

Designing User Interfaces with Layouts

* Explain Different Types of Layouts.

=> Layouts are used to define the structure and organization of UI element.

Layouts allow to user to arrange User Interface components.

Layouts provides a way to group multiple User Interface components together.

This are the basic types of Layouts.

- 1) Linear Layout
- 2) Relative Layout
- 3) Constraint Layout
- 4) Table Layout
- 5) Frame Layout etc.

1 Linear Layout: Linear Layout is one of the basic layout classes in Android.

It is used to organize UI elements either horizontally or vertically based on orientation.

There are main two types of orientation in layout.

- (a) Horizontal
- (b) Vertical

a Horizontal: In this orientation, UI elements are arranged from left to right.

Syntax: `android:orientation="horizontal"`

In this orientation, every component is arranged horizontally.

b Vertical: In this orientation, UI elements are arranged from top to bottom.

Syntax: `android:orientation="vertical"`

→ Example :

```
<LinearLayout
```

```
  xmlns:android="http://schemas.  
  android.com/apk/res/android"  
  android:layout_width="match-parent"  
  android:layout_height="wrap-content"  
  android:orientation="vertical" >
```

```
<LinearLayout
```

```
  android:orientation="horizontal" >
```

```
<Button
```

```
  android:id="@id/button1"
```

```
  android:text="First" />
```

```
</LinearLayout >
```

```
<LinearLayout
```

```
  android:orientation="horizontal" >
```

```
<TextView
```

```
  android:id="@id/tv"
```

```
  android:text="BrainSpot" />
```

```
</LinearLayout >
```

```
</LinearLayout >
```

We can use Two Linear Layouts together with different orientation.

Button
BrainSpot

2 Relative Layout: This Layout is allow user to position child views relative to each other or to the parent Layout.

It enables user to create complex and flexible user interface.

In this Layout, Using such attribute we can create complex design.

Attribute : layout_below
layout_above
layout_alignParentLeft
layout_alignParentBottom

In Relative Layout, We can use multiple Linear Layout.

This Layout provides a lot of flexibility in designing complex UIs.

→ Example:

```
<RelativeLayout  
    xmlns:android="http://schemas.  
        android.com/apk/res/android"  
    android:layout_width="match-parent"  
    android:layout_height="wrap-content">
```

```
<Button  
    android:layout_centerHorizontal  
        ="true"  
    android:layout_alignParentLeft  
        ="true"  
    android:text="First" />
```

```
<Button  
    android:layout_alignParent  
        Bottom="true"  
    android:text="Fourth" />
```

```
<Button  
    android:layout_alignParent  
        Right="true"  
    android:text="Second" />
```

```
<Button  
    android:layout_centerIn  
        Parent="true"  
    android:text="Third" />
```

<Button

android:layout_alignParent

Right="true"

android:layout_alignParent

Bottom="true"

android:text="Fifth" />

</RelativeLayout>

First

Second

Third

Fourth

Fifth

3 Constraint Layout: This Layout is a flexible and powerful layout in Android.

It allow user to create complex and responsive UI with flat view.

This Layout is useful when designin layout that need to adapt to various screen sizes and orientations.

→ Example:

```
<androidx.constraintlayout.widget
```

```
ConstraintLayout
```

```
xmlns:android="http://schemas
```

```
android.com/apk/res/android"
```

```
android:layout_width="match_parent"
```

```
android:layout_height="match_parent"
```

```
>
```

```
<TextView
```

```
android:id="@+id/tv"
```

```
android:text="Hello!"
```

```
app:layout_constraintBottom
```

```
toBottomOf="parent"
```

```
app:layout_constraintEnd_to
```

```
EndOf="parent"
```

```
app:layout_constraintStart_to
```

```
StartOf="parent"
```

```
app:layout_constraintTop_toTopOf="parent"/>
```

```
</androidx.constraintlayout.widget
```

```
ConstraintLayout>
```

Hello!

* Difference between View and ViewGroup.

=>

View

ViewGroup

- | | | |
|---|--|--|
| 1 | A View is the basic building block for UI element. | A ViewGroup is also a subclass of View. |
| 2 | View is a single UI element. | ViewGroup is a container for multiple View elements. |
| 3 | View subclasses include 'TextView', 'Button' etc. | ViewGroup is the base class for layouts. |

