Portrait landscape android layout

I'm not robot!

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When is the best to provide a portrait and landscape layout for your android application. Android studio landscape and portrait layout. Different layout for portrait and landscape android. Android portrait and landscape screen layout example. Create layout portrait and landscape android. How to change landscape to portrait on android. Android layout xml landscape portrait. Android portrait and landscape layouts.

I've seen references to being able to specify two separate layout xml files for an activity, one for Portrait and one for Landscape. I've not been to find any information on how to do that though. How do I specify for each activity which xml file is it's portrait layout and which is the Landscape layout? Is it also possible to specify different layouts for different screen sizes? If so, how is this done? You may recall that when the user changes the orientation of the device, the Android framework destroys and recreates the current activity. The new orientation often has different layout requirements than the original one. For example, the MaterialMe app looks good in portrait mode, but does not make optimal use of the screen in landscape mode. With the larger width in landscape mode, the image in each list item overwhelms the text providing a poor user experience.In this task, you create an alternative resource file that will change the appearance of the app when it is used in landscape orientation.1.1 Change to a GridLayoutManagerLayouts that contain list items often look unbalanced in landscape mode when the list items include full-width images. One good solution is to use a grid instead of a linear list when displaying CardView elements in landscape mode.Recall that the items in a RecyclerView list are placed using a LayoutManager; until now, you have been using the LinearLayoutManager which lays out each item in a vertical or horizontal scrolling list. GridLayoutManager is another layout manager that displays items in a grid, rather than a list.When you create a GridLayoutManager, you supply two parameters: the app context, and an integer representing the number of columns. You can change the number of columns programmatically, which gives you flexibility in designing adaptive layouts. In this case, the number of columns integer should be 1 in portrait orientation (single column) and 2 when in landscape mode. Notice that when the number of columns is 1, a GridLayoutManager behaves similar to a LinearLayoutManager.This practical builds on the

MaterialMe app from the previous practical.Continue developing your version of the MaterialMe app, or download MaterialMe. If you decide to make a copy of the MaterialMe project to preserve the version from the previous practical, rename the copied version MaterialMe-Resource.2. Create a new resources file called integers.xml. To do this, open the res folder in the Project > Android pane, right-click (or Control-click) on the values folder, and select New > Values resource file.3. Name the file integers.xml and click OK.4. Create an integer constant between the tags called grid_column_count and set it equal to 1:5. Create another values resource file, again called integers.xml; however, the name will be modified as you add resource qualifiers from the Available qualifiers pane. The resource qualifiers are used to label resource configurations for various situations.6. Select Orientation in the Available qualifiers pane, and press the >> symbol in the middle of the dialog to assign this qualifier.7. Change the Screen orientation menu to Landscape, and notice how the directory name values-land appears. This is the essence of resource qualifiers: the directory name tells Android when to use that specific layout file. In this case, that is when the phone is rotated to landscape mode.8. Click OK to generate the new layout file.9. Copy the integer constant you created into this new resource file, but change the value to 2.You should now have two individual integers.xml files grouped into an integers.xml folder in the Project > Android pane. The second file is labeled with the qualifier you selected, which is land in this case. The qualifier appears in parentheses: integers.xml (land).1.2 Modify MainActivityOpen MainActivity, and add code to onCreate() to get the integer from the integers.xml resource file:The Android runtime will take care of deciding which integers.xml file to use, depending on the state of the device.2. Change the LinearLayoutManager for the RecyclerView to a GridLayoutManager, passing in the context and the newly created integer:3. Run the app and rotate the device. The number of columns changes automatically with the orientation of the device.When using the app in landscape mode, you will notice that the swipe to dismiss functionality is no longer intuitive, since the items are now in a grid rather than a single column. In the next steps, you turn off the swipe action if there is more than one column.Use the gridColumnCount variable to disable the swipe action (set swipeDirs to zero) when there is more than one column:2. Use swipeDirs in place of the swipe direction arguments (ItemTouchHelper.LEFT | ItemTouchHelper.RIGHT) for ItemTouchHelper.SimpleCallback():3. Run the app and rotate the device. In landscape (horizontal) orientation, the user can no longer swipe to delete a card.The Result :Task 2 : Support tabletsAlthough you have modified the app to look better in landscape mode, running it on a tablet with physically larger dimensions results in all the text appearing too small. Also when the device is in landscape orientation, the screen is not used efficiently; three columns would be more appropriate for a tablet-sized screen in landscape mode.In this task, you add additional resource qualifiers to change the appearance of the app when used on tablets.2.1 Adapt the layout to tabletsIn this step, you create different resource qualifiers to maximize screen use for tablet-sized devices, increasing the column count to 2 for portrait (vertical) orientation and 3 for landscape (horizontal) orientation.The resource qualifier you need depends on your specific requirements. When creating a new resource file, there are several qualifiers in the Available qualifiers pane that you can use to select the correct conditions:Smallest Screen Width: This qualifier is used most frequently to select for tablets. It is defined by the smallest width of the device (regardless of orientation), which removes the ambiguity when talking about "height" and "width" since some devices are traditionally held in landscape mode, and others in portrait. Anything with a smallest width of at least 600dp is considered a tablet.Screen Width: The screen width is the effective width of the device, regardless of the orientation. The width changes when the device is rotated, since the effective height and width of the device are switched.Screen Height: Same as Screen Width, except it uses the effective height instead of the effective width.To start this task:Create an integers.xml resource file which uses the Smallest Screen Width qualifier with the value set to 600. Android uses this file whenever the app runs on a tablet.Copy the code from the integers.xml (land) file (it has a grid count of 2) and paste it in the new integers.xml (sw600dp) file.Create another integers.xml file that includes both the Smallest Screen Width qualifier set to 600, and the Orientation qualifier set to Landscape. Android uses the resulting integers.xml (sw600dp-land) file when the app runs on a tablet in landscape mode.3. Copy the code from the integers.xml (land) file and paste it in the new integers.xml (sw600dp-land) file.4. Change the grid_column_count variable to 3 in the integers.xml (sw600dp-land) file.5. Run the app on a tablet or tablet emulator, and rotate it to landscape mode. The app should show three columns of cards, as shown in the first figure below. Rotate it to portrait mode, and the app should show two columns of cards, as shown in the second figure below. With these resource qualifier files, the app uses the screen real estate much more effectively.Tip: If your app uses multiple resource files, Android will use the resource file with the most specific resource qualifier first. For example, if a value is defined in the integers.xml file for both Smallest Screen Width and with the Orientation set to Landscape, Android will use the value for Smallest Screen Width. The precedence for resource qualifiers and resource files is described by Table 2 in the App resources overview.2.2 Update the tablet list item stylesAt this point, your app changes the number of columns in a GridLayoutManager to fit the orientation of the device and maximize the use of the screen. However, the TextView elements that appeared correctly-sized on a phone's screen now appear too small for the larger screen of a tablet.To fix this, you create the TextAppearance styles from the layout resource files into the styles.xml resource file. You will also use resource qualifiers to create additional styles.xml files for tablets.Note: You could also create alternative layout files with the proper resource qualifiers, and change the styles of the TextView elements in those. However, this would require more code duplication, because most of the layout information is the same no matter what device you use, so you will only extract the attributes that will change.Follow these steps to add the TextAppearance styles:Open styles.xml and add the following styles:2. Create a new values resource file called styles.xml that uses the Smallest Screen Width qualifier with a value of 600 for tablets.Copy all styles from the original styles.xml file into the new styles.xml (sw600dp) file.In styles.xml (sw600dp), change the parent of the SportsTitle style to "TextAppearance.AppCompat.Display1".3. The Android predefined Display1 style uses the textColorSecondary value from the current theme (ThemeOverlay.AppCompat.Dark), which in this case is a light gray color. The light gray color does not show up well on the banner images in your app. To correct this add an "android:textColor" attribute to the SportsTitle style and set it to "?android:textColorPrimary":The question mark tells Android runtime to find the value in the theme applied to the View. In this example the theme is ThemeOverlay.AppCompat.Dark in which the textColorPrimary attribute is white.4. Change the parent of SportsDetailText style to "TextAppearance.AppCompat.Headline".5. To update the style of the TextView elements, open list_item.xml, and change the style attribute of the title TextView to @style/SportsTitle.6. Change the style attribute of the newsTitle and subTitle TextView elements to @style/SportsDetailText.7. Run your app on a tablet or tablet emulator. Each list item now has a larger text size on the tablet.2.3 Update the tablet sports detail stylesYou have now fixed the display for the MainActivity, which lists all the Sports CardView elements. The DetailActivity still has the same font sizes on tablets and phones.Add the following style in the styles.xml file for the detail title:2. Add the following style in the styles.xml (sw600dp) file for the detail title:3. Open activity_detail.xml, and change the style attribute of both the newsTitleDetail and subTitleDetail TextView elements to the new SportsDetailText style you created in a previous step:4. In activity_detail.xml, change the style attribute of the titleDetail TextView element to the new SportsDetailTitle style you created:5. Run your app. All of the text is now larger on the tablet, which greatly improves the user experience of your application.Task 3: Localize your appA "locale" represents a specific geographic, political or cultural region of the world. Resource qualifiers can be used to provide alternate resources based on the users' locale. Just as for orientation and screen width, Android provides the ability to include separate resource files for different locales. In this step, you modify your strings.xml file to be a little more international.3.1 Add a localized strings.xml fileYou may have noticed that the sports information contained in this app is designed for users from the U.S. The app uses the term "soccer" to represent a sport known as "football" everywhere else in the world.To make your app more internationalized, you can provide a locale-specific strings.xml file. This alternative-resource file will show the word "soccer" to users in the U.S. The generic strings.xml file will show the word "football" to users in all other locales.Create a new values resource file.Call the file strings.xml and click OK. Select Locale from the list of available qualifiers. The Language and Specific Region Only panes appear.3. In the Language pane, select en: English.4. In the Specific Region Only pane, select US: United States and click OK. Android Studio creates a specific values directory in your project directories for the U.S. locale, called values-en-rUS. In the Project > Android pane, the strings.xml file in this directory appears as strings.xml (en-rUS) within the newly created strings.xml folder (with a U.S. flag icon).5. Copy all string resources of the generic strings.xml file (now located in the strings.xml folder) to strings.xml (en-rUS).6. In the generic strings.xml file, change the Soccer item in the sports_titles array to Football, and change the Soccer news text in the sports_info array to Football news.3.2 Run the app in different localesIn order to see the locale-specific differences, you can start your device or emulator, and change its language and locale to U.S. English (if not already set). In U.S. English, you should see "Soccer". You can then switch to any language and locale other than U.S. English, and run the app again. You should then see "Football".To switch the preferred language in your device or emulator, open the Settings app.If your Android device is in another language, look for the gear icon:2. Find the Languages & input settings in the Settings app, and choose Languages. Languages is the first choice on the Languages & input screen.Remember the globe icon for the Languages & input choice, so that you can find it again if you switch to a language you do not understand:3. For devices and emulators running a version of Android previous to Android 7, choose Language on the Languages & input screen, select a language and locale such as Français (France), and skip the following steps.(In versions of Android previous to Android 7, users can choose only one language. In Android 7 and newer versions, users can choose multiple languages and arrange them by preference. The primary language is numbered 1, as shown in the following figure, followed by lower-preference languages.)4. For devices and emulators running Android 7 or newer, choose Languages on the Languages & input screen, select a language such as Français (France), and use the move icon on the right side of the Language preferences screen to drag Français (France) to the top of the list.5. Run the app with your device or emulator. In U.S. English, you should see "Soccer".6. Switch to any language and locale other than U.S. English, and run the app again. You should then see "Football".

21/11/2017 · estoy tratando de mostrar una vista diferente en cada orientación de pantalla, para lo cual tengo un fragment y dos layouts, un archivo xml para la vista Portrait (vertical) en la carpeta layout; y otro archivo con el mismo nombre en la nueva carpeta layout-land. 30/11/2020 · This example demonstrates how do I specify different layouts for portrait and landscape orientations in android. Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. Step 3 − Create a layout file ... How do I specify different layouts for portrait and landscape orientations in Android? Step 3 - Create a layout file by right-clicking on the resources, name the file, from the 'Available qualifiers, select Orientation. Click >> option. Select Landscape from UI mode. 4/1/2022 · Steps. 1. Swipe down from the top of the screen. This displays the Quick Settings icons at the top as well as your notifications. 2. Swipe down from the Quick Settings icons again. This expands the Quick Settings menu so that it covers the entire screen. 3. Tap the Auto Rotate , Portrait, or Landscape icon. androidx.health.connect.client.impl.converters.aggregate. Overview; Classes Android seleccionará automáticamente el layout portrait o landscape si los hemos creado apropiadamente. Como sabemos los layouts se almacenan en XML dentro de la carpeta layouts del proyecto. Si creamos un layout con el mismo nombre pero en la carpeta layouts-land entonces android seleccionará el layout de la carpeta -land. Si estamos en portrait ... Fastest way for Android Studio 3.x.x. 1.Go to the design tab of the activity layout. 2.At the top you should press on the orientation for preview button, there is a option to create a landscape layout (check image), a new folder will be created as your xml ... 20/9/2020 · To design the layout for the landscape mode we need to add resource directory in the res folder of the project. To create the landscape mode right click on the res folder -> New -> Android Resource Directory. Now one pop up will be prompted. Select Orientation Available Qualifiers and then " >> " icon at right side, then select Landscape ... Android can be restricted to not switch the screen to landscape when rotated. Open the AndroidManifest.xml file, in the activity declaration element add the attribute screenOrientation and set it to portrait. . The screen will no longer rotate when the device is turned. 22/10/2020 · In Android, whenever the user switches to landscape mode an issue is encountered in which some of the widgets become invisible (as you can see in the below image) and so in this scenario, there is a need to design a separate layout for the landscape mode. So i n android, every application is designed in almost both the orientations i.e Portrait and Landscape.

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