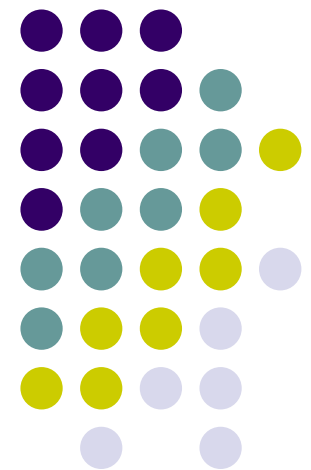


**CS 528 Mobile and Ubiquitous
Computing
Tutorial 11: Designing the User Interface
by Bucky Roberts (thenewboston)**

Emmanuel Agu



Tutorial 11: Designing the User Interface



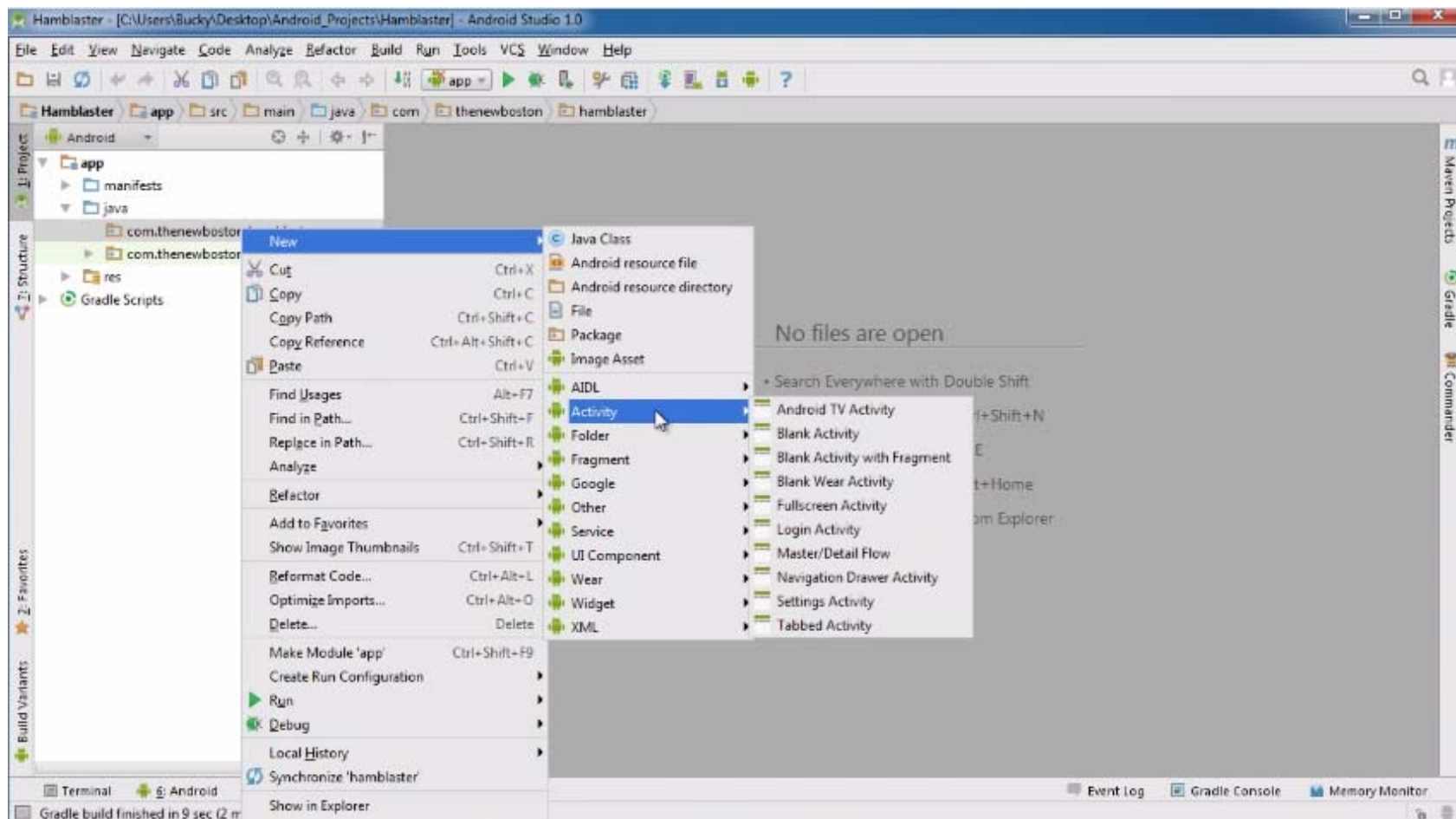
- Tutorial 11: Designing the User Interface [6:19 mins]
 - <https://www.youtube.com/watch?v=72mf0rmjNAA>

- Main Topics
 - Designing the User interface
 - Manually adding activity
 - Dragging in widgets
 - Changing the text in widgets



Add Activity

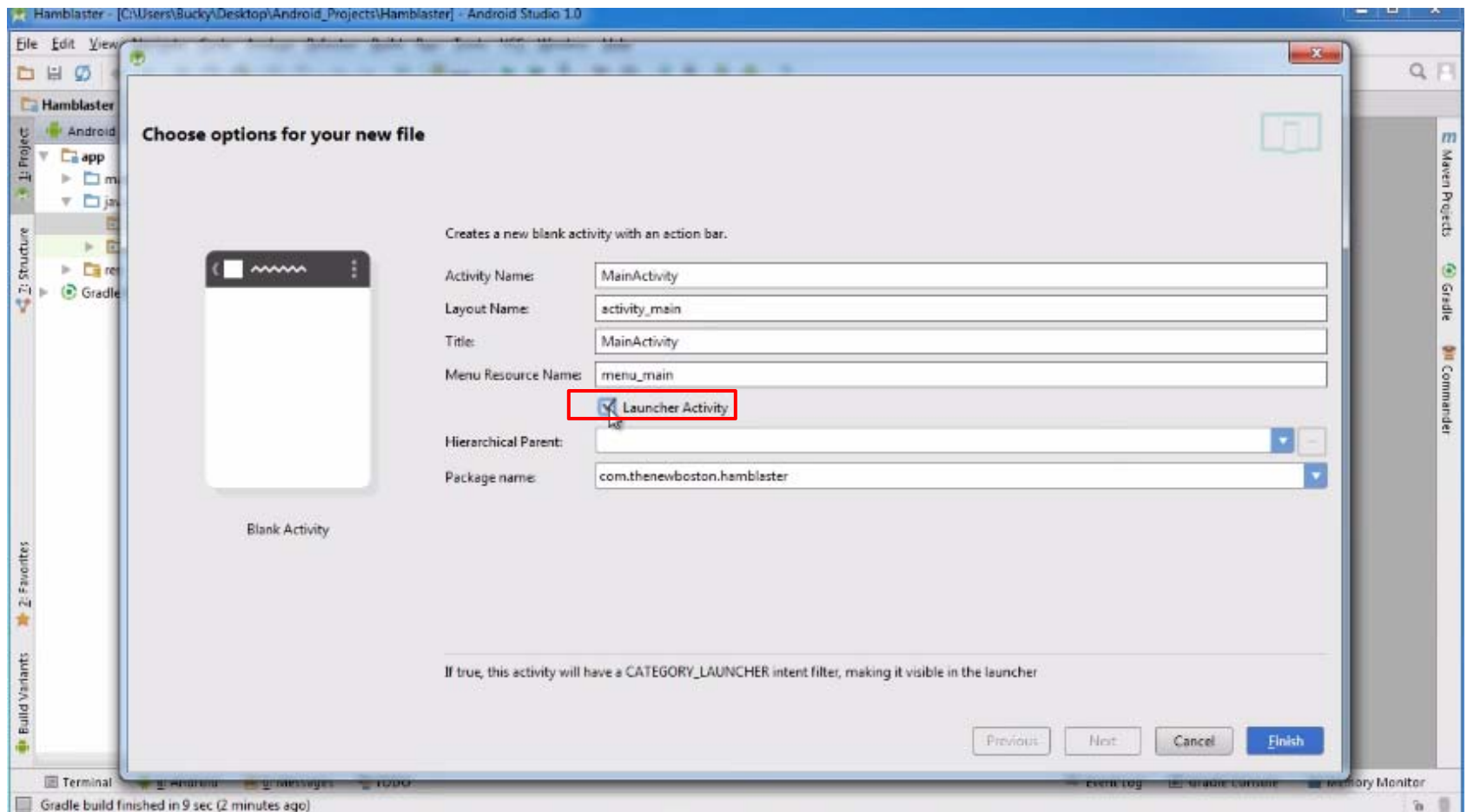
- Create **Project with no Activity**
- Add a **blank Activity**





Launcher Activity?

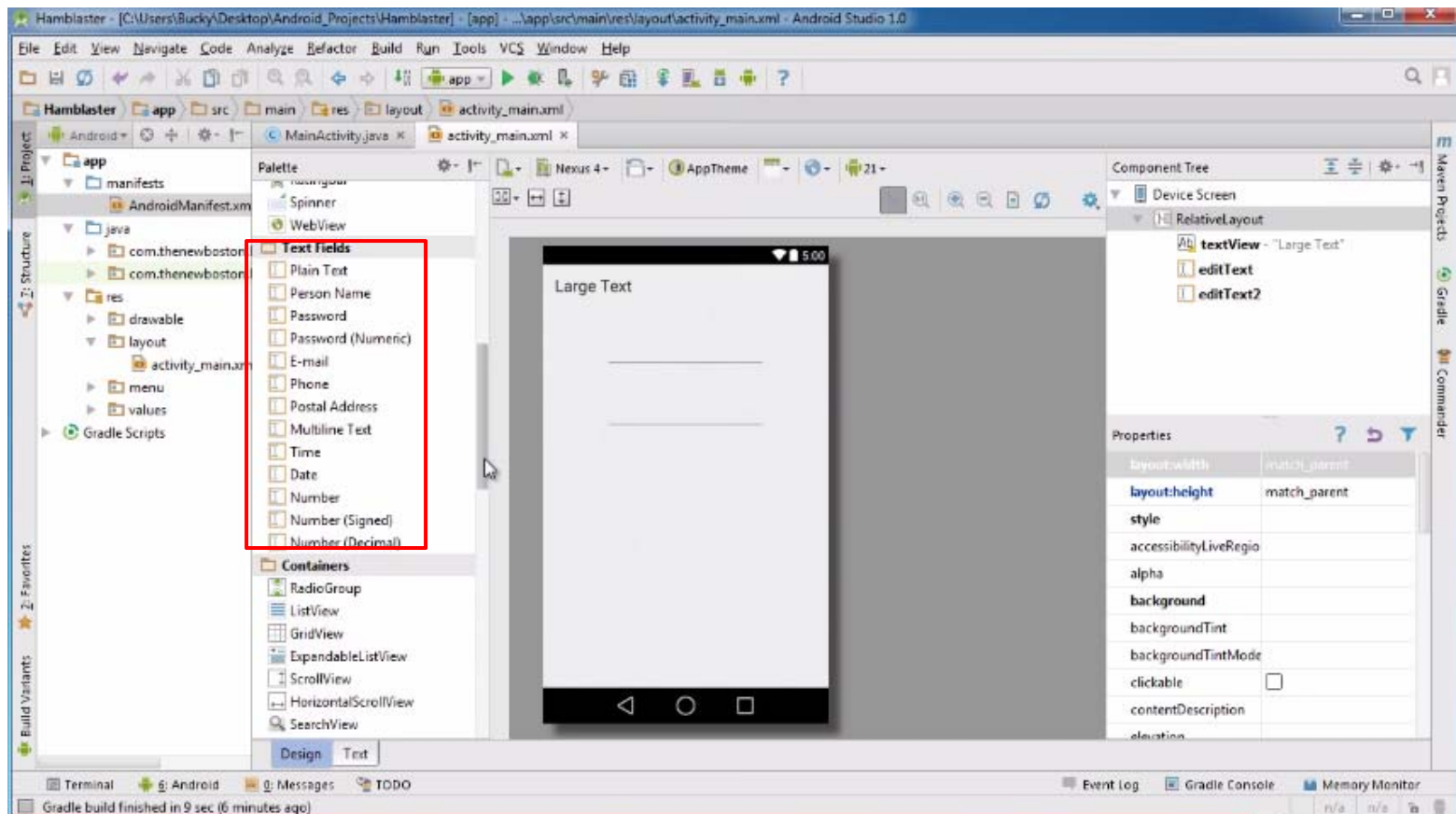
- Indicate if this Activity is the launcher Activity





Drag and Drop in Widgets

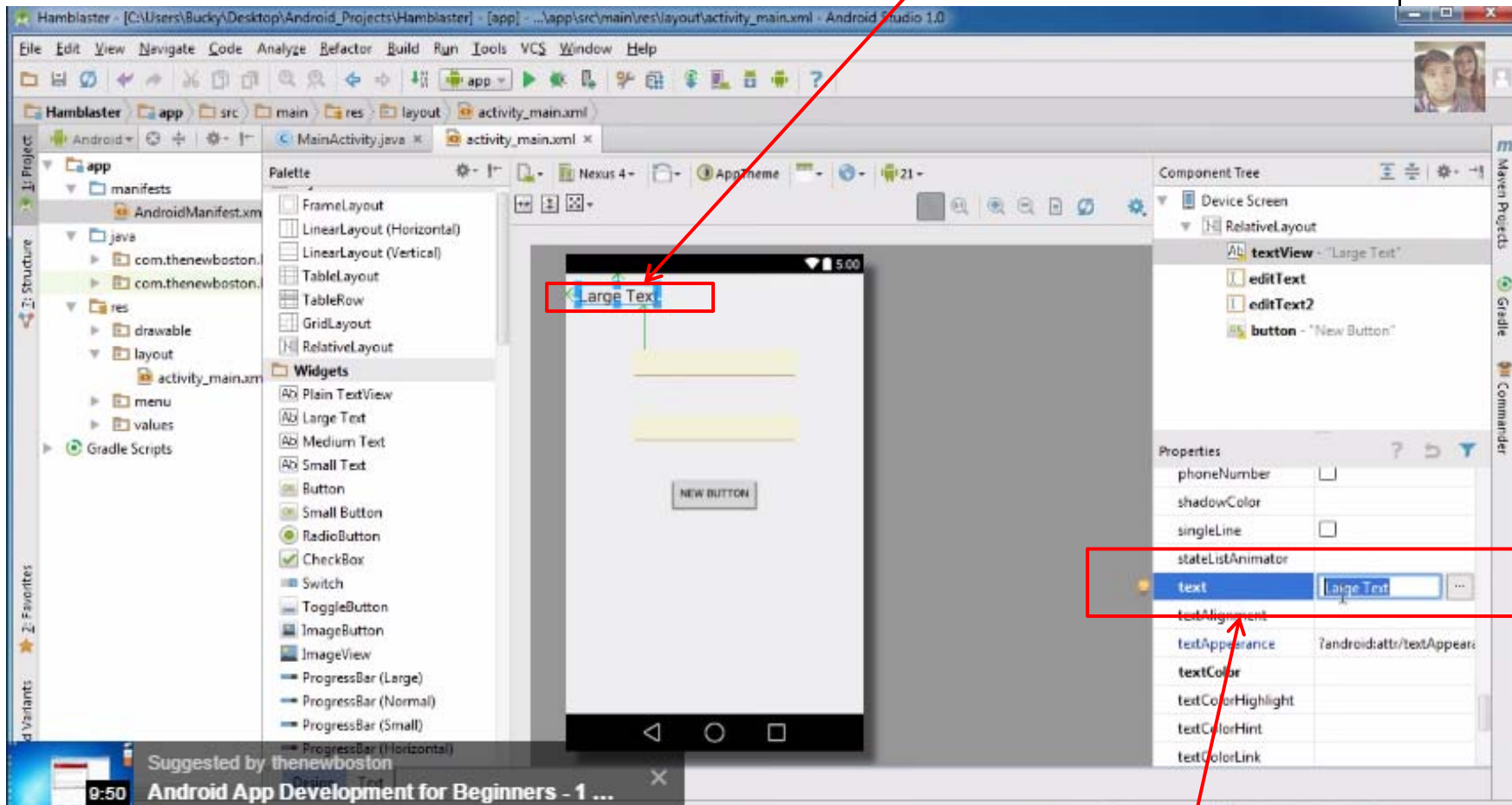
- Android Studio creates 2 files as usual (MainActivity.java, activity_main.xml)
- Drag and drop in widgets (e.g. Large text, Text boxes)



Change Text in Widgets



Click on Widget Text to Select it



Change Text in Properties Window