enables developers to build real-world mobile applications using the Android SDK and publish them on Google Play.

The huge demand for developing Android applications inspired me to write this book. Like any good book, it begins by explaining the usage of basic UI controls one at a time, configuring them by applying different attributes, and writing applications to understand how they respond to user actions. Gradually, once the reader is acquainted with the basic UI controls, the book explains how to use the advanced controls, resources, dialogs, and different types of menus.

The book addresses intermediate to advanced users and teaches different components provided by the Android SDK through examples. The book will be beneficial for developers and instructors too who want to learn or teach Android programming. For practical implementation the book also explains using the back-end databases for storing and fetching information. In short it is a useful reference book for anyone who wants to understand all key aspects of Android programming and to apply them practically into developing Android applications.

Key Topics That This Book Covers

This book is comprehensive and covers each topic in detail. Key topics covered are

- Understanding basic controls and event handling.
- Using resources, media, audio, and video.
- Creating of different types of menus with XML as well as through Java code.
- Accessing databases in Android applications.
- Using Internet, Google Maps, and Location-Based Services.
- Different types of layouts and selection widgets.
- Sending and receiving SMS messages and emails.
- Everything required for developing applications—for example, UI controls, containers, databases, menus—and accessing the Internet is available in one place.
- The book is completely up to date with the latest Jelly Bean.

Key Benefits That This Book Provides

By the time you finish the book, you will be able to

- Use and configure UI controls to develop Android applications
- Understand the technique of organizing controls in different layouts
- Use different resources in developing feature-rich Android applications
- Use different dialogs for getting data from the user
- Store, fetch, and update database records, and to access databases through menus
- Display web pages and Google Maps
- Send and receive SMS messages and emails
- Use the Telephony Manager for making phone calls
- Create your own custom service and also learn to consume SOAP Services
- Draw graphics, apply animation, and use interpolators
- Create, use, and register Content Providers
- Execute events automatically through Alarm Manager
- Use device sensors
- Publish Android applications

How This Book Is Organized

This book is structured in four parts:

- Part I: "Fundamentals of Android Development"

  In Chapter 1, "Introduction to Android," you learn to install the Android SDK Starter Package, add platforms and other components, and install Eclipse and the Android Developer Tools (ADT) plug-in. You learn to make the ADT plug-in functional and create Android Virtual Devices to run and deploy Android applications. You also learn to create and run your first Android project, and you learn to set the layout of the application and the usage of the `TextView` control in an Android application.

  Chapter 2, "Basic Widgets," focuses on the basic widgets used in an Android application. You learn about folders and files that are automatically created by the ADT plug-in, activities, the Android Activity life cycle, usage of the Android Manifest file, commonly used layouts and controls, and how event handling is performed. You learn how to create an anonymous inner class, implement the `OnClickListener` interface, and declare the event handler in the XML definition of the control. The chapter shows how to create a new Activity, register the new Activity, and start the Activity, and how to use three controls—EditText, CheckBox, and RadioButton—to develop Android applications.

- Part II: “Building Blocks for Android Application Design”

In Chapter 3, “Laying Out Controls in Containers,” you learn about containers—the different types of layouts used to organize and arrange the controls of an application. You learn to use LinearLayout, RelativeLayout, AbsoluteLayout, FrameLayout, and TableLayout, and you learn to adapt to the screen orientation. In addition, you learn the usage of different attributes that help in laying out controls in different layouts. The chapter shows you how to apply different attributes in the layouts such as the Orientation attribute, Height and Width attribute, Padding attribute, Weight attribute, and Gravity attribute.

Chapter 4, “Utilizing Resources and Media,” discusses the different types of resources and the procedures to apply them in Android applications. You learn to apply Dimension resources, Color resources, styles, and themes. You also learn to use String and Integer arrays. To display images in an Android application, you learn to use Drawable resources and create an Image Switcher application using the ToggleButton control. Also, you learn to implement scrolling through ScrollView and to play audio and video. Finally, the chapter explains using ProgressBar and assets.

Chapter 5, “Using Selection Widgets and Debugging,” focuses on selection widgets. You learn to use the ListView, Spinner, AutoComplete, and GridView controls in Android applications. You learn how to use display options in selection widgets through string arrays and the ArrayAdapter, and you also see how to extend ListActivity and use styling for the standard ListAdapters. You learn to create an Image Gallery using Gallery Control and the procedure to use the debugging tool, Dalvik Debug Monitor Service (DDMS). The chapter also explains the procedure involved in debugging applications, placing breakpoints in an application, and using Debug perspective. And you learn to adding logging support to Android applications.

In Chapter 6, “Displaying and Fetching Information Using Dialogs and Fragments,” you learn to use different dialogs in Android applications. You learn to use the AlertDialog to display important messages to the user, as well as to receive input from the user. You also learn to display and select dates and times with the DatePicker and TimePicker dialog boxes. The chapter explains fragments, their life cycles, and the procedure for creating them through XML and with Java code. You also learn about specialized fragments: ListFragment, DialogFragment, and PreferenceFragment.

- Part III: “Building Menus and Storing Data”

  In Chapter 7, “Creating Interactive Menus and ActionBars,” you learn about different types of menus. You learn to create options menus, expanded menus, submenus, and context menus with XML as well as Java code. You also learn to use check boxes/radio buttons in menus, handle menu selections, add shortcut keys, and assign icons to menu items. You learn to use the ActionBar, display action items, and create a tabbed ActionBar and a drop-down list ActionBar.

  In Chapter 8, “Using Databases,” you learn to use databases in Android applications. In the chapter you use the SQLite `SQLiteOpenHelper` to fetch desired rows from a table, and you learn to use cursors. You also learn to access databases through ADB and menus, and you learn to create data entry forms and display table rows through `ListView`.

- Part IV: “Advanced Android Programming: Internet, Entertainment, and Services”

  Chapter 9, “Implementing Drawing and Animation,” focuses on understanding animation. You learn to use `Canvas` and `Paint`, measure screen coordinates, and apply frame-by-frame animation. You also learn about tweening animation and the use of interpolators.

  In Chapter 10, “Displaying Web Pages and Maps,” you learn to display web pages through `WebView` controls, handle page navigation, and add permissions for Internet access. You see how to use the `WebViewClient`, use Google Maps, get Google Keys, and install the Google API. You learn to create AVDs for map-based applications, use location-based services, supply latitude and longitude values through DDMS, add zooming, and display map markers.

  In Chapter 11, “Communicating with SMS and Emails,” you learn about broadcast receivers. You see how to broadcast and receive the broadcasted `intent`. You also see how the Notification system is used, created, configured, and displayed in the status bar. You learn the procedure for sending and receiving SMS messages programmatically. Finally, you learn how to send email and use the Telephony Manager to make phone calls.

  In Chapter 12, “Creating and Using Content Providers,” you learn how to define, create, use, and register Content Providers. You also learn to define a database, Content URI, and MIME types. Also you learn to implement the `getType`, `query`, `insert`, `update`, and `delete` methods. Finally, the chapter explains how to use loaders.

  In Chapter 13, “Creating and Consuming Services,” you learn to move processes to the background threads using the `Handler` and `AsyncTask` classes. You learn to download and display images from the Internet. The chapter also explains how to create your own Bind Service and the procedure to consume SOAP Services. You also learn to use Alarm and Sensor Managers.

In Chapter 14, “Publishing Android Applications,” you learn how to publish Android applications. You learn about versioning and digitally signing your applications, deploying APK files, and publishing your applications to the Google Play Store.

Code Examples for This Book

All the Android projects discussed in this book are available to download from the www.informit.com/title/ 9780672336287. Download the code bundle provided in the site and unzip it. Follow these steps to use the provided code:

1. Launch Eclipse.
2. Select the `File`, `Import` option. From the `Import` dialog that opens, select the `Existing Projects into Workspace` option and click the `Next` button.
3. In the next dialog, click the `Browse` button to locate and select the folder where you unzipped the code bundle.
4. After you select the code bundle, all the Android projects enclosed in it appear in the `Projects` box. By default all the projects are checked. Uncheck projects that you don’t want to import and click `Finish`. That’s it. The projects are imported into Eclipse and are ready to run.

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CHAPTER 3

Laying Out Controls in Containers

IN THIS CHAPTER

- Introduction to Layouts
- LinearLayout
- Applying the `Orientation` Attribute
- Applying `Height` and `Width` Attributes
- Applying the `Padding` Attribute
- Applying the `Weight` attribute
- Applying the `Gravity` Attribute
- Using the `android:layout_gravity` Attribute
- RelativeLayout
- Relative Layout Control Attributes
- AbsoluteLayout
- FrameLayout
- TableLayout
- TableLayout Operations
- GridLayout
- Screen Orientation Adaptations

A container is a view used to contain other views. Android offers a collection of view classes that act as containers for views. These container classes are called layouts, and as the name suggests, they decide the organization, size, and position of their children views.

Let's start the chapter with an introduction to different layouts used in Android applications.

Introduction to Layouts

Layouts are basically containers for other items known as `Views`, which are displayed on the screen. Layouts help manage and arrange views as well. Layouts are defined in the form of XML files that cannot be changed by our code during runtime.

Table 3.1 shows the layout managers provided by the Android SDK.

TABLE 3.1 Android Layout Managers

Layout Manager	Description
LinearLayout	Organizes its children either horizontally or vertically
RelativeLayout	Organizes its children relative to one another or to the parent
AbsoluteLayout	Each child control is given a specific location within the bounds of the container

Layout Manager	Description
FrameLayout	Displays a single view; that is, the next view replaces the previous view and hence is used to dynamically change the children in the layout
TableLayout	Organizes its children in tabular form
GridLayout	Organizes its children in grid format

The containers or layouts listed in Table 3.1 are also known as `ViewGroups` as one or more `Views` are grouped and arranged in a desired manner through them. Besides the `ViewGroups` shown here Android supports one more `ViewGroup` known as ScrollView, which is discussed in Chapter 4, "Utilizing Resources and Media."

LinearLayout

The LinearLayout is the most basic layout, and it arranges its elements sequentially, either horizontally or vertically. To arrange controls within a linear layout, the following attributes are used:

- **`android:orientation`**—Used for arranging the controls in the container in horizontal or vertical order
- **`android:layout_width`**—Used for defining the width of a control
- **`android:layout_height`**—Used for defining the height of a control
- **`android:padding`**—Used for increasing the whitespace between the boundaries of the control and its actual content
- **`android:layout_weight`**—Used for shrinking or expanding the size of the control to consume the extra space relative to the other controls in the container
- **`android:gravity`**—Used for aligning content within a control
- **`android:layout_gravity`**—Used for aligning the control within the container

Applying the `orientation` Attribute

The `orientation` attribute is used to arrange its children either in horizontal or vertical order. The valid values for this attribute are `horizontal` and `vertical`. If the value of the `android:orientation` attribute is set to `vertical`, the children in the linear layout are arranged in a column layout, one below the other. Similarly, if the value of the `android:orientation` attribute is set to `horizontal`, the controls in the linear layout are arranged in a row format, side by side. The orientation can be modified at runtime through the `setOrientation()` method. That is, by supplying the values `HORIZONTAL` or `VERTICAL` to the `setOrientation()` method, we can arrange the children of the LinearLayout in row or column format, respectively.

Applying the height and width Attributes

The default height and width of a control are decided on the basis of the text or content that is displayed through it. To specify a certain height and width to the control, we use the android:layout_width and android:layout_height attributes. We can specify the values for the height and width attributes in the following three ways:

- By supplying specific dimension values for the control in terms of px (pixels), dip/dp (device independent pixels), sp (scaled pixels), pts (points), in (inches), and mm (millimeters). For example, the android:layout_width="20px" attribute sets the width of the control to 20 pixels.
- By providing the value as wrap_content. When assigned to the control's height or width, this attribute resizes the control to expand to fit its contents. For example, when this value is applied to the width of the TextView, it expands so that its complete text is visible.
- By providing the value as match_parent. When assigned to the control's height or width, this attribute forces the size of the control to expand to fill up all the available space of the enclosing container.

NOTE

For layout elements, the value wrap_content resizes the layout to fit the controls added as its children. The value match_parent makes the layout expand to take up all the space in the parent layout.

Applying the padding Attribute

The padding attribute is used to increase the whitespace between the boundaries of the control and its actual content. Through the android:padding attribute, we can set the same amount of padding or spacing on all four sides of the control. Similarly, by using the android:paddingLeft, android:paddingRight, android:paddingTop, and android:paddingBottom attributes, we can specify the individual spacing on the left, right, top, and bottom of the control, respectively.

The following example sets the spacing on all four sides of the control to 5 pixels:

```
android:padding="5dip"
```

Similarly, the following example sets the spacing on the left side of the control to 5 pixels:

```
android:paddingLeft="5dip"
```

NOTE

To set the padding at runtime, we can call the setPadding() method.

Let's see how the controls are laid out in the LinearLayout layout using an example. Create a new Android Project called `LinearLayoutApp`. The original default content of the layout file `activity_linear_layout_app.xml` appears as shown in Listing 3.1.

LISTING 3.1 Default Code in the Layout File `activity_linear_layout_app.xml`

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:text="@string/hello_world"
        tools:context=".LinearLayoutAppActivity" />
</RelativeLayout>
```

Let's apply the LinearLayout and add three `Button` controls to the layout. Modify the `activity_linear_layout_app.xml` to appear as shown in Listing 3.2.

LISTING 3.2 The `activity_linear_layout_app.xml` File on Adding Three `Button` Controls

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />
</LinearLayout>
```

The orientation of LinearLayout is set to vertical, declaring that we want to arrange its child elements vertically, one below the other. The height and width of the layout are set to expand to fill up all the available space of the enclosing container, that is, the device screen. Three Button controls are added to the layout, which appear one below the other. The IDs and text assigned to the three Button controls are Apple, Mango, and Banana, respectively. The height of the three controls is set to wrap_content, which is enough to accommodate the text. Finally, the width of the three controls is set to match_parent, so that the width of the three controls expands to fill up the available space of the LinearLayout container. We see the output shown in Figure 3.1.

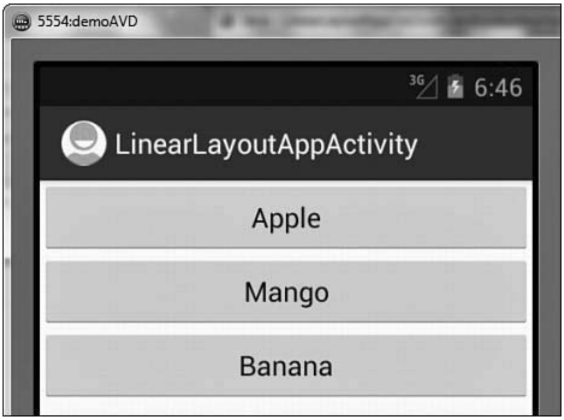


FIGURE 3.1 Three Button controls arranged vertically in LinearLayout

To see the controls appear horizontally, set the orientation attribute of the LinearLayout to horizontal. We also need to set the layout_width attribute of the three controls to wrap_content; otherwise, we will be able to see only the first Button control, the one with the Apple ID. If the layout_width attribute of any control is set to match_parent, it takes up all the available space of the container, hiding the rest of the controls behind it. By setting the values of the layout_width attributes to wrap_content, we make sure that the width of the control expands just to fit its content and does not take up all the available space. Let's modify the activity_linear_layout_app.xml to appear as shown in Listing 3.3.

LISTING 3.3 The activity_linear_layout_app.xml File on Setting Horizontal Orientation to the Button Controls

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="horizontal" >
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
</LinearLayout>
```

The controls are arranged horizontally, as shown in Figure 3.2.

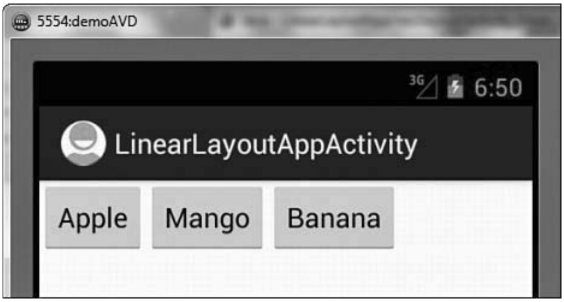


FIGURE 3.2 Three `Button` controls arranged horizontally in LinearLayout

Applying the `weight` Attribute

The `weight` attribute affects the size of the control. That is, we use `weight` to assign the capability to expand or shrink and consume extra space relative to the other controls in the container. The values of the `weight` attribute range from `0.0` to `1.0`, where `1.0` is the highest value. Let's suppose a container has two controls and one of them is assigned the `weight` of `1`. In that case, the control assigned the `weight` of `1` consumes all the empty space in the container, whereas the other control remains at its current size. If we assign a `weight` of `0.0` to both the controls, nothing happens and the controls maintain their original size. If both the attributes are assigned the same value above `0.0`, both the controls consume the extra space equally. Hence, `weight` lets us apply a size expansion ratio to the controls. To make the middle `Button` control, `Mango`, take up all the available space of the container, let's assign a `weight` attribute to the three controls. Modify the `activity_linear_layout_app.xml` file to appear as shown in Listing 3.4.

LISTING 3.4 The `activity_linear_layout_app.xml` File on Applying the `weight` Attribute to the `Button` Controls

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="horizontal"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_weight="0.0" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_weight="1.0" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_weight="0.0" />
</LinearLayout>
```

By setting the `layout_weight` attributes of `Apple`, `Mango`, and `Banana` to `0.0`, `1.0`, and `0.0`, respectively, we allow the `Mango` button control to take up all the available space of the container, as shown in Figure 3.3 (left). If we set the value of `layout_weight` of the `Banana` button control to `1.0` and that of `Mango` back to `0.0`, then all the available space of the container is consumed by the `Banana` button control, as shown in Figure 3.3 (middle). Similarly if we set the `layout_weight` of all controls to `1.0`, the entire container space will be equally consumed by the three controls, as shown in Figure 3.3 (right).

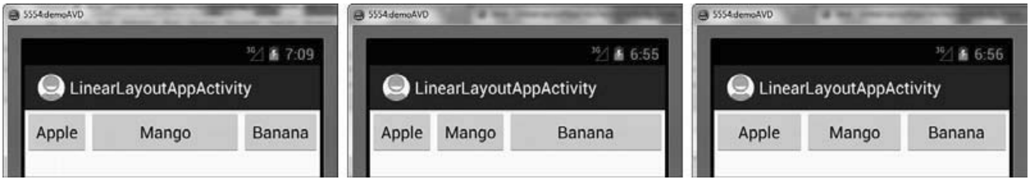


FIGURE 3.3 (left) The `weight` attribute of the Mango `Button` control set to 1.0, (middle) the `weight` attribute of the Banana `Button` control set to 1.0, and (right) all three `Button` controls set to the same `weight` attribute

Similarly if we set the weight of `Apple`, `Mango`, and `Banana` to `0.0`, `1.0`, and `0.5`, respectively, we get the output shown in Figure 3.4.

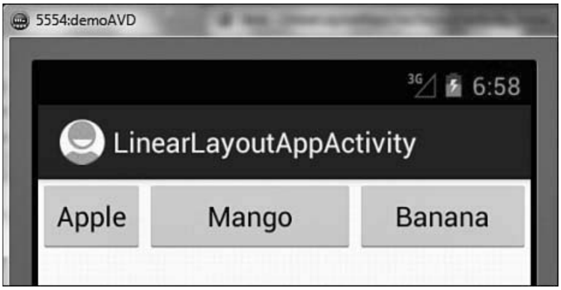


FIGURE 3.4 The `weight` attribute of the Apple, Mango, and Banana `Button` controls set to 0.0, 1.0, and 0.5

We can see that the text of the three controls is center-aligned. To align the content of a control, we use the `Gravity` attribute.

Applying the `Gravity` Attribute

The `Gravity` attribute is for aligning the content within a control. For example, to align the text of a control to the center, we set the value of its `android:gravity` attribute to `center`. The valid options for `android:gravity` include `left`, `center`, `right`, `top`, `bottom`, `center_horizontal`, `center_vertical`, `fill_horizontal`, and `fill_vertical`. The task performed by few of the said options is as follows:

- **`center_vertical`**—Places the object in the vertical center of its container, without changing its size
- **`fill_vertical`**—Grows the vertical size of the object, if needed, so it completely fills its container
- **`center_horizontal`**—Places the object in the horizontal center of its container, without changing its size
- **`fill_horizontal`**—Grows the horizontal size of the object, if needed, so it completely fills its container
- **`center`**—Places the object in the center of its container in both the vertical and horizontal axis, without changing its size

We can make the text of a control appear at the center by using the `android:gravity` attribute, as shown in this example:

```
android:gravity="center"
```

We can also combine two or more values of any attribute using the | operator. The following example centrally aligns the text horizontally and vertically within a control:

```
android:gravity="center_horizontal|center_vertical"
```

Figure 3.5 shows the `android:gravity` attribute set to left and right for the `Button` controls `Mango` and `Banana`.

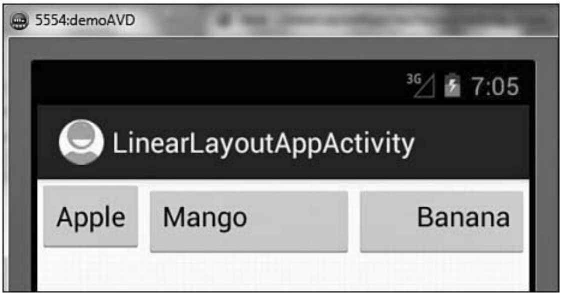


FIGURE 3.5 The text in the Mango and Banana Button controls aligned to the left and right, respectively, through the android:gravity attribute

Besides the android:gravity attribute, Android provides one more similar attribute, android:layout_gravity. Let's explore the difference between the two.

Using the android:layout_gravity Attribute

Where android:gravity is a setting used by the View, the android:layout_gravity is used by the container. That is, this attribute is used to align the control within the container. For example, to align the text within a Button control, we use the android:gravity attribute; to align the Button control itself in the LinearLayout (the container), we use the android:layout_gravity attribute. Let's add the android:layout_gravity attribute to align the Button controls themselves. To see the impact of using the android:layout_gravity attribute to align the Button controls in the LinearLayout, let's first arrange them vertically. So, let's modify activity_linear_layout_app.xml to make the Button controls appear vertically, one below the other as shown in Listing 3.5.

LISTING 3.5 The activity_linear_layout_app.xml File on Arranging the Button Controls Vertically

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
</LinearLayout>
```

The preceding code arranges the Button controls vertically, as shown in Figure 3.6 (left). To align the Button controls Mango and Banana to the center and to the right of the LinearLayout container, add the following statements to the respective tags in the activity_linear_layout_app.xml layout file:

```
android:layout_gravity="center"
```

and

```
android:layout_gravity="right"
```

The two Button controls, Mango and Banana, are aligned at the center and to the right in the container, as shown in Figure 3.6 (middle).

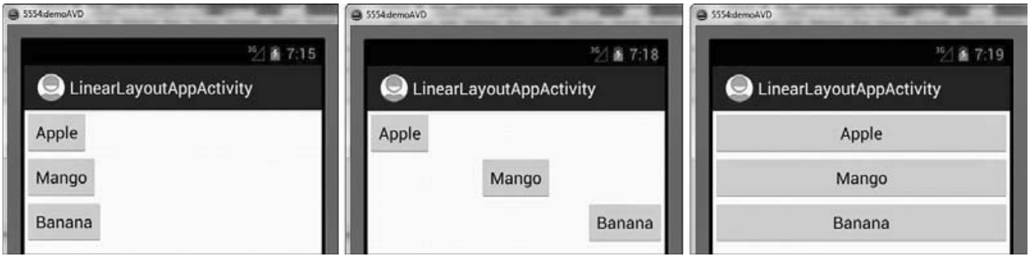


FIGURE 3.6 (left) The three Button controls vertically aligned with the width attribute set to wrap_content, (middle) the Mango and Banana Button controls aligned to the center and right of container, and (right) the width of the three Button controls expanded to take up all the available space

At the moment, the layout_width attribute of the three controls is set to wrap_content. The width of the three controls is just enough to accommodate their content. If we now set the value of the android:layout_width attribute for all three controls to match_parent, we find that all three Button controls expand in width to take up all the available space of the container, as shown in Figure 3.6 (right). Now we can apply the android:gravity attribute to align the text within the controls. Let's add the following three attributes to the Button controls Apple, Mango, and Banana:

```
android:gravity="left"
android:gravity="center"
```

and

```
android:gravity="right"
```

These lines of code align the content of the three Button controls to the left, to the center, and to the right within the control, as shown in Figure 3.7 (left). Because the three Button controls are arranged vertically in the layout (the orientation of the LinearLayout is set to vertical), the application of the weight attribute makes the controls expand vertically instead of horizontally as we saw earlier. To see the effect, let's add the following statement to the tags of all three `Button` controls:

```
android:layout_weight="0.0"
```

As expected, there will be no change in the height of any control, as the `weight` value assigned is `0.0`. Setting an equal value above `0.0` for all three controls results in equal division of empty space among them. For example, assigning the `android:layout_weight="1.0"` to all three controls results in expanding their height, as shown in Figure 3.7 (middle).

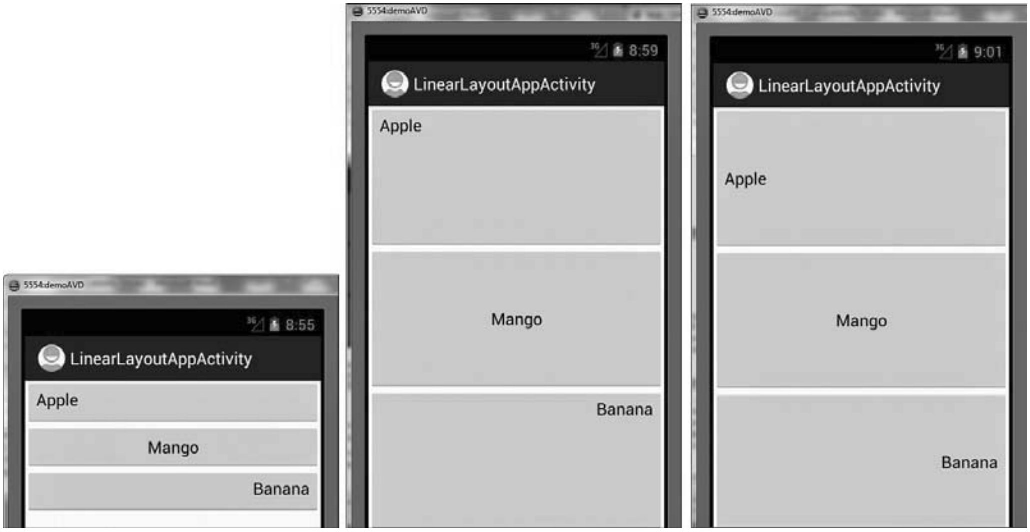


FIGURE 3.7 (left) The three `Button` controls with their text aligned to the left, center, and right, (middle) the vertical available space of the container apportioned equally among the three `Button` controls, and (right) the text of the three `Button` controls vertically aligned to the center

In the middle image of Figure 3.7, we see that the text in the `Apple` and `Banana` controls is not at the vertical center, so let's modify their `android:gravity` value, as shown here:

`android:gravity="center_vertical"` for the `Apple` control

`android:gravity="center_vertical|right"` for the `Banana` control

The `center_vertical` value aligns the content vertically to the center of the control, and the `right` value aligns the content to the right of the control. We can combine the values of the attribute using the `|` operator. After applying the values as shown in the preceding two code lines, we get the output shown in Figure 3.7 (right).

RelativeLayout

In RelativeLayout, each child element is laid out in relation to other child elements; that is, the location of a child element is specified in terms of the desired distance from the existing children. To understand the concept of relative layout practically, let's create a new Android project called RelativeLayoutApp. Modify its layout file activity_relative_layout_app.xml to appear as shown in Listing 3.6.

LISTING 3.6 The activity_relative_layout_app.xml File on Arranging the Button Controls in the RelativeLayout Container

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="15dip"
        android:layout_marginLeft="20dip" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:padding="28dip"
        android:layout_toRightOf="@id/Apple"
        android:layout_marginLeft="15dip"
        android:layout_marginRight="10dip"
        android:layout_alignParentTop="true" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="200dip"
        android:layout_height="50dip"
        android:layout_marginTop="15dip"
        android:layout_below="@id/Apple"
        android:layout_alignParentLeft="true" />
    <Button
        android:id="@+id/Grapes"
        android:text="Grapes"
        android:layout_width="wrap_content"
        android:layout_height="match_parent"
        android:minWidth="100dp"
        android:layout_alignParentRight="true"
        android:layout_below="@id/Banana" />
    <Button
        android:id="@+id/Kiwi"
        android:text="Kiwi"
        android:layout_width="100dip"
        android:layout_height="wrap_content"
        android:layout_below="@id/Banana"
        android:paddingTop="15dip"
        android:paddingLeft="25dip"
        android:paddingRight="25dip" />
</RelativeLayout>
```

Before we understand how the controls in the previous code block are placed, let's have a quick look at different attributes used to set the positions of the layout controls.

Layout Control Attributes

The attributes used to set the location of the control relative to a container are

- **`android:layout_alignParentTop`**—The top of the control is set to align with the top of the container.
- **`android:layout_alignParentBottom`**—The bottom of the control is set to align with the bottom of the container.
- **`android:layout_alignParentLeft`**—The left side of the control is set to align with the left side of the container.
- **`android:layout_alignParentRight`**—The right side of the control is set to align with the right side of the container.
- **`android:layout_centerHorizontal`**—The control is placed horizontally at the center of the container.
- **`android:layout_centerVertical`**—The control is placed vertically at the center of the container.
- **`android:layout_centerInParent`**—The control is placed horizontally and vertically at the center of the container.

The attributes to control the position of a control in relation to other controls are

- **`android:layout_above`**—The control is placed above the referenced control.
- **`android:layout_below`**—The control is placed below the referenced control.
- **`android:layout_toLeftOf`**—The control is placed to the left of the referenced control.
- **`android:layout_toRightOf`**—The control is placed to the right of the referenced control.

The attributes that control the alignment of a control in relation to other controls are

- `android:layout_alignTop`— The top of the control is set to align with the top of the referenced control.

- **`android:layout_alignBottom`**—The bottom of the control is set to align with the bottom of the referenced control.
- **`android:layout_alignLeft`**—The left side of the control is set to align with the left side of the referenced control.
- **`android:layout_alignRight`**—The right side of the control is set to align with the right side of the referenced control.
- **`android:layout_alignBaseline`**—The baseline of the two controls will be aligned.

For spacing, Android defines two attributes: `android:layout_margin` and `android:padding`. The `android:layout_margin` attribute defines spacing for the container, while `android:padding` defines the spacing for the view. Let's begin with padding.

- **`android:padding`**—Defines the spacing of the content on all four sides of the control. To define padding for each side individually, use `android:paddingLeft`, `android:paddingRight`, `android:paddingTop`, and `android:paddingBottom`.
- **`android:paddingTop`**—Defines the spacing between the content and the top of the control.
- **`android:paddingBottom`**—Defines the spacing between the content and the bottom of the control.
- **`android:paddingLeft`**—Defines the spacing between the content and the left side of the control.
- **`android:paddingRight`**—Defines the spacing between the content and the right side of the control.

Here are the attributes that define the spacing between the control and the container:

- **`android:layout_margin`**—Defines the spacing of the control in relation to the controls or the container on all four sides. To define spacing for each side individually, we use the `android:layout_marginLeft`, `android:layout_marginRight`, `android:layout_marginTop`, and `android:layout_marginBottom` options.
- **`android:layout_marginTop`**—Defines the spacing between the top of the control and the related control or container.
- **`android:layout_marginBottom`**—Defines the spacing between the bottom of the control and the related control or container.
- **`android:layout_marginRight`**—Defines the spacing between the right side of the control and the related control or container.
- **`android:layout_marginLeft`**—Defines the spacing between the left side of the control and the related control or container.

The layout file activity_relative_layout_app.xml arranges the controls as follows:

> The Apple button control is set to appear at a distance of 15dip from the top and 20dip from the left side of the RelativeLayout container. The width of the Mango button control is set to consume the available horizontal space. The text Mango appears at a distance of 28dip from all sides of the control. The Mango control is set to appear to the right of the Apple control. The control is set to appear at a distance of 15dip from the control on the left and 10dip from the right side of the relative layout container. Also, the top of the Button control is set to align with the top of the container.
>
> The Banana button control is assigned the width and height of 200dip and 50dip, respectively. The control is set to appear 15dip below the Apple control. The left side of the control is set to align with the left side of the container.
>
> The Grapes button control is set to appear below the Banana button control, and its width is set to expand just enough to accommodate its content. The height of the control is set to take up all available vertical space. The text Grapes is automatically aligned vertically; that is, it appears at the center of the vertical height when the height attribute is set to match_parent. The minimum width of the control is set to 100dip. The right side of the control is set to align with the right side of the container.
>
> The Kiwi Button control is set to appear below the Banana control. Its width is set to 100dip, and the height is set to just accommodate its content. The text Kiwi is set to appear at the distance of 15dip, 25dip, and 25dip from the top, left, and right boundary of the control.

We don't need to make any changes to the RelativeLayoutAppActivity.java file. Its original content is as shown in Listing 3.7.

LISTING 3.7 The Default Code in the Activity File RelativeLayoutAppActivity.java

```java
package com.androidunleashed.relativelayoutapp;

import android.app.Activity;
import android.os.Bundle;

public class RelativeLayoutDemoActivity extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_relative_layout_app);
    }
}
```

When the application is run, we see the output shown in Figure 3.8.

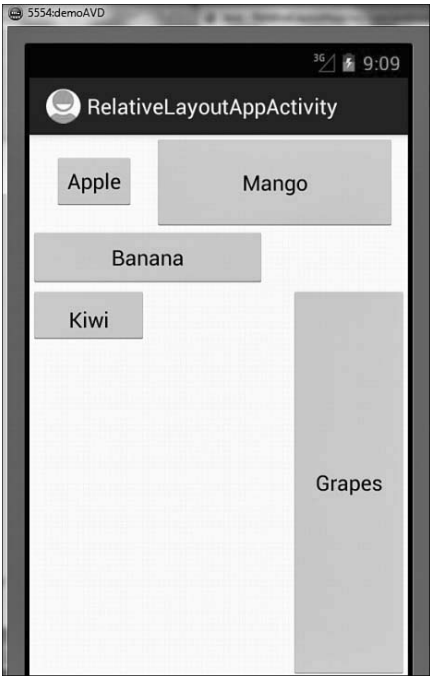


FIGURE 3.8 The five `Button` controls' layout relative to each other

We can make the text `Grapes` appear centrally at the top row by adding the following line:

```
android:gravity="center_horizontal"
```

So, its tag appears as follows:

```
<Button
    android:id="@+id/Grapes"
    android:text="Grapes"
    android:layout_width="wrap_content"
    android:layout_height="match_parent"
    android:minWidth="100dp"
    android:layout_alignParentRight="true"
    android:layout_below="@id/Banana"
    android:gravity="center_horizontal" />
```

The output is modified to appear as shown in Figure 3.9.

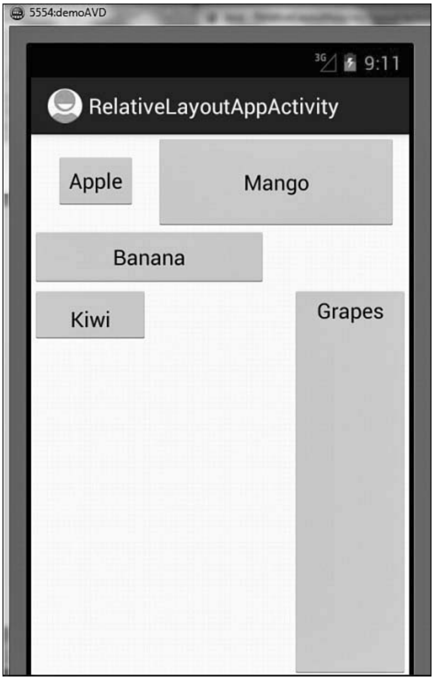


FIGURE 3.9 The Grapes `Button` control aligned horizontally at the center

Let's explore the concept of laying out controls in the RelativeLayout container by writing an application. The application that we are going to create is a simple `Login Form` application that asks the user to enter a `User ID` and `Password`. The `TextView`, `EditText`, and `Button` controls in the application are laid out in a RelativeLayout container (see Figure 3.10—left). If either the `User ID` or `Password` is left blank, the message `The User ID or password is left blank. Please Try Again` is displayed. If the correct `User ID` and `Password`, in this case, `guest`, are entered, then a welcome message is displayed. Otherwise, the message `The User ID or password is incorrect. Please Try Again` is displayed.

So, let's create the application. Launch the Eclipse IDE and create a new Android application called `LoginForm`. Arrange four `TextView` controls, two `EditText` controls, and a `Button` control in RelativeLayout, as shown in the layout file `activity_login_form.xml` displayed in Listing 3.8.

LISTING 3.8 The `activity_login_form.xml` on Laying Out the `TextView`, `EditText`, and `Button` Controls in the RelativeLayout Container

```
<RelativeLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="horizontal"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >
    <TextView
        android:id="@+id/sign_msg"
        android:text = "Sign In"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:typeface="serif"
        android:textSize="25dip"
        android:textStyle="bold"
        android:padding="10dip"
        android:layout_centerHorizontal="true"/>
    <TextView
        android:id="@+id/user_msg"
        android:text = "User ID:"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_margin="10dip"
        android:layout_below="@+id/sign_msg" />
    <EditText
        android:id="@+id/user_ID"
        android:layout_height="wrap_content"
        android:layout_width="250dip"
        android:layout_below="@+id/sign_msg"
        android:layout_toRightOf="@+id/user_msg"
        android:singleLine="true" />
    <TextView
        android:id="@+id/password_msg"
        android:text = "Password:"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_below="@+id/user_msg"
        android:layout_margin="10dip"
        android:paddingTop="10dip"/>
    <EditText
        android:id="@+id/password"
        android:layout_height="wrap_content"
        android:layout_width="250dp"
        android:singleLine="true"
        android:layout_below="@+id/user_ID"
        android:layout_toRightOf="@+id/password_msg"
        android:password="true" />
    <Button
        android:id="@+id/login_button"
        android:text="Sign In"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="10dip"
        android:layout_below="@+id/password_msg"/>
    <TextView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/response"
        android:layout_below="@+id/login_button"/>
</RelativeLayout>
```

The controls in the application are arranged in the RelativeLayout, as explained here:

- Through the `TextView` control `sign_msg`, the text `Sign In` is displayed horizontally centered at the top. It is displayed in bold serif font, `25 dip` in size. The text is padded with a space of `10dip` on all four sides of its container.
- Another `TextView` control, `user_msg`, displays the text `User ID` below the `TextView sign_msg`. The `TextView` is placed `10dip` from all four sides.
- An `EditText` control `user_ID` is displayed below `sign_msg` and to the right of `user_msg`. The width assigned to the `TextView` control is `250 dip` and is set to `single-line` mode, so if the user types beyond the given width, the text scrolls to accommodate extra text but does not run over to the second line.
- A `TextView password_msg` control displaying the text `Password:` is displayed below the `TextView user_msg`. The `TextView` control is placed at a spacing of `10dip` from all four sides, and the text `Password:` is displayed at `10dip` from the control's top boundary.
- An `EditText` control `password` is displayed below the `EditText user_ID` and to the right of the `TextView password_msg`. The `width` assigned to the `TextView` control is `250` dip and is set to `single-line` mode. In addition, the typed characters are converted into dots for security.
- A `Button` control `login_button` with the caption `Sign In` is displayed below the `TextView password_msg`. The button is horizontally centered and is set to appear at `10dip` distance from the `EditText` control `password`.
- A `TextView` control `response` is placed below the `Button login_button`. It is used to display messages to the user when the `Sign In` button is pressed after entering `User ID` and `Password`.

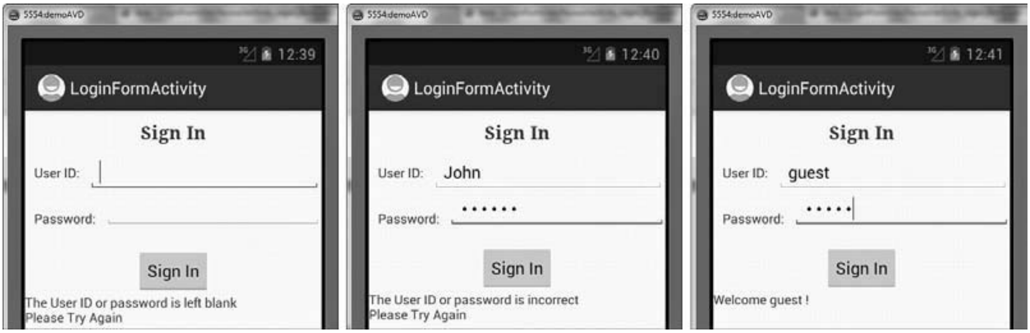
To authenticate the user, we need to access the `User ID` and `Password` that is entered and match these values against the valid `User ID` and `Password`. In addition, we want to validate the `EditText` controls to confirm that none of them is blank. We also want to welcome the user if he or she is authorized. To do all this, we write the code in the activity file `LoginFormActivity.java` as shown in Listing 3.9.

LISTING 3.9 Code Written in the Java Activity File `LoginFormActivity.java`

```
package com.androidunleashed.loginform;

import android.app.Activity;
import android.os.Bundle;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.view.View;
import android.widget.TextView;

public class LoginFormActivity extends Activity implements OnClickListener  {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login_form);
        Button b = (Button)this.findViewById(R.id.login_button);
        b.setOnClickListener(this);
    }

    public void onClick(View v) {
        EditText userid = (EditText) findViewById(R.id.user_ID);
        EditText password = (EditText) findViewById(R.id.password);
        TextView resp = (TextView)this.findViewById(R.id.response);
        String usr = userid.getText().toString();
        String pswd = password.getText().toString();
        if(usr.trim().length() == 0 || pswd.trim().length() == 0){
            String str = "The User ID or password is left blank \nPlease Try Again";
            resp.setText(str);
        }
        else{
            if(usr.equals("guest") && pswd.equals("guest")) resp.setText("Welcome " +
            usr+ " ! ");
           else resp.setText("The User ID or password is incorrect \nPlease Try Again");
        }
    }
}
```

The `Button` control is accessed from the layout file and is mapped to the `Button` object `b`. This activity implements the `OnClickListener` interface. Hence, the class implements the callback method `onClick()`, which is invoked when a click event occurs on the `Button` control.

In the `onClick()` method, the `user_ID` and `password` `EditText` controls are accessed from the layout file and mapped to the `EditText` objects `userid` and `password`. Also, the `TextView` control `response` is accessed from the layout file and is mapped to the `TextView` object `resp`. The `User ID` and `password` entered by the user in the two `EditText` controls are accessed through the objects `userid` and `password` and assigned to the two Strings `usr` and `pswd`, respectively. The data in the `usr` and `pswd` strings is checked for authentication. If the user has left any of the `EditText` controls blank, the message `The User ID or password is left blank. Please Try Again` is displayed, as shown in Figure 3.10 (left). If the `User ID` and `password` are correct, then a welcome message is displayed (see Figure 3.10—right). Otherwise, the message `The User ID or password is incorrect. Please Try Again` is displayed, as shown in Figure 3.10 (middle).



The User ID or password is left blank
Please Try Again

John
••••••

The User ID or password is incorrect
Please Try Again

guest
•••••

Welcome guest !

FIGURE 3.10 (left) The Login Form displays an error if fields are left blank, (middle) the Password Incorrect message displays if the user ID or password is incorrect, and (right) the Welcome message displays when the correct user ID and password are entered.

AbsoluteLayout

Each child in an AbsoluteLayout is given a specific location within the bounds of the container. Such fixed locations make AbsoluteLayout incompatible with devices of different screen size and resolution. The controls in AbsoluteLayout are laid out by specifying their exact *X* and *Y* positions. The coordinate 0,0 is the origin and is located at the top-left corner of the screen.

Let's write an application to see how controls are positioned in AbsoluteLayout. Create a new Android Project called `AbsoluteLayoutApp`. Modify its layout file, `activity_absolute_layout_app.xml`, as shown in Listing 3.10.

LISTING 3.10 The Layout File `activity_absolute_layout_app.xml` on Arranging Controls in the AbsoluteLayout Container

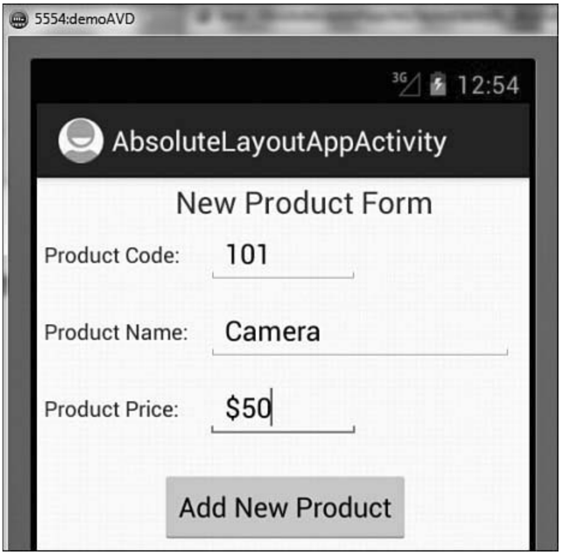
```
<AbsoluteLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="New Product Form"
        android:textSize="20sp"
        android.textStyle="bold"
        android:layout_x="90dip"
        android:layout_y="2dip"/>
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Product Code:"
        android:layout_x="5dip"
        android:layout_y="40dip" />
    <EditText
        android:id="@+id/product_code"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:minWidth="100dip"
        android:layout_x="110dip"
        android:layout_y="30dip" />
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Product Name:"
        android:layout_x="5dip"
        android:layout_y="90dip"/>
    <EditText
        android:id="@+id/product_name"
        android:layout_width="200dip"
        android:layout_height="wrap_content"
        android:minWidth="200dip"
        android:layout_x="110dip"
        android:layout_y="80dip"
        android:scrollHorizontally="true" />
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Product Price:"
        android:layout_x="5dip"
        android:layout_y="140dip" />
    <EditText
        android:id="@+id/product_price"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:minWidth="100dip"
        android:layout_x="110dip"
        android:layout_y="130dip" />
    <Button
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/click_btn"
        android:text="Add New Product"
        android:layout_x="80dip"
        android:layout_y="190dip" />
</AbsoluteLayout>
```

The controls in `activity_absolute_layout_app.xml` are as follows:

- The `New Product Form TextView` is set to appear `90dip` from the left and `2dip` from the top side of the container. The size of the text is set to `20sp`, and its style is set to `bold`.
- The `Product Code TextView` is set to appear `5dip` from the left and `40dip` from the top side of the container.
- The `product_code EditText` control is set to appear `110dip` from the left and `30dip` from the top side of the container. The minimum width of the control is set to `100dp`.
- The `ProductName TextView` control is set to appear `5dip` from the left and `90dip` from the top side of the container.
- The `product_name EditText` control is set to appear `110dip` from the left and `80dip` from the top side of the container. The minimum width of the control is set to `200dip`, and its text is set to scroll horizontally when the user types beyond its width.
- The `Product Price TextView` is set to appear `5dip` from the left and `140dip` from the top side of the container.
- The `product_price EditText` control is set to appear `110dip` from the left and `130dip` from the top side of the container. The minimum width of the control is set to `100dip`.
- The `click_btn Button`, `Add New Product`, is set to appear `80dip` from the left and `190dip` from the top side of the container.

If we don’t specify the x, y coordinates of a control in AbsoluteLayout, it is placed in the origin point, that is, at location 0,0. If the value of the x and y coordinates is too large, the control does not appear on the screen. The values of the x and y coordinates are specified in any units, such as `sp`, `in`, `mm`, and `pt`.

After specifying the locations of controls in the layout file `activity_absolute_layout_app.xml`, we can run the application. There is no need to make any changes in the file `AbsoluteLayoutAppActivity.java`. When the application is run, we get the output shown in Figure 3.11.



New Product Form

Product Code: 101

Product Name: Camera

Product Price: $50

FIGURE 3.11 Different controls laid out in AbsoluteLayout

The AbsoluteLayout class is not used often, as it is not compatible with Android phones of different screen sizes and resolutions.

The next layout we are going to discuss is FrameLayout. Because we will learn to display images in FrameLayout, let's first take a look at the `ImageView` control that is often used to display images in Android applications.

Using `ImageView`

An `ImageView` control is used to display images in Android applications. An image can be displayed by assigning it to the `ImageView` control and including the `android:src` attribute in the XML definition of the control. Images can also be dynamically assigned to the `ImageView` control through Java code.

A sample ImageView tag when used in the layout file is shown here:

```
<ImageView
    android:id="@+id/first_image"
    android:src = "@drawable/bintupic"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:scaleType="fitXY"
    android:adjustViewBounds="true"
    android:maxHeight="100dip"
    android:maxWidth="250dip"
    android:minHeight="100dip"
    android:minWidth="250dip"
    android:resizeMode="horizontal|vertical" />
```

Almost all attributes that we see in this XML definition should be familiar, with the exception of the following ones:

- **android:src**—Used to assign the image from drawable resources. We discuss drawable resources in detail in Chapter 4. For now, assume that the image in the res/drawable folder is set to display through the ImageView control via this attribute.

  Example:

  ```
  android:src = "@drawable/bintupic"
  ```

  You do not need to specify the image file extension. JPG and GIF files are supported, but the preferred image format is PNG.

- **android:scaleType**—Used to scale an image to fit its container. The valid values for this attribute include fitXY, center, centerInside, and fitCenter. The value fitXY independently scales the image around the X and Y axes without maintaining the aspect ratio to match the size of container. The value center centers the image in the container without scaling it. The value centerInside scales the image uniformly, maintaining the aspect ratio so that the width and height of the image fit the size of its container. The value fitCenter scales the image while maintaining the aspect ratio, so that one of its X or Y axes fits the container.

- **android:adjustViewBounds**—If set to true, the attribute adjusts the bounds of the ImageView control to maintain the aspect ratio of the image displayed through it.

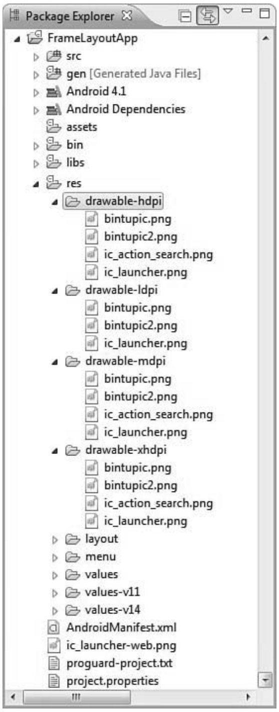
- **android:resizeMode**—The resizeMode attribute is used to make a control resizable so we can resize it horizontally, vertically, or around both axes. We need to click and hold the control to display its resize handles. The resize handles can be dragged in the desired direction to resize the control. The available values for the resizeMode attribute include horizontal, vertical, and none. The horizontal value resizes the control around the horizontal axis, the vertical value resizes around the vertical axis, the both value resizes around both the horizontal and vertical axes, and the value none prevents resizing.

FrameLayout

FrameLayout is used to display a single View. The View added to a FrameLayout is placed at the top-left edge of the layout. Any other View added to the FrameLayout overlaps the previous View; that is, each View stacks on top of the previous one. Let's create an application to see how controls can be laid out using FrameLayout.

In the application we are going to create, we will place two ImageView controls in the FrameLayout container. As expected, only one ImageView will be visible, as one ImageView will overlap the other ImageView, assuming both ImageView controls are of the same size. We will also display a button on the ImageView, which, when selected, displays the hidden ImageView underneath.

Let's start with the application. Create a new Android project called `FrameLayoutApp`. To display images in Android applications, the image is first copied into the `res/drawable` folder and from there, it is referred to in the layout and other XML files. We look at the procedure for displaying images, as well as the concept of drawable resources, in detail in Chapter 4. For the time being, it is enough to know that to enable the image(s) to be referred to in the layout files placed in the `res/drawable` folder, the image needs to exist in the `res/drawable` folder. There are four types of drawable folders: `drawable-xhdpi`, `drawable-hdpi`, `/res/drawable-mdpi`, and `/res/drawable-ldpi`. We have to place images of different resolutions and sizes in these folders. The graphics with the resolutions `320 dpi`, `240dpi`, `160 dpi`, and `120dpi` (`96 x 96 px`, `72 x 72 px`, `48 x 48 px`, and `36 x 36 px`), are stored in the `res/drawable-xhdpi`, `res/drawable-hdpi`, `res/drawable-mdpi`, and `res/drawable-ldpi` folders, respectively. The application picks up the appropriate graphic from the correct folder. So, if we copy two images called `bintupic.png` and `bintupic2.png` of the preceding size and resolution and paste them into the four `res/drawable` folders, the `Package Explorer` resembles Figure 3.12.



```
Package Explorer
FrameLayoutApp
  src
  gen [Generated Java Files]
  Android 4.1
  Android Dependencies
  assets
  bin
  libs
  res
    drawable-hdpi
      bintupic.png
      bintupic2.png
      ic_action_search.png
      ic_launcher.png
    drawable-ldpi
      bintupic.png
      bintupic2.png
      ic_launcher.png
    drawable-mdpi
      bintupic.png
      bintupic2.png
      ic_action_search.png
      ic_launcher.png
    drawable-xhdpi
      bintupic.png
      bintupic2.png
      ic_action_search.png
      ic_launcher.png
    layout
    menu
    values
    values-v11
    values-v14
  AndroidManifest.xml
  ic_launcher-web.png
  proguard-project.txt
  project.properties
```

FIGURE 3.12 The `Package Explorer` window showing the two images, `bintupic.png` and `bintupic2.png`, dropped into the `res/drawable` folders

To display two `ImageView`s and a `TextView` in the application, let's write the code in the layout file `activity_frame_layout_app.xml` as shown in Listing 3.11.

LISTING 3.11 The Layout File `activity_frame_layout_app.xml` on Arranging the `ImageView` and `TextView` Controls in the FrameLayout Container

```
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <ImageView
        android:id="@+id/first_image"
        android:src = "@drawable/bintupic"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:scaleType="fitXY" />
    <ImageView
        android:id="@+id/second_image"
        android:src = "@drawable/bintupic2"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:scaleType="fitXY" />
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Click the image to switch"
        android:layout_gravity="center_horizontal|bottom"
        android:padding="5dip"
        android:textColor="#ffffff"
        android:textStyle="bold"
        android:background="#333333"
        android:layout_marginBottom="10dip" />
</FrameLayout>
```

The `first_image` and `second_image` `ImageView` controls are set to display the images `bintupic.png` and `bintupic2.png`, respectively. To make the two images stretch to cover the entire screen, the `scaleType` attribute in the `ImageView` tag is set to `fitXY`. A `TextView`, `Click the image to switch`, is set to display at the horizontally centered position and at a distance of `10dip` from the bottom of the container. The spacing between the text and the boundary of the `TextView` control is set to `5dip`. The background of the text is set to a dark color, the foreground color is set to white, and its style is set to bold. When a user selects the current image on the screen, the image should switch to show the hidden image. For this to occur, we need to write code in the activity file as shown in Listing 3.12.

LISTING 3.12 Code Written in the Java Activity File `FrameLayoutAppActivity.java`

```
package com.androidunleashed.framelayoutapp;

import android.app.Activity;
import android.os.Bundle;
import android.widget.ImageView;
import android.view.View.OnClickListener;
import android.view.View;

public class FrameLayoutAppActivity extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_frame_layout_app);
        final ImageView first_image = (ImageView)this.findViewById(R.id.first_image);
        final ImageView second_image = (ImageView)this.findViewById(R.id.second_image);
        first_image.setOnClickListener(new OnClickListener(){
            public void onClick(View view) {
                second_image.setVisibility(View.VISIBLE);
                view.setVisibility(View.GONE);
            }
        });
        second_image.setOnClickListener(new OnClickListener(){
            public void onClick(View view) {
                first_image.setVisibility(View.VISIBLE);
                view.setVisibility(View.GONE);
            }
        });
    }
}
```

The two `first_image` and `second_image` `ImageView` controls are located through the `findViewById` method of the Activity class and assigned to the two `ImageView` objects, `first_image` and `second_image`, respectively. We register the click event by calling the `setOnClickListener()` method with an `OnClickListener`. An anonymous listener is created on the fly to handle click events for the `ImageView`. When the `ImageView` is clicked, the `onClick()` method of the listener is called. In the `onClick()` method, we switch the images; that is, we make the current `ImageView` invisible and the hidden `ImageView` visible. When the application runs, we see the output shown in Figure 3.13 (left). The application shows an image, and the other image is hidden behind it because in FrameLayout one View overlaps the other. When the user clicks the image, the images are switched, as shown in Figure 3.13 (right).

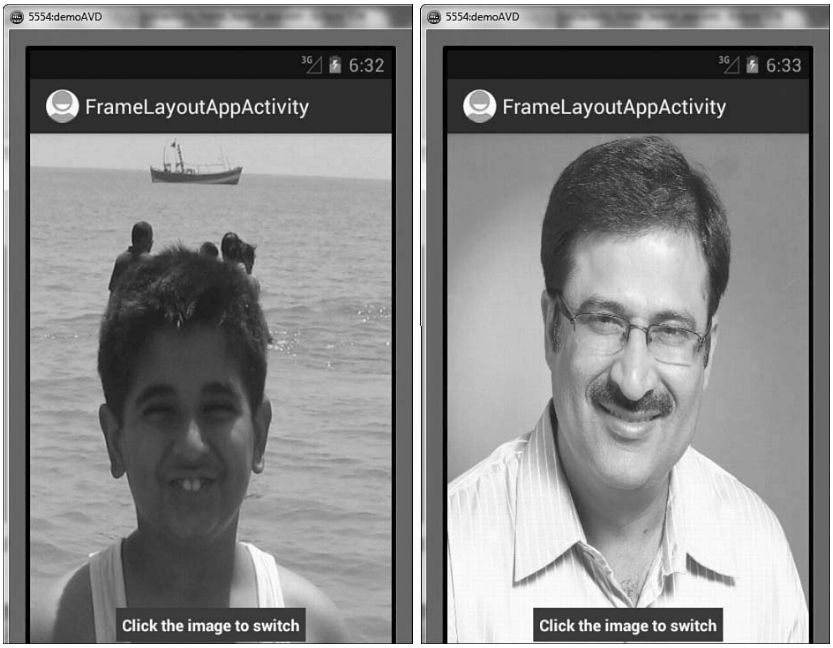


FIGURE 3.13 (left) An image and a `TextView` laid out in FrameLayout, and (right) the images switch when clicked

TableLayout

The TableLayout is used for arranging the enclosed controls into rows and columns. Each new row in the TableLayout is defined through a `TableRow` object. A row can have zero or more controls, where each control is called a `cell`. The number of columns in a TableLayout is determined by the maximum number of cells in any row. The width of a column is equal to the widest cell in that column. All elements are aligned in a column; that is, the width of all the controls increases if the width of any control in the column is increased.

NOTE

We can nest another TableLayout within a table cell, as well.

Operations Applicable to TableLayout

We can perform several operations on TableLayout columns, including stretching, shrinking, collapsing, and spanning columns.

Stretching Columns

The default width of a column is set equal to the width of the widest column, but we can stretch the column(s) to take up available free space using the `android:stretchColumns` attribute in the TableLayout. The value assigned to this attribute can be a single column number or a comma-delimited list of column numbers. The specified columns are stretched to take up any available space on the row.

Examples:

- **`android:stretchColumns="1"`**—The second column (because the column numbers are zero-based) is stretched to take up any available space in the row.
- **`android:stretchColumns="0,1"`**—Both the first and second columns are stretched to take up the available space in the row.
- **`android:stretchColumns="*"`**—All columns are stretched to take up the available space.

Shrinking Columns

We can shrink or reduce the width of the column(s) using the `android:shrinkColumns` attribute in the TableLayout. We can specify either a single column or a comma-delimited list of column numbers for this attribute. The content in the specified columns word-wraps to reduce their width.

NOTE

By default, the controls are not word-wrapped.

Examples:

- **`android:shrinkColumns="0"`**—The first column's width shrinks or reduces by word-wrapping its content.
- **`android:shrinkColumns="*"`**—The content of all columns is word-wrapped to shrink their widths.

Collapsing Columns

We can make the column(s) collapse or become invisible through the `android:collapseColumns` attribute in the TableLayout. We can specify one or more comma-delimited columns for this attribute. These columns are part of the table information but are invisible. We can also make column(s) visible and invisible through coding by passing the `Boolean` values `false` and `true`, respectively, to the `setColumnCollapsed()` method in the TableLayout. For example:

- **`android:collapseColumns="0"`**—The first column appears collapsed; that is, it is part of the table but is invisible. It can be made visible through coding by using the `setColumnCollapsed()` method.

Spanning Columns

We can make a column span or take up the space of one or more columns by using the `android:layout_span` attribute. The value assigned to this attribute must be `>=1`. For example, the following value makes the control take or span up to two columns:

```
android:layout_span="2"
```

Let's try arranging controls in a TableLayout with an example. Create a new Android project called `TableLayoutApp`. Make its layout file `activity_table_layout_app.xml` appear as shown in Listing 3.13.

LISTING 3.13 The Layout File `activity_table_layout_app.xml` on Arranging Controls in a TableLayout Container

```
<TableLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:stretchColumns="1">
    <TableRow android:padding="5dip">
        <TextView
            android:layout_height="wrap_content"
            android:text="New Product Form"
            android:typeface="serif"
            android:layout_span="2"
            android:gravity="center_horizontal"
            android:textSize="20dip" />
    </TableRow>
    <TableRow>
        <TextView
            android:layout_height="wrap_content"
            android:text="Product Code:"
            android:layout_column="0"/>
        <EditText
            android:id="@+id/prod_code"
            android:layout_height="wrap_content"
            android:layout_column="1"/>
    </TableRow>
    <TableRow>
        <TextView
            android:layout_height="wrap_content"
            android:text="Product Name:"
            android:layout_column="0"/>
        <EditText
            android:id="@+id/prod_name"
            android:layout_height="wrap_content"
            android:scrollHorizontally="true" />
    </TableRow>
    <TableRow>
        <TextView
            android:layout_height="wrap_content"
            android:text="Product Price:" />
        <EditText
            android:id="@+id/prod_price"
            android:layout_height="wrap_content" />
    </TableRow>
    <TableRow>
        <Button
            android:id="@+id/add_button"
            android:text="Add Product"
            android:layout_height="wrap_content" />
        <Button
            android:id="@+id/cancel_button"
            android:text="Cancel"
            android:layout_height="wrap_content" />
    </TableRow>
</TableLayout>
```

We cannot specify the `layout_width` attribute for the controls enclosed within the TableLayout, as their width will be always set to `match_parent` by default. We can specify the `layout_height` attribute for the enclosed controls (the default value is `wrap_content`). The `layout_height` attribute of the `TableRow` is always `wrap_content`.

Cells are added to a row in increasing column order. Column numbers are zero-based. If we don't specify a column number for any cell, it is considered to be the next available column. If we skip a column number, it is considered an empty cell in that row. We can make a cell span columns. Besides `TableRow`, we can use any `View` subclass as a direct child of `TableLayout`. The `View` is displayed as a single row that spans all the table columns.

NOTE

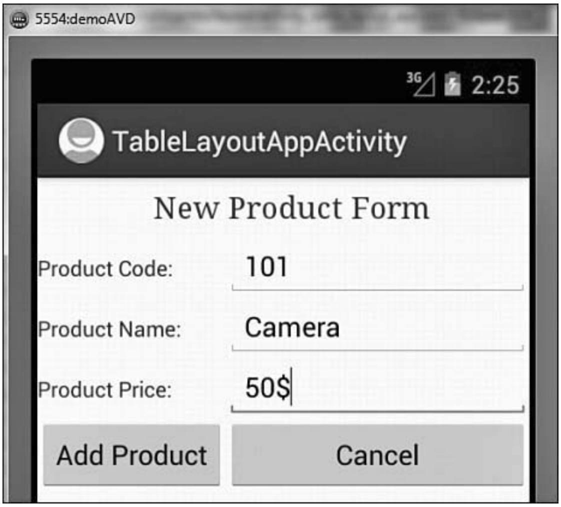
TableLayout does not display border lines for rows, columns, or cells.

In Listing 3.13, we specify that the second column of each row should be stretched to take up any available space in the row. The row contents are

- The first row of the table has a single control, `New Product Form TextView`. The `TextView` is set to span two columns and is set to appear at the center of the horizontal space. The `font` of the text displayed through `TextView` is set to `serif`, `20dip` in size.

- In the second row, a TextView and an EditText control are displayed. The TextView control with text Product Code is set to appear at the column 0 location (the first column), and the EditText control is set to appear at column 1 (the second column).
- In the third row, again two controls, TextView and EditText, are displayed. The TextView control with the text Product Name is set to appear in column 0. If the user types text beyond the width of the EditText control, the content scrolls horizontally.
- In the fourth row, the TextView control with the text Product Price is displayed in the first column, and the EditText control is displayed in the second column.
- In the fifth row, a Button control with the caption Add Product is displayed in the first column, and a Button control with the caption Cancel is displayed in the second column.

When the application is run, the controls are laid out in rows and columns, as shown in Figure 3.14.



5554:demoAVD

2:25

TableLayoutAppActivity

New Product Form

Product Code: 101

Product Name: Camera

Product Price: 50$

FIGURE 3.14 Different controls arranged in TableLayout

GridLayout Layout

GridLayout lays out views in a two-dimensional grid pattern, that is, in a series of rows and columns. The intersection of row and column is known as a grid cell, and it is the place where child views are placed. It is easier to use GridLayout when compared to TableLayout. Without specifying intermediate views, we can flexibly place the views randomly in the grid by specifying their row and column positions. More than one view can be placed in a grid cell. Besides this, views can span multiple grid cells too.

NOTE

No need to specify `layout_height` and `layout_width` for the GridLayout child views as they default to `WRAP_CONTENT`.

Specifying Row and Column Position

The two attributes that are used to specify the row and column position of the grid cell for inserting views are `android:layout_row` and `android:layout_column`. Together, they specify the exact location of the grid cell for placing the view. For example, the following statements place the view at the first row and column position of the grid:

```
android:layout_row="0"
android:layout_column="0"
```

When either or both of the preceding attributes are not specified, GridLayout uses the next grid cell by default for placing the view.

Spanning Rows and Columns

Views can span rows or columns if desired. The attributes used for doing so are `android:layout_rowSpan` and `android:layout_columnSpan`. For example, the following statement spans the view to two rows:

```
android:layout_rowSpan="2"
```

Similarly, the following statement spans the view to three columns:

```
android:layout_columnSpan="3"
```

Inserting Spaces in the GridLayout

For inserting spaces, a spacing view called Space is used. That is, to insert spaces, the Space view is inserted as a child view. For example, the following statements insert a space at the second row in the GridLayout. The width and height of the blank space are 50dp and 10dp:

```
<Space
    android:layout_row="1"
    android:layout_column="0"
    android:layout_width="50dp"
    android:layout_height="10dp" />
```

Similarly, the following statements insert a space at the third row in the GridLayout that spans three columns:

```
<Space
android:layout_row="3"
```

```
android:layout_column="0"
android:layout_columnSpan="3"
android:layout_gravity="fill" />
```

Let's apply the knowledge gained so far in arranging controls in a GridLayout. The application has controls arranged in the same way as we saw in TableLayout (see Figure 3.14) but in GridLayout instead. So, let's create a new Android project called `GridLayoutLayoutApp`. Make its layout file, `activity_grid_layout_app.xml`, appear as shown in Listing 3.14.

LISTING 3.14 The Layout File `activity_grid_layout_app.xml` on Arranging Controls in a GridLayout Container

```
<GridLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="horizontal"
    android:rowCount="7"
    android:columnCount="2" >
    <TextView
        android:layout_row="0"
        android:layout_column="0"
        android:text="New Product Form"
        android:typeface="serif"
        android:layout_columnSpan="2"
        android:layout_gravity="center_horizontal"
        android:textSize="20dip"  />
    <Space
        android:layout_row="1"
        android:layout_column="0"
        android:layout_width="50dp"
        android:layout_height="10dp" />
    <TextView
        android:layout_row="2"
        android:layout_column="0"
        android:text="Product Code:"  />
    <EditText
        android:id="@+id/prod_code"
        android:layout_width="100dip"  />
    <TextView
        android:text="Product Name:"   />
    <EditText
        android:layout_row="3"
        android:layout_column="1"
        android:id="@+id/prod_name"
        android:layout_width="200dip"   />
    <TextView
        android:layout_row="4"
        android:layout_column="0"
        android:text="Product Price:"   />
    <EditText
        android:layout_row="4"
        android:layout_column="1"
        android:id="@+id/prod_price"
        android:layout_width="100dip"  />
    <Space
        android:layout_row="5"
        android:layout_column="0"
        android:layout_width="50dp"
        android:layout_height="20dp" />
    <Button
        android:layout_row="6"
        android:layout_column="0"
        android:id="@+id/add_button"
        android:text="Add Product"   />
    <Button
        android:id="@+id/cancel_button"
        android:text="Cancel"   />
</GridLayout>
```

In the preceding code, the `GridLayout` is defined as consisting of seven rows and two columns. The orientation of `GridLayout` is set to horizontal; that is, controls are placed in rows. It means that while specifying the grid location of a view, if we don't specify the column number, the next available column is assigned to it. As said earlier, the `layout_width` and `layout_height` attributes are not specified for any of the views laid in GridLayout because the default value `wrap_content` is considered for them. Remember, the row and column numbers are zero-based. In Listing 3.14, the controls are positioned in the grid as follows:

- A `TextView` with the text `New Product Form` is set to appear at the first row and column position of the grid. The text appears in serif font and in `20dip` size. The text spans two columns and appears at the center of the row.
- A blank space is inserted at the second row and first column position. The width and height of the blank space are `50dp` and `10dp`, respectively.
- A `TextView` with the text `Product Code:` is set to appear at the third row and first column position of the grid.
- An `EditText` control with the ID `prod_code` of width `100dip` is set to appear at the third row and second column position of the grid, that is, to the right of the text `Product Code:`. The question is even though we didn't specify row and column position for the `EditText` control, how it will appear at the third row and second

column position? The answer is because the orientation of the `GridLayout` is horizontal, the current row (if it is not full) and the next column (if available) are considered the default location for the control to be inserted.

- A `TextView` with the text `Product Name:` is set to appear at the fourth row and first column position of the grid. Because both columns of the third row are full, the fourth row is considered the location for this view.
- An `EditText` control with the ID `prod_name` of width `200dip` is set to appear at the fourth row and second column of the grid, that is, to the right of the text `Product Name:.`
- A `TextView` with the text `Product Price`: is set to appear at the fifth row and first column of the grid.
- An `EditText` control with the ID `prod_price` of width `100dip` is set to appear at the fifth row and second column position of the grid, that is, to the right of the text `Product Price:.`
- A blank space is inserted at the sixth row and first column position. The width and height of the blank space are `50dp` and `20dp`, respectively.
- A `Button` control with the caption `"Add Product"` is set to appear at the seventh row and first column of the grid.
- A `Button` control with the caption `"Cancel"` is set to appear at the seventh row and second column of the grid.

There is no need to write any code in the Java activity file `GridLayoutAppActivity.java`. When the application is run, the controls are laid out in the grid pattern as shown in Figure 3.15.

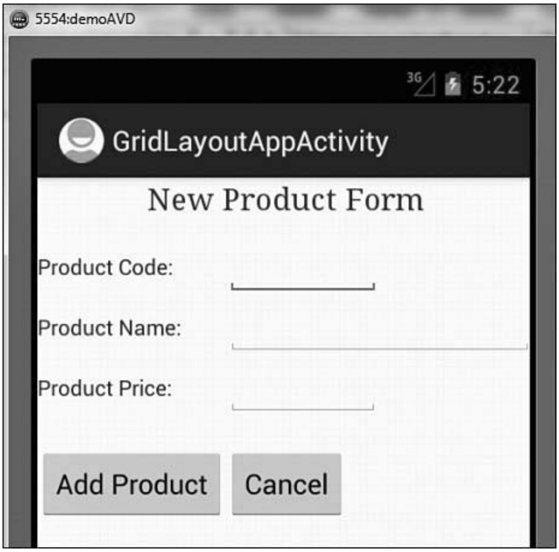


FIGURE 3.15 Controls organized in the GridLayout

Adapting to Screen Orientation

As with almost all smartphones, Android supports two screen orientations: `portrait` and `landscape`. When the screen orientation of an Android device is changed, the current activity being displayed is destroyed and re-created automatically to redraw its content in the new orientation. In other words, the `onCreate()` method of the activity is fired whenever there is a change in screen orientation.

`Portrait` mode is longer in height and smaller in width, whereas `landscape` mode is wider but smaller in height. Being wider, `landscape` mode has more empty space on the right side of the screen. At the same time, some of the controls don't appear because of the smaller height. Thus, controls need to be laid out differently in the two screen orientations because of the difference in the height and width of the two orientations.

There are two ways to handle changes in screen orientation:

- **Anchoring controls**—Set the controls to appear at the places relative to the four edges of the screen. When the screen orientation changes, the controls do not disappear but are rearranged relative to the four edges.
- **Defining layout for each mode**—A new layout file is defined for each of the two screen orientations. One has the controls arranged to suit the `Portrait` mode, and the other has the controls arranged to suit the `Landscape` mode.

Anchoring Controls

For anchoring controls relative to the four edges of the screen, we use a RelativeLayout container. Let's examine this method by creating an Android project called `ScreenOrientationApp`. To lay out the controls at locations relative to the four edges of the screen, write the code in the layout file `activity_screen_orientation_app.xml` as shown in Listing 3.15.

LISTING 3.15 The Layout file `activity_screen_orientation_app.xml` on Laying Out Controls Relative to the Four Edges of the Screen

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="15dip"
        android:layout_marginLeft="20dip" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:padding="28dip"
        android:layout_toRightOf="@id/Apple"
        android:layout_marginLeft="15dip"
        android:layout_marginRight="10dip"
        android:layout_alignParentTop="true" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="200dip"
        android:layout_height="50dip"
        android:layout_marginTop="15dip"
        android:layout_below="@id/Apple"
        android:layout_alignParentLeft="true" />
    <Button
        android:id="@+id/Grapes"
        android:text="Grapes"
        android:layout_width="wrap_content"
        android:layout_height="match_parent"
        android:minWidth="100dp"
        android:layout_alignParentRight="true"
        android:layout_below="@id/Banana" />
    <Button
        android:id="@+id/Kiwi"
        android:text="Kiwi"
        android:layout_width="100dip"
        android:layout_height="wrap_content"
        android:layout_below="@id/Banana"
        android:paddingTop="15dip"
        android:paddingLeft="25dip"
        android:paddingRight="25dip" />
</RelativeLayout>
```

Listing 3.15 shows five `Button` controls arranged in a RelativeLayout container. The controls are aligned relative to the edges of the container or in relation to each other. Let's keep the activity file `ScreenOrientationAppActivity.java` unchanged with the default code, as shown in Listing 3.16.

LISTING 3.16 Default Code in the Java Activity File `ScreenOrientationAppActivity.java`

```
package com.androidunleashed.screenorientationapp;

import android.app.Activity;
import android.os.Bundle;
```

```
public class ScreenOrientationAppActivity extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_screen_orientation_app);
    }
}
```

When the application is run while in the default `portrait` mode, the controls appear as shown in Figure 3.16 (left). Because the five `Button` controls are placed in relation to the four edges of the container and in relation to each other, none of the `Button` controls disappear if the screen is rotated to `landscape` mode, as shown in Figure 3.16 (right). To switch between `portrait` mode and `landscape` mode on the device emulator, press the `Ctrl+F11` keys.

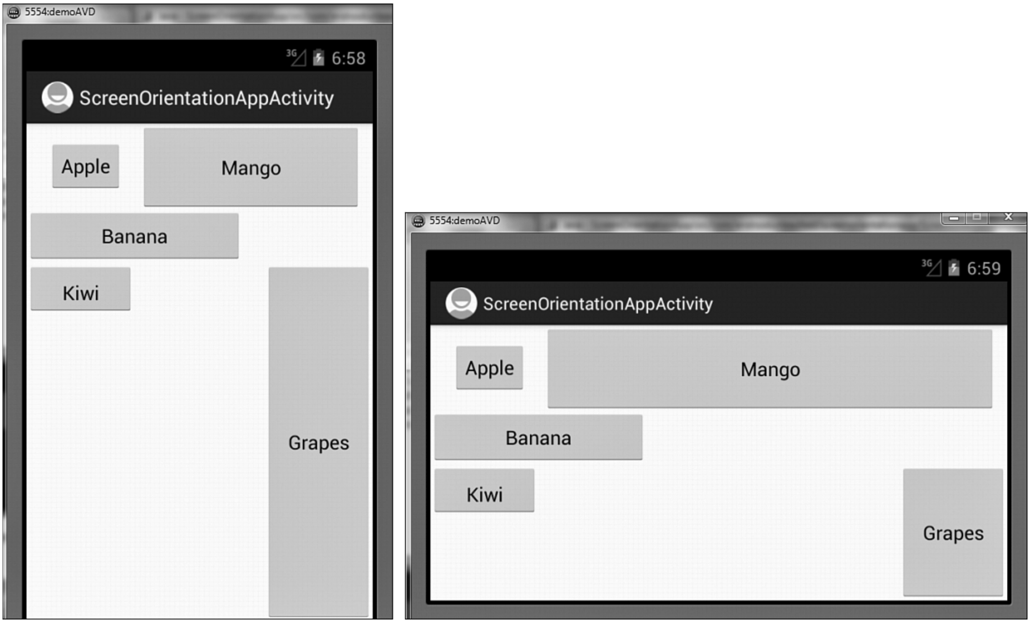


FIGURE 3.16 (left) Controls in `portrait` mode, and (right) the controls in `landscape` mode

Now that we understand the concept of adapting to screen orientation through anchoring controls, let's have a look at another approach.

Defining Layout for Each Mode

In this method, we define two layouts. One arranges the controls in the default `portrait` mode, and the other arranges the controls in `landscape` mode. To understand this, let's write code as shown in Listing 3.17 for laying out the controls for `portrait` mode in the default layout file `activity_screen_orientation_app.xml` (found in the `res/layout` folder).

LISTING 3.17 The Layout File `activity_screen_orientation_app.xml` on Laying Out Controls in `portrait` Mode

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="300dp"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="300dp"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="300dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"  />
    <Button
        android:id="@+id/Grapes"
        android:text="Grapes"
        android:layout_width="300dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"   />
    <Button
        android:id="@+id/Kiwi"
        android:text="Kiwi"
        android:layout_width="300dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"  />
</LinearLayout>
```

In Listing 3.17, we can see that five `Button` controls are vertically arranged in a LinearLayout container, one below the other. This vertical arrangement makes a few of the `Button` controls disappear when the screen is in `landscape` mode.

If we run the application without defining the layout for the `landscape` mode, we find the controls arranged in `portrait` mode, as shown in Figure 3.17 (left). But when we switch the screen orientation to `landscape`, we find the last two `Button` controls have disappeared, as shown in Figure 3.17 (right). This is because in `landscape` mode, the screen becomes wider but shorter in height.

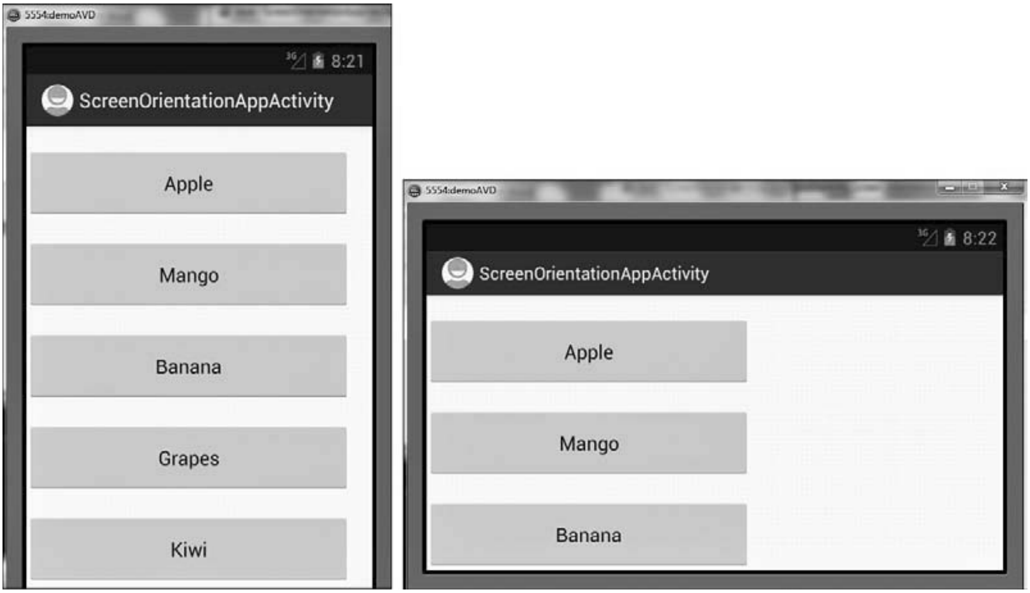


FIGURE 3.17 (left) Controls in `portrait` mode, and (right) some controls disappear in `landscape` mode.

To use the blank space on the right side of the screen in `landscape` mode, we need to define another layout file, `activity_screen_orientation_app.xml`, created in the `res/layout-land` folder. The `layout-land` folder has to be created manually inside the `res` folder. Right-click on the `res` folder in the `Package Explorer` window and select the `New`, `Folder` option. A dialog box opens, asking for the name for the new folder. Assign the name `layout-land` to the new folder, and click the `Finish` button. Copy the `activity_screen_orientation_app.xml` file from the `res/layout` folder and paste it into `res/layout-land` folder. Modify the `activity_screen_orientation_app.xml` file in the `res/layout-land` folder so as to arrange the controls in `landscape` mode. The code in the newly created `activity_screen_orientation_app.xml` is modified as shown in Listing 3.18.

LISTING 3.18 The Layout File `activity_screen_orientation_app.xml` in the `res/layout-land` Folder

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <Button
        android:id="@+id/Apple"
        android:text="Apple"
        android:layout_width="250dp"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip" />
    <Button
        android:id="@+id/Mango"
        android:text="Mango"
        android:layout_width="250dp"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"
        android:layout_toRightOf="@id/Apple" />
    <Button
        android:id="@+id/Banana"
        android:text="Banana"
        android:layout_width="250dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"
        android:layout_below="@id/Apple" />
    <Button
        android:id="@+id/Grapes"
        android:text="Grapes"
        android:layout_width="250dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"
        android:layout_below="@id/Apple"
        android:layout_toRightOf="@id/Banana"  />
    <Button
        android:id="@+id/Kiwi"
        android:text="Kiwi"
        android:layout_width="250dip"
        android:layout_height="wrap_content"
        android:padding="20dip"
        android:layout_marginTop="20dip"
        android:layout_below="@id/Banana" />
</RelativeLayout>
```

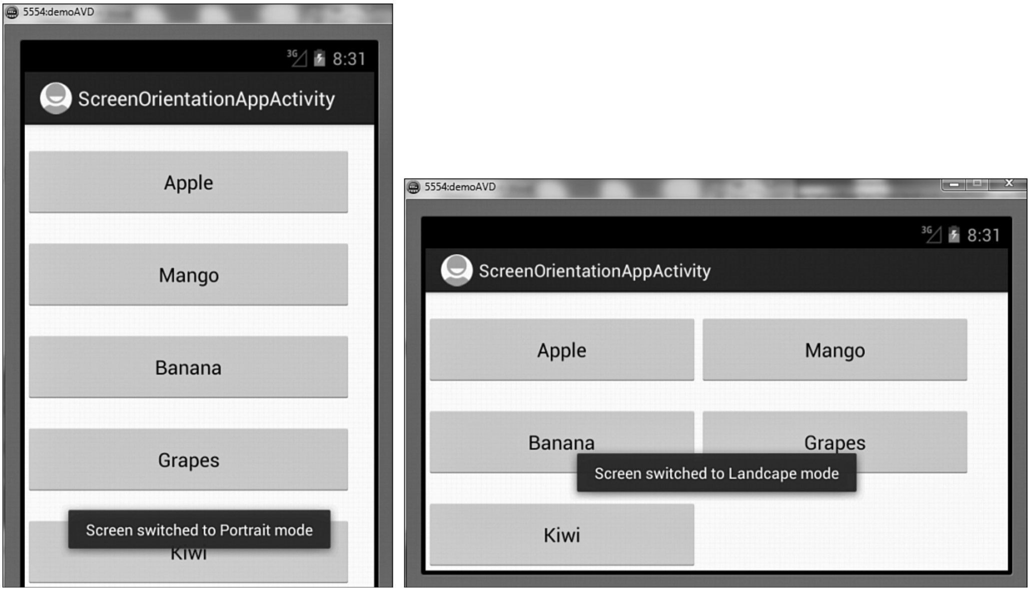
In this code block, we can see that, to fill up the blank space on the right side of the screen, the `Mango` and `Grapes` button controls are set to appear to the right of the `Apple` and `Banana` button controls.

We can also detect the screen orientation via Java code. Let's modify the activity file `ScreenOrientationAppActivity.java` to display a toast message when the screen switches between `landscape` mode and `portrait` mode. The code written in the Java activity file `ScreenOrientationappActivity.java` is shown in Listing 3.19.

LISTING 3.19 Code Written in the Java Activity File `ScreenOrientationappActivity.java`

```
package com.androidunleashed.screenorientationapp;

import android.app.Activity;
import android.os.Bundle;
import android.widget.Toast;

public class ScreenOrientationAppActivity extends Activity {

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_screen_orientation_app);
   if(getResources().getDisplayMetrics().widthPixels>getResources().getDisplayMetrics().
            heightPixels)
        {
           Toast.makeText(this,"Screen switched to Landscape mode",Toast.LENGTH_SHORT).
           show();
        }
        else
        {
           Toast.makeText(this,"Screen switched to Portrait mode",Toast.LENGTH_SHORT).
show();
        }
    }
}
```

Now, when we run the application, the controls appear in `portrait` mode as shown in Figure 3.18 (left) and in `landscape` mode as shown in Figure 3.18 (right). We can see that none of the `Button` controls are now hidden in `landscape` mode.



Screen switched to Portrait mode

Screen switched to Landcape mode

FIGURE 3.18 (left) Controls in `portrait` mode, and (right) all controls are visible in `landscape` mode.

Summary

In this chapter, you learned how to lay out controls for different orientations. You also learned to apply attributes such as `Orientation`, `Height`, `Width`, `Padding`, `Weight`, and `Gravity` to arrange the controls and their content. You saw how to create individual Android applications dedicated to each layout, `LinearLayout`, `RelativeLayout`, `AbsoluteLayout`, `FrameLayout`, and `TableLayout`.

In the next chapter, you learn about different types of resources and the procedures to apply them in Android applications. You learn to apply `Dimension` resources, `Color` resources, `Styles`, and `Themes` and also learn to use `String` and `Integer` arrays. To display images in the Android application, you learn to use `Drawable` resources and create an Image Switcher application using the `ToggleButton` control.

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