ANDROID APPLICATION GIVING INFORMATION SYSTEM ABOUT PROVINSES OF UZBEKISTAN AND DEVELOPING SMART INFORMATION SYSTEM

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Annotation. This article is considered to application with national uzbek instruments. This program is dedicated to the creation of mobile applications of the national musical instrument, which provides information for tourists.

Key words: layout, android platform, apps, national musical instruments

Each subclass of ViewGroup provides a unique way to display its child elements. Below are the most commonly used types of markup.

Note: Although you can put containers into each other, you should strive to make as few attachments as possible. This will speed up the rendering of the layout and make the application more productive. For dynamically changing content, you can use a container that is a subclass of AdapterView that allows you to create items at runtime. A subclass of AdapterView uses an adapter (Adapter) to link data to a layout. The adapter is a layer between the data source and the AdapterView layout - the adapter receives data from the source and converts each entry into a visual component that can be added to the markup.

Here are the two most common types of markup for working with the adapter:

ListView

Scrolled list of items.

GridView

Scrolling grid (table) of elements.

You can fill an AdapterView subclass container, such as a ListView or GridView, by associating an AdapterView instance with an Adapter that receives data from an external source and creates a View element to display it.

Android provides various subclasses of Adapter, which are convenient for obtaining a different kind of data. Here are the two most popular ones:

ArrayAdapter

Used when the data is stored in an array. By default, the ArrayAdapter creates visual components for each element of the array, calling the toString () method and placing the result in TextView.

For example, if you have an array of strings that you want to display in the ListView, create an ArrayAdapter instance using the constructor, specifying the markup for each row and the string array itself:

The constructor takes the following arguments:

Context application.

A markup that contains the TextView for the rows of the array.

String array.

Then simply call the setAdapter () method for your ListView:

Android Studio includes a special editor for creating markup in two ways. The editor has two tabs: one allows you to see how the controls will be displayed, and the second will create XML markup manually. When creating a user interface in an XML file, you can separate the application view from the program code. You can change the user interface in the markup file without having to change your code. For example, you can create XML markup for different screen orientations of the mobile device (portrait, landscape), screen sizes and interface languages. Each markup file must contain only one root element of the layout, which must be a View or ViewGroup object. Inside the root element, you can add additional markup objects or widgets as child elements to gradually form the hierarchy of elements that the markup defines.

There are several standard types of markup:

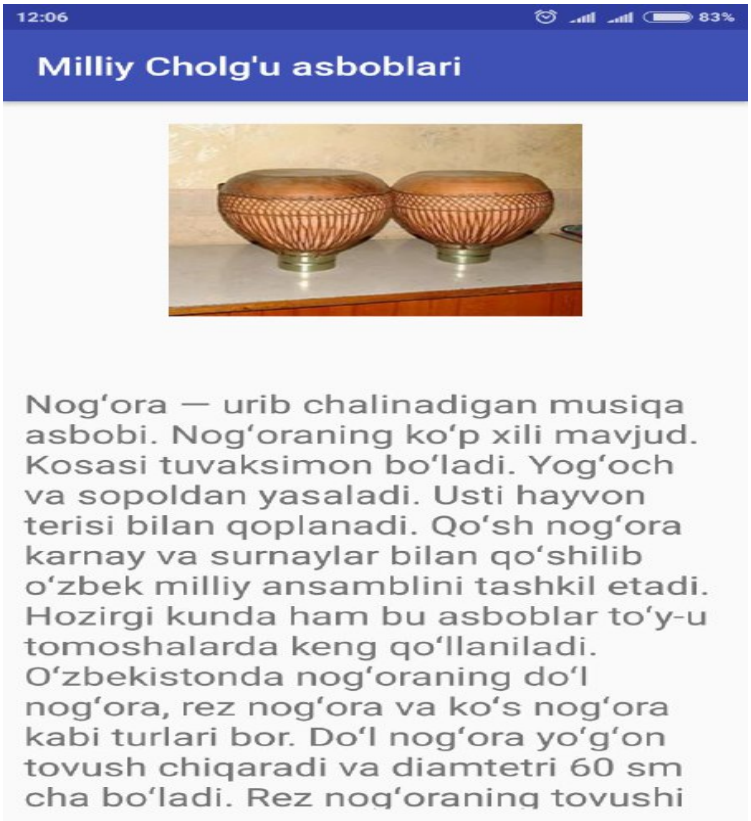
FrameLayout

LinearLayout

TableLayout

RelativeLayout

GridLayout



Milliy Cholg'u asboblari

Nog‘ora — urib chalinadigan musiqa asbobi. Nog‘oraning ko‘p xili mavjud. Kosasi tuvaksimon bo‘ladi. Yog‘och va sopoldan yasaladi. Usti hayvon terisi bilan qoplanadi. Qo‘sh nog‘ora karnay va surnaylar bilan qo‘shilib o‘zbek milliy ansamblini tashkil etadi. Hozirgi kunda ham bu asboblar to‘y-u tomoshalarda keng qo‘llaniladi. O‘zbekistonda nog‘oraning do‘l nog‘ora, rez nog‘ora va ko‘s nog‘ora kabi turlari bor. Do‘l nog‘ora yo‘g‘on tovush chiqaradi va diamtetri 60 sm cha bo‘ladi. Rez nog‘oraning tovushi

Fig.1.1. About national musical uzbek instrument

The interface is stored separately from the code, which allows you to modify and adapt it without having to change the code and recompile it. For example, you can create XML markup for different screens or different languages. In addition, the description of markup in XML is easier to perceive visually and facilitates debugging. This lesson talks about creating markup in XML. If you are interested in creating a markup programmatically, refer to the description of the View and ViewGroup classes.

In general, XML tags for declaration of interface elements follow the structure and name of classes and methods, so the names of the elements correspond to the names of the classes, and the names of the attributes coincide with the corresponding methods. In fact, the correspondence is often as straightforward as you can easily guess that the attribute matches the method of the class and which class corresponds to the specified XML element. Fields can be set using the setPadding (int, int, int, int) method and obtained using the getPaddingLeft (), getPaddingTop (), getPaddingRight (), and getPaddingBottom () methods.Although components can have fields, there is no support for indentation. However, ViewGroup provides this support. For more information, see the documentation for the ViewGroup and ViewGroup.MarginLayoutParams classes

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