Lesson 2: User Interface

Key Terms and Definitions

Term	Definition
Widgets	Small applications that run in a part of the home screen that allow the user to
	personalize the device
Class	A template for creating objects and implementing behaviors (i.e., methods)
View object	The basic building block for user interface components
ViewGroup	Provides a container that holds other Views (or ViewGroups) and defines the layout properties
User interface	(UI) The means provided to the user so that he or she can interact with the device
Linear Layout	Aligns all child views in one directionvertically or horizontally
Relative Layout	Displays child views in relative positions
Table Layout	Groups views into rows and columns
Absolute Layout	Specifies the exact location for child views
Frame Layout	Provides a placeholder on the screen used to display a single view
List View	Displays a list of scrollable items
Grid View	Displays items in a two-dimensional grid that scrolls
Attributes	Defines the properties of an object
pixel	(picture element) The basic unit or single point in a graphic image
Density-	(dp) A unit of measurement used when defining a user interface layout to
independent pixel	express the dimensions or position in a density-independent way.
Scale-independent	(sp) A unit of measurement similar to density-independent pixels except that sp
pixel	is affected by the font size defined by the user in system settings
Hardcoded string	Text that has been typed in as a permanent value
onCreate()	A method that is the entry point of an Activity class

Term	Definition
Method	A set of Java statements that are included in a Java class which define what the
	method does
Input Controls	A means provided to the user to interface with a device by providing information
	and can include buttons, text fields, checkboxes, radio buttons, toggle buttons,
	spinners, and pickers