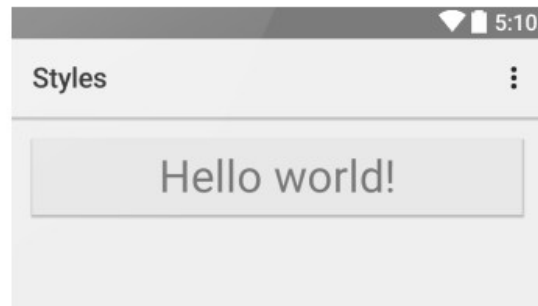
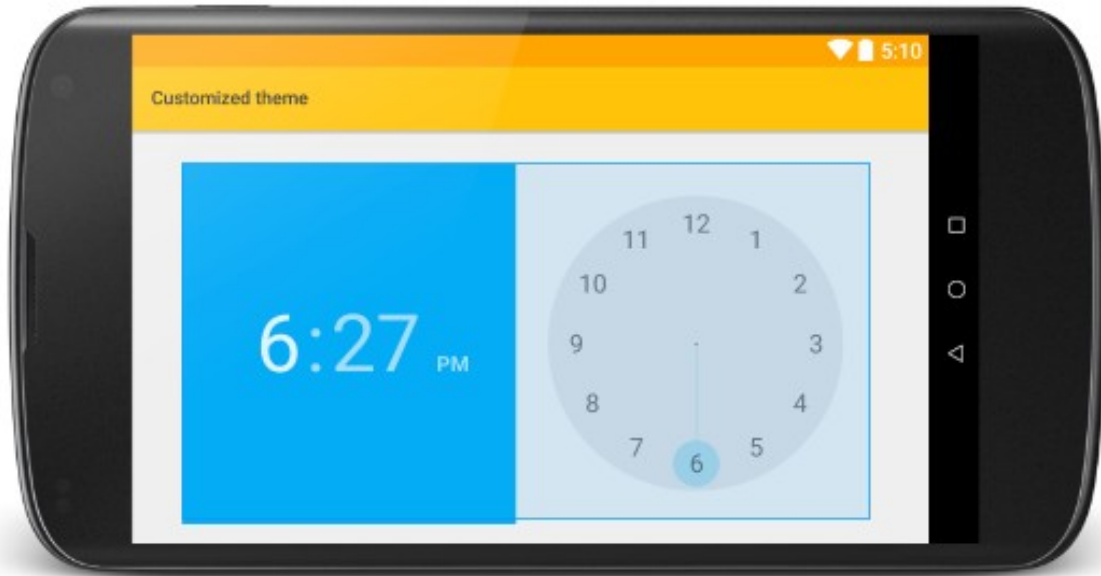
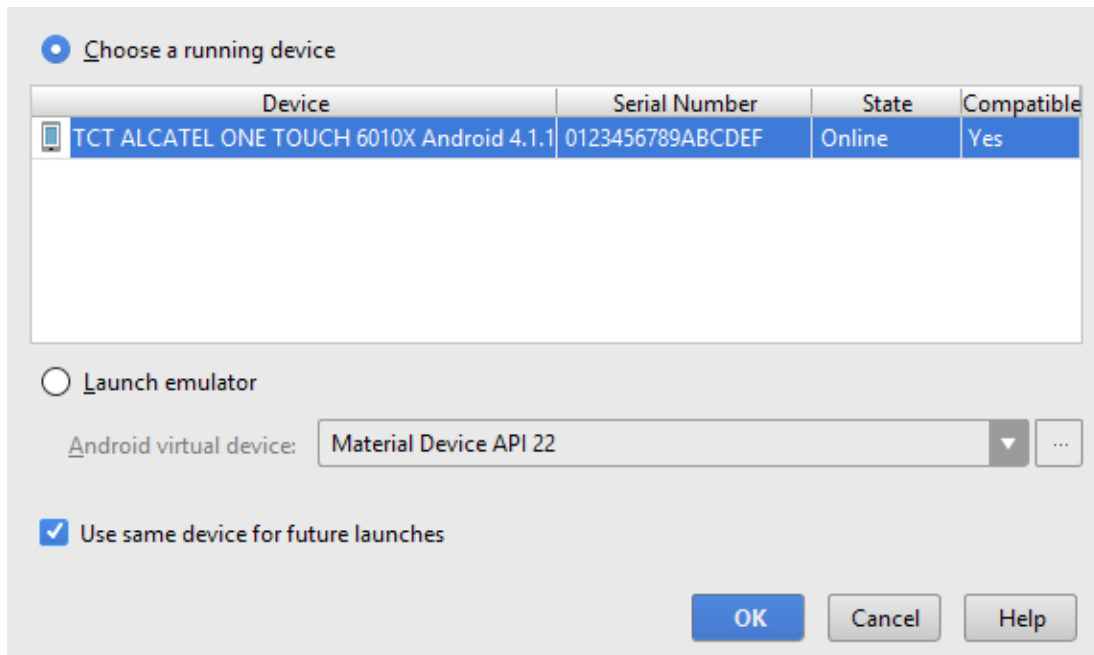
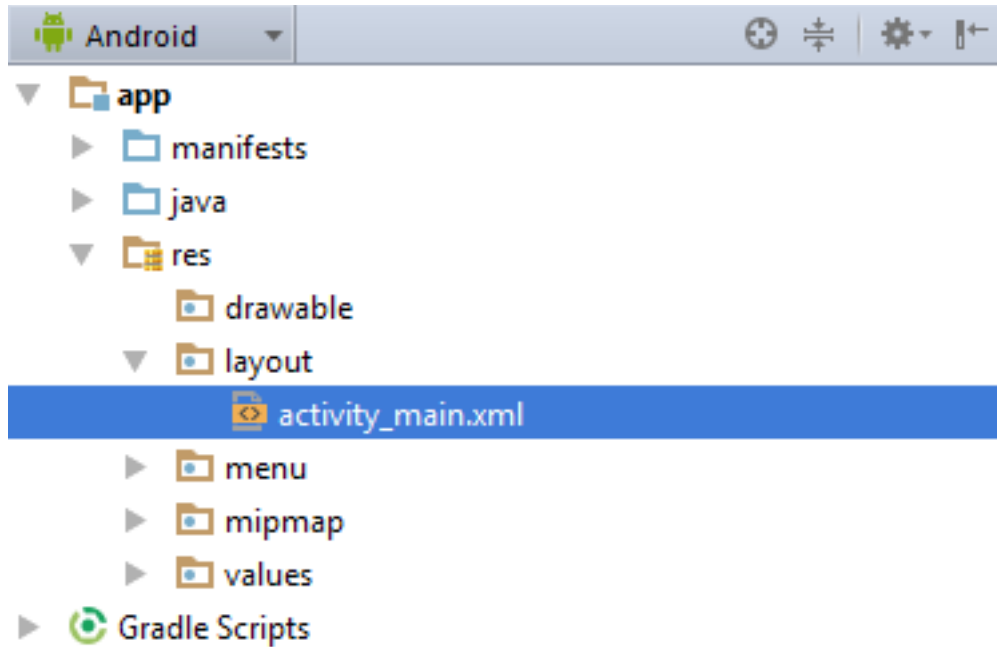


































Chapter 1: Getting Started with Material Design






Name ▾	Size	Resolution	Density
Nexus S	4.0"	480x800	hdpi
Nexus One	3.7"	480x800	hdpi
Nexus 6	5.96"	1440x2560	560dpi
Nexus 5	4.95"	1080x1920	xxhdpi
Nexus 4	4.7"	768x1280	xhdpi
Material Device	5.0"	480x854	tvdpi
Galaxy Nexus	4.65"	720x1280	xhdpi
5.4" FWVGA	5.4"	480x854	mdpi
5.1" WVGA	5.1"	480x800	mdpi

 Name	API	Rev.	Status
<input type="checkbox"/>  Tools			
<input type="checkbox"/>  Android SDK Tools		24.3.3	 Installed
<input type="checkbox"/>  Android SDK Platform-tools		22	 Installed
<input type="checkbox"/>  Android SDK Build-tools		22.0.1	 Installed
<input type="checkbox"/>  Android 5.1.1 (API 22)			
<input type="checkbox"/>  Documentation for Android SDK	22	1	 Installed
<input type="checkbox"/>  SDK Platform	22	2	 Installed
<input type="checkbox"/>  Samples for SDK	22	6	 Installed
<input type="checkbox"/>  Intel x86 Atom_64 System Image	22	1	 Installed
<input type="checkbox"/>  Google APIs	22	1	 Installed
<input type="checkbox"/>  Google APIs Intel x86 Atom System Image	22	1	 Installed
<input type="checkbox"/>  Extras			
<input type="checkbox"/>  Android Support Repository		15	 Installed
<input type="checkbox"/>  Google Play services		25	 Installed
<input type="checkbox"/>  Google Repository		19	 Installed
<input type="checkbox"/>  Google USB Driver		11	 Installed
<input type="checkbox"/>  Intel x86 Emulator Accelerator (HAXM installer)		5.3	 Installed

Packages Tools

SDK Path: C:\Users\kyle\AppData\Local\Android\sdk



Packages

 Name	API	Rev.	Status
▶ <input type="checkbox"/> Tools			
▶ <input type="checkbox"/> Tools (Preview Channel)			
▶ <input type="checkbox"/> Android M (API 22, MNC preview)			
▶ <input type="checkbox"/> Android 5.1.1 (API 22)			
▶ <input type="checkbox"/> Android 5.0.1 (API 21)			
▶ <input type="checkbox"/> Android 4.4W.2 (API 20)			
▶ <input type="checkbox"/> Android 4.4.2 (API 20)			
▶ <input type="checkbox"/> Android 4.3.1 (API 18)			
▶ <input type="checkbox"/> Android 4.2.2 (API 17)			
▶ <input type="checkbox"/> Android 4.1.2 (API 16)			
▶ <input type="checkbox"/> Android 4.0.3 (API 15)			
▶ <input type="checkbox"/> Android 2.3.3 (API 10)			
▶ <input type="checkbox"/> Android 2.2 (API 8)			
▶ <input type="checkbox"/> Extras			

Show: Updates/New Installed Select [New](#) or [Updates](#)

Obsolete [Deselect All](#)

[Install packages...](#) [Delete packages...](#)

Done loading packages.  

Choose Components

Choose which features of Android Studio you want to install.

Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.

Select components to install:

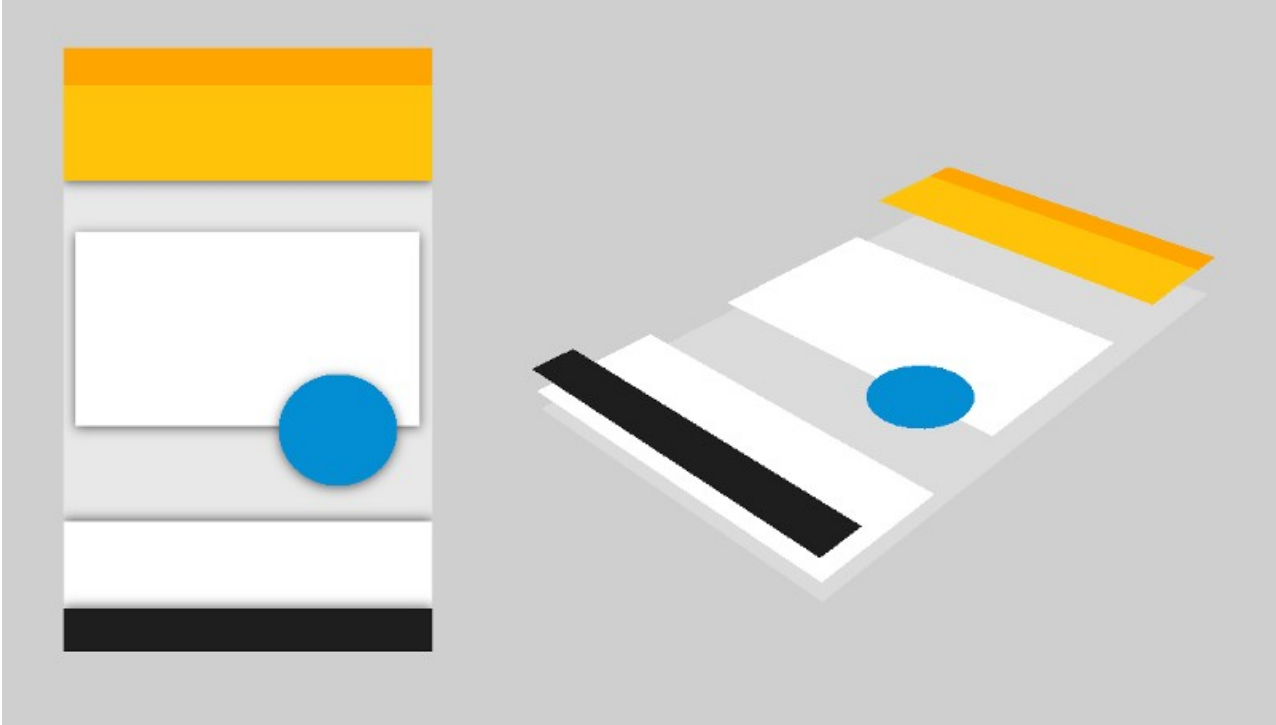
- Android Studio
- Android SDK
- Android Virtual Device
- Performance (Intel® HAX)

Space required: 3.9GB

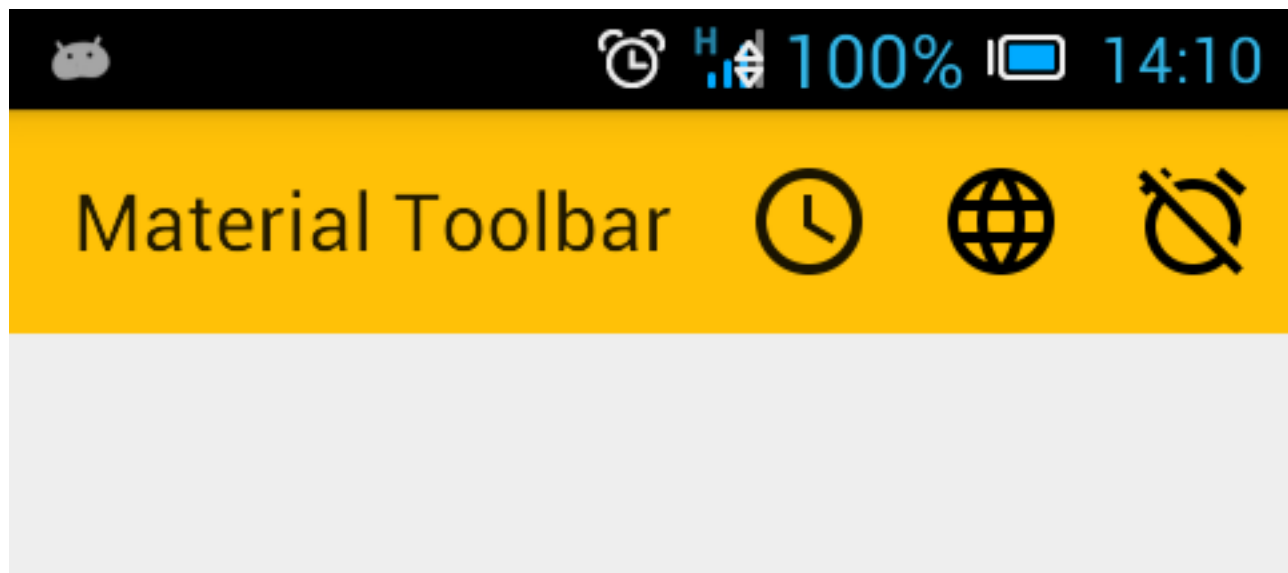
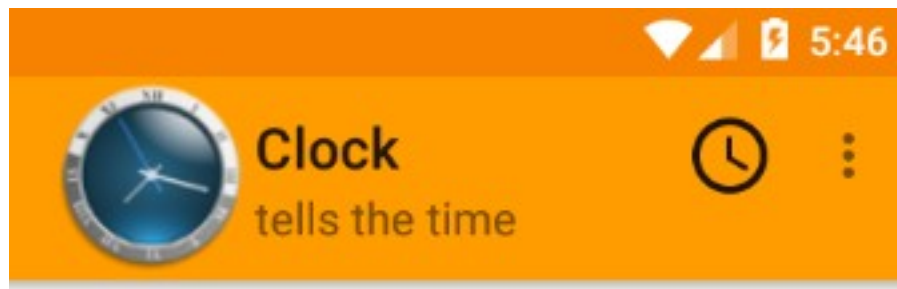
Description

Position your mouse over a component to see its description.

< Back **Next >** Cancel



Chapter 2: Building a Mobile Layout



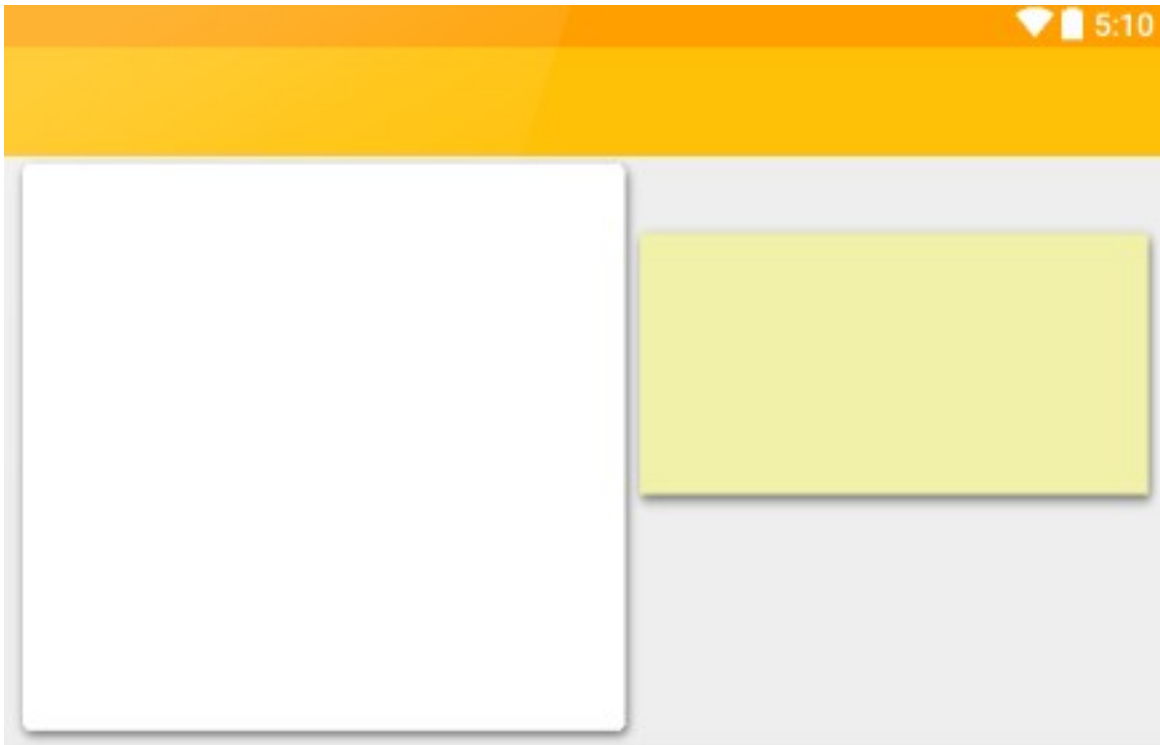
location.png

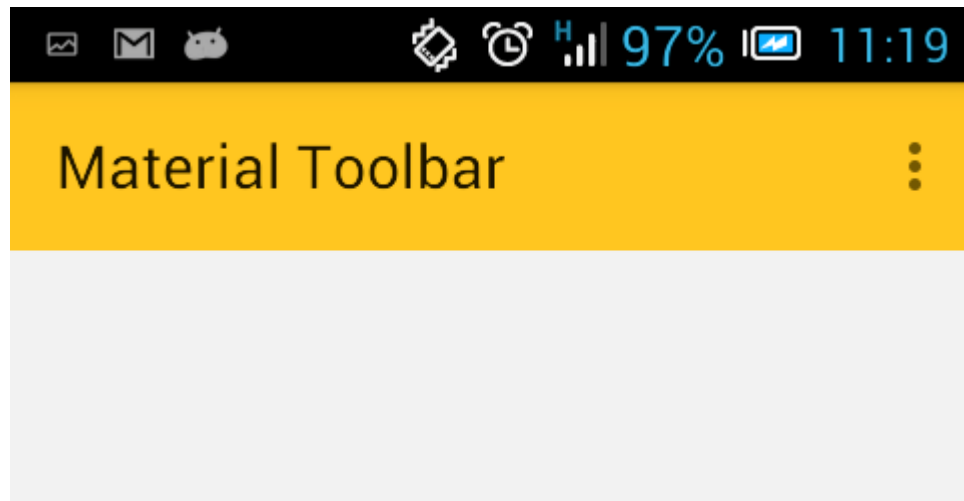


sleep.png



time.png



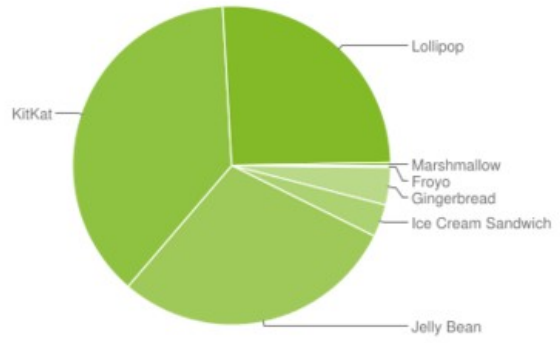


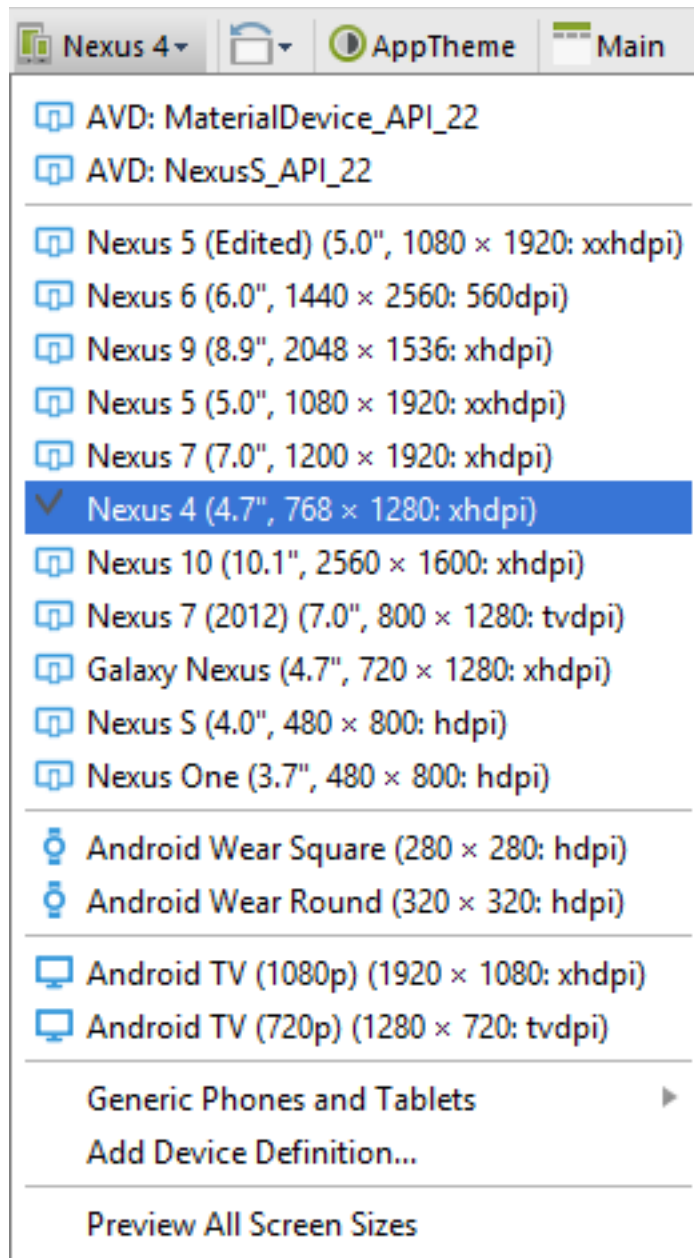
```
public class MainActivity extends AppCompatActivity {  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
  
        Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);  
        setSupportActionBar(toolbar);  
    }  
  
    @Override  
    public boolean onCreateOptionsMenu(Menu menu) {  
        // Inflate the menu; this adds items to the action bar if it is  
    }  
}
```

Class to Import

- android.widget.Toolbar
- android.support.v7.widget.Toolbar

Version	Codename	API	Distribution
2.2	Froyo	8	0.2%
2.3.3 - 2.3.7	Gingerbread	10	3.8%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	3.3%
4.1.x	Jelly Bean	16	11.0%
4.2.x		17	13.9%
4.3		18	4.1%
4.4	KitKat	19	37.8%
5.0	Lollipop	21	15.5%
5.1		22	10.1%
6.0	Marshmallow	23	0.3%





```
<TextView
    android:id="@+id/textView3"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:gravity="start"
    android:padding="8dp"
    android:text="Transport"
```

Extract string resource

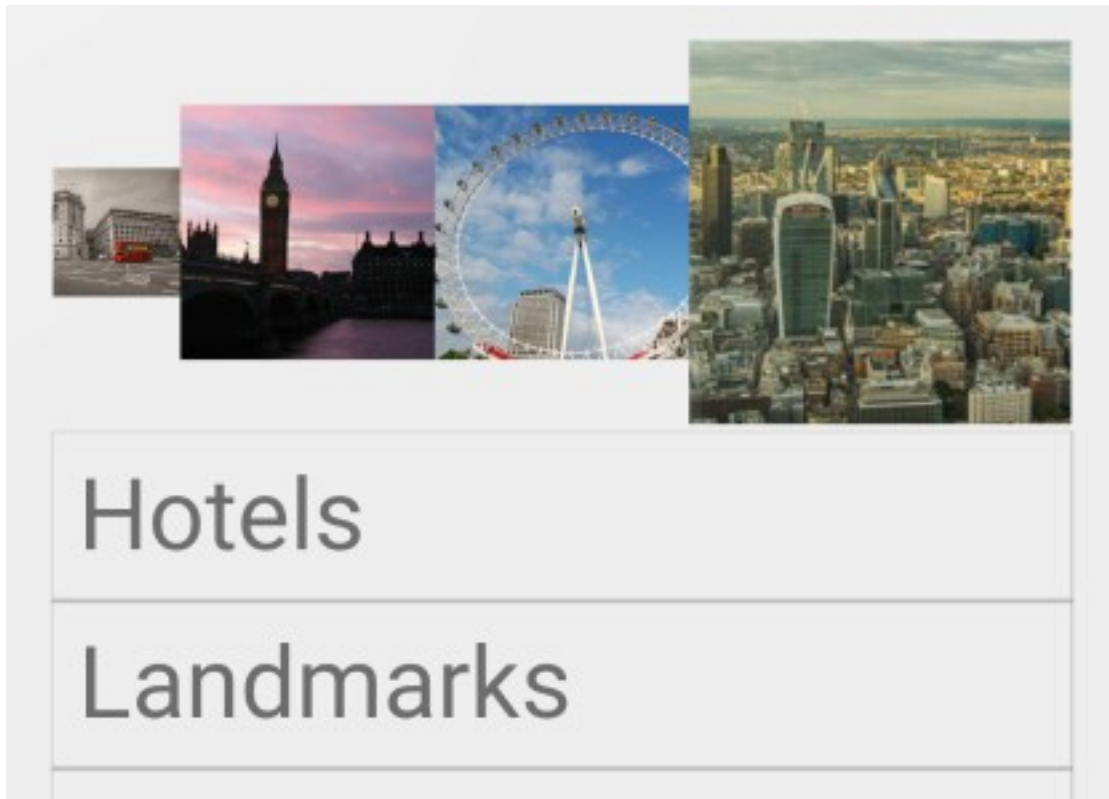
- ✗ Disable inspection
- 🔧 Edit 'Hardcoded text' inspection settings
- ✗ Suppress: Add tools:ignore="HardcodedText" attribute

- 📄 Override Resource in Other Configuration... ▶
- 📄 Set Namespace Prefix to Empty ▶

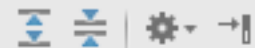
```
    android:padding="8dp"
```

Properties ? ↶ ⌵














▼ gravity		[fill_vertical, center_horizontal]
top	<input type="checkbox"/>	
bottom	<input type="checkbox"/>	
left	<input type="checkbox"/>	
right	<input type="checkbox"/>	
center_vertical	<input type="checkbox"/>	
fill_vertical	<input checked="" type="checkbox"/>	
center_horizontal	<input checked="" type="checkbox"/>	
fill_horizontal	<input type="checkbox"/>	
center	<input type="checkbox"/>	
fill	<input type="checkbox"/>	
clip_vertical	<input type="checkbox"/>	
clip_horizontal	<input type="checkbox"/>	
start	<input type="checkbox"/>	
end	<input type="checkbox"/>	

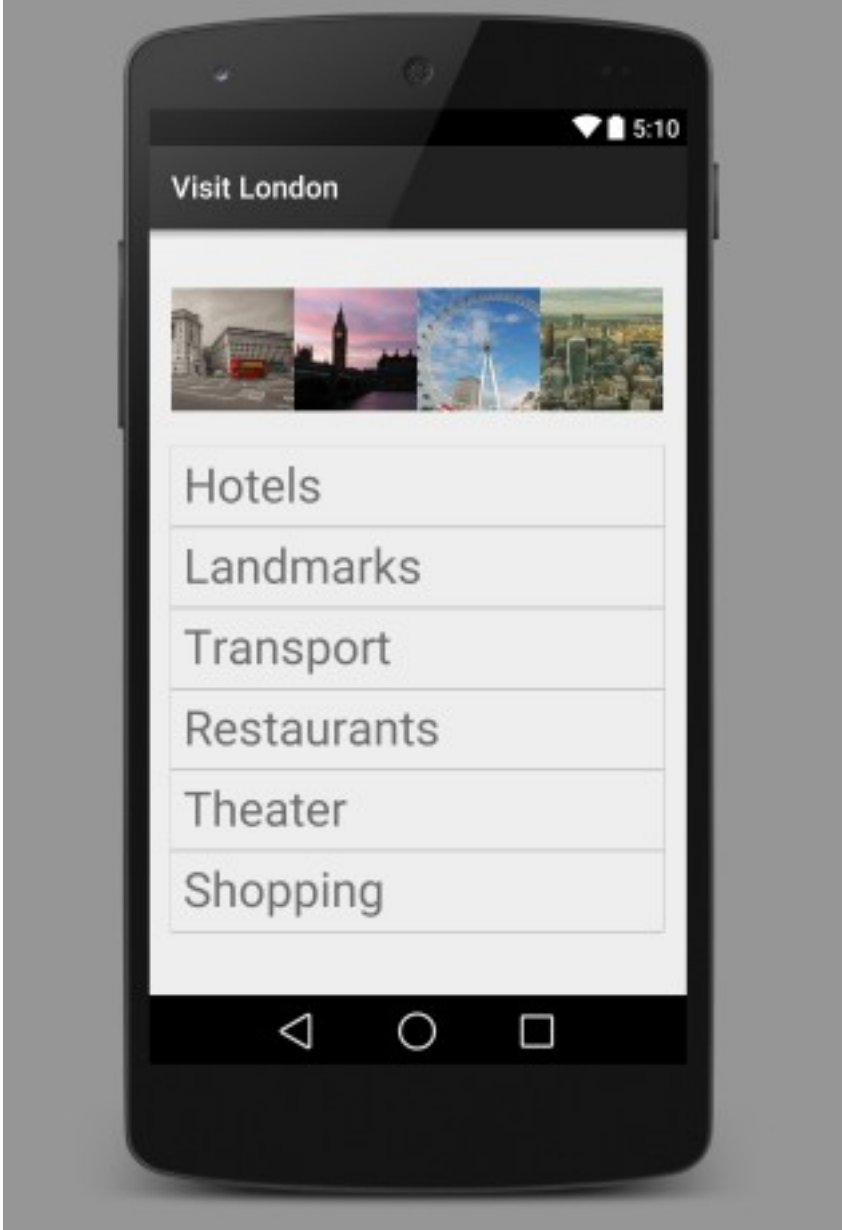


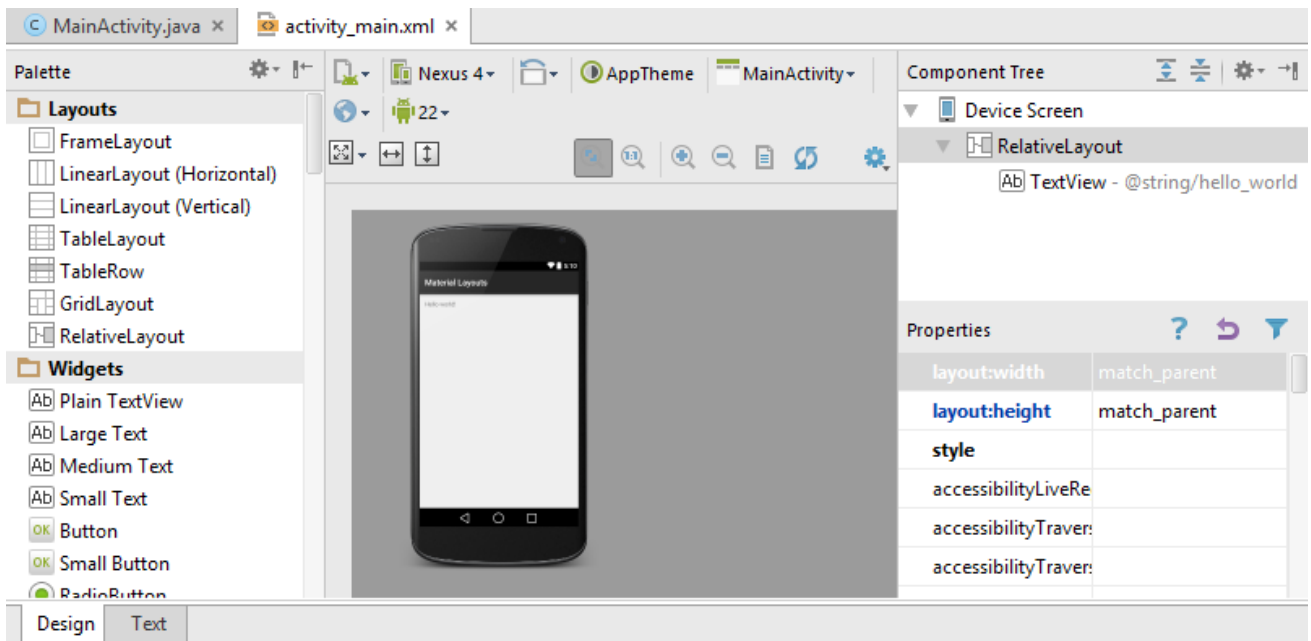
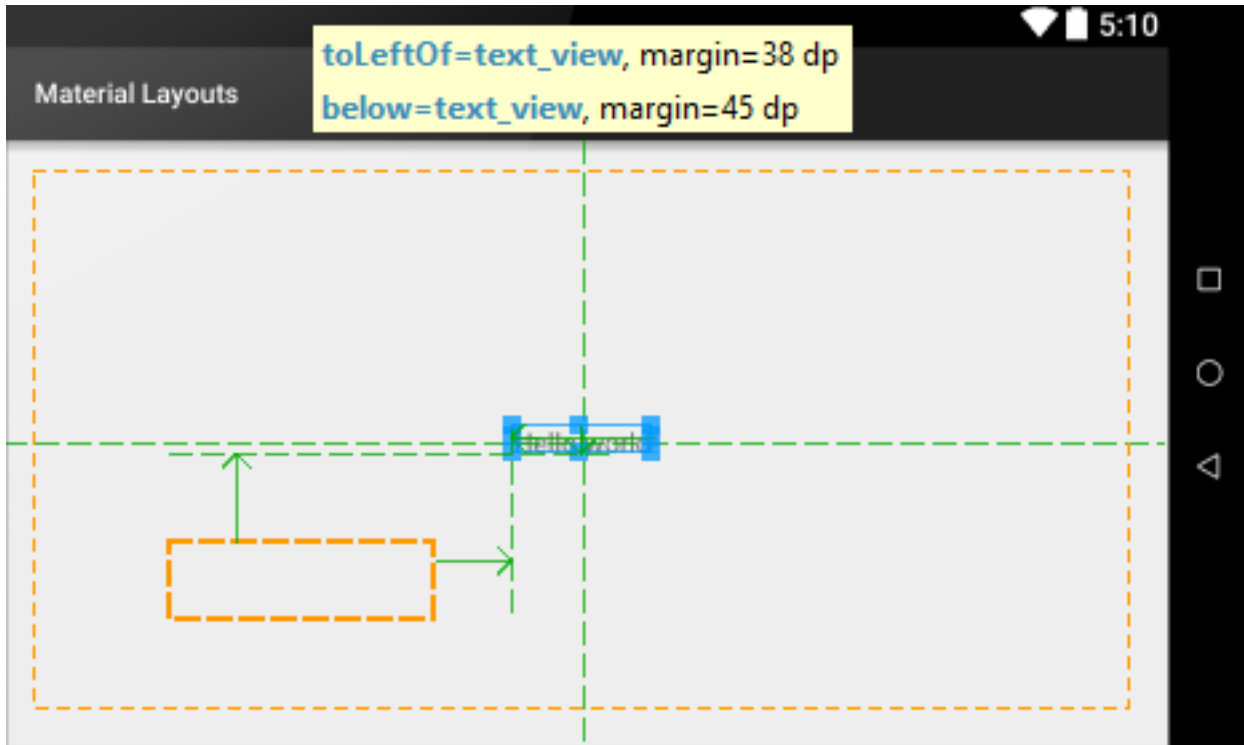
Component Tree



▼ Device Screen

- ▼  **root_layout** (LinearLayout) (vertical)
 - ▼  **image_layout** (LinearLayout) (horizontal)
 -  **imageView1** - @drawable/london_bus
 -  **imageView2** - @drawable/big_ben
 -  **imageView3** - @drawable/london_eye
 -  **imageView4** - @drawable/skyline
 - ▼  **text_layout** (LinearLayout) (vertical)
 -  **textView1** - "Hotels"
 -  **textView2** - "Landmarks"
 -  **textView3** - "Transport"
 -  **textView4** - "Restaurants"
 -  **textView5** - "Theater"
 -  **textView6** - "Shopping"





Chapter 3: Common Components


Remove from favorites?


Removing this contact from your favorites will mean that you no longer receive regular updates from them.


CANCEL REMOVE


Component Tree





▼  Device Screen


▼  LinearLayout (vertical)

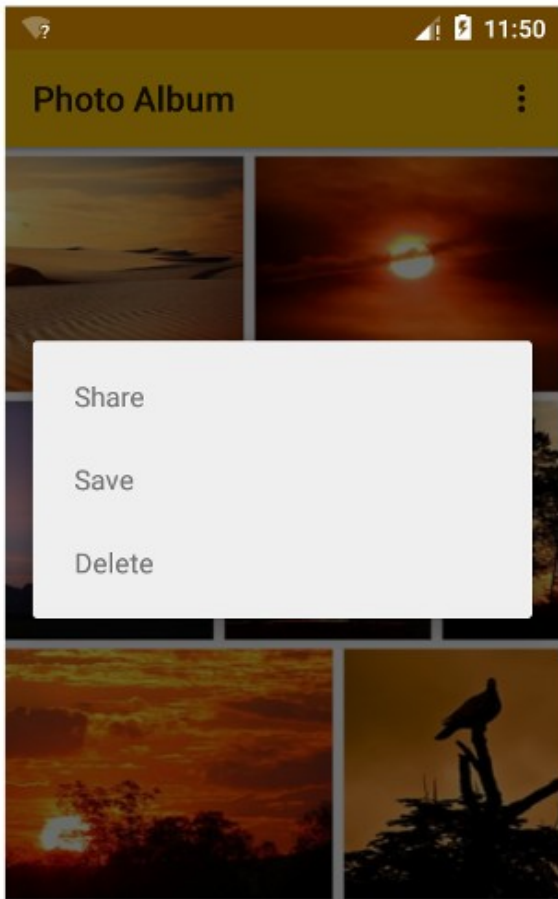
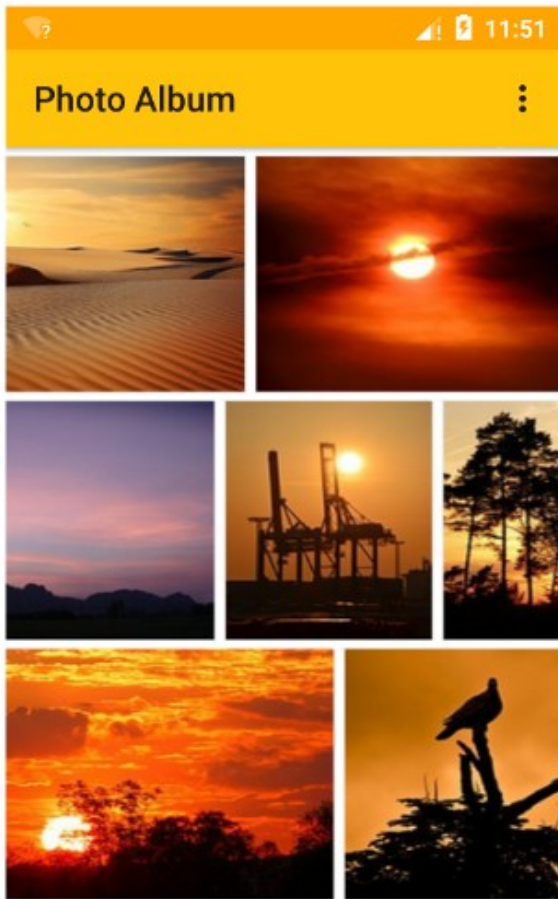
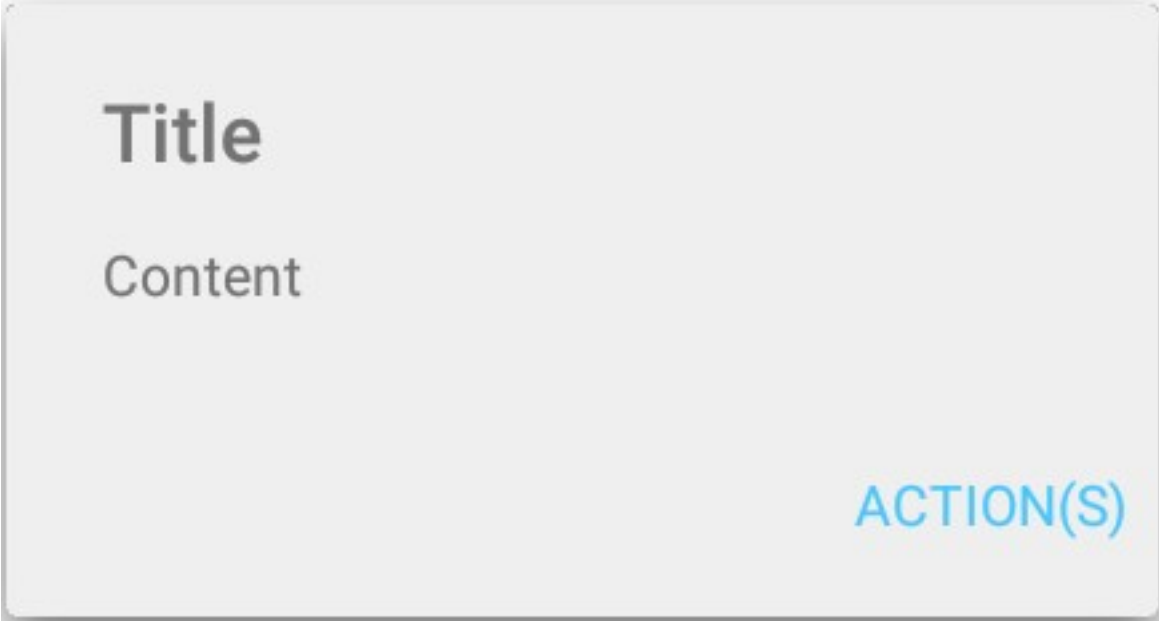
 **text_title** (TextView) - @string/dialog_title

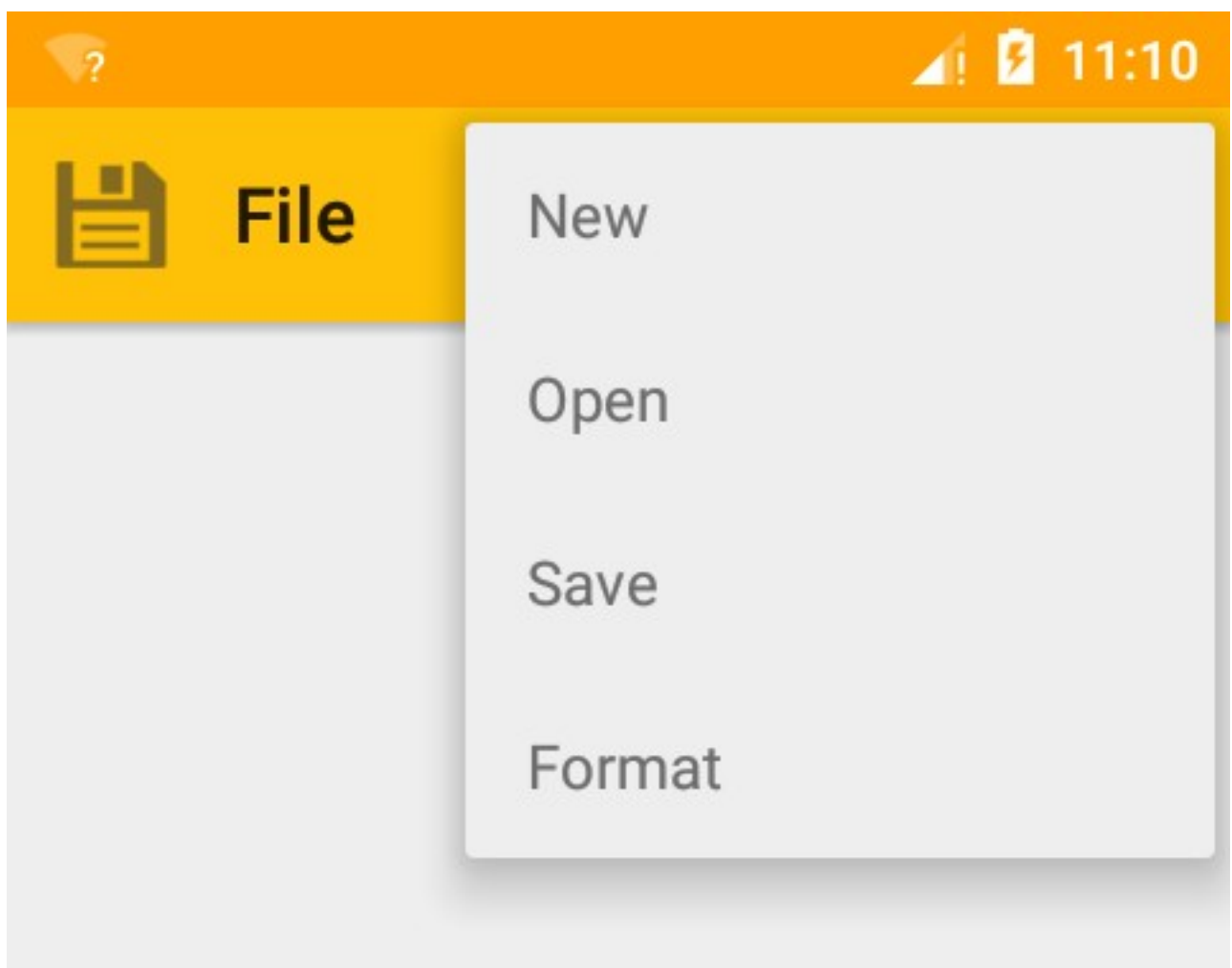
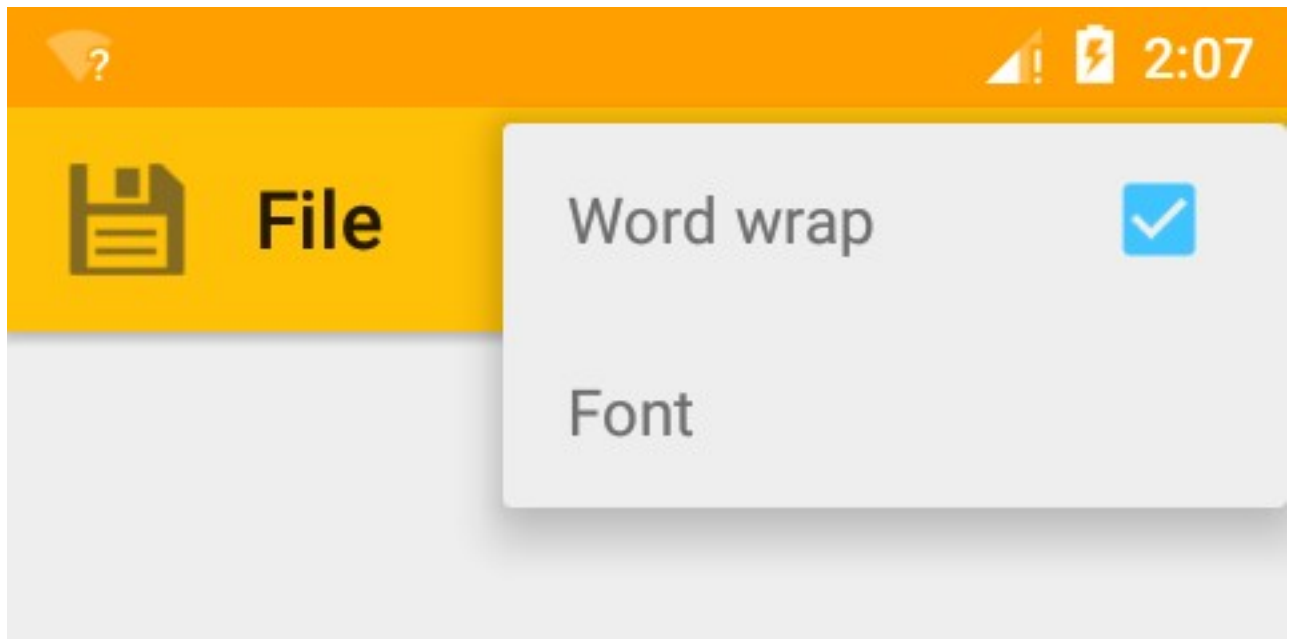
 **text_content** (TextView) - @string/dialog_content

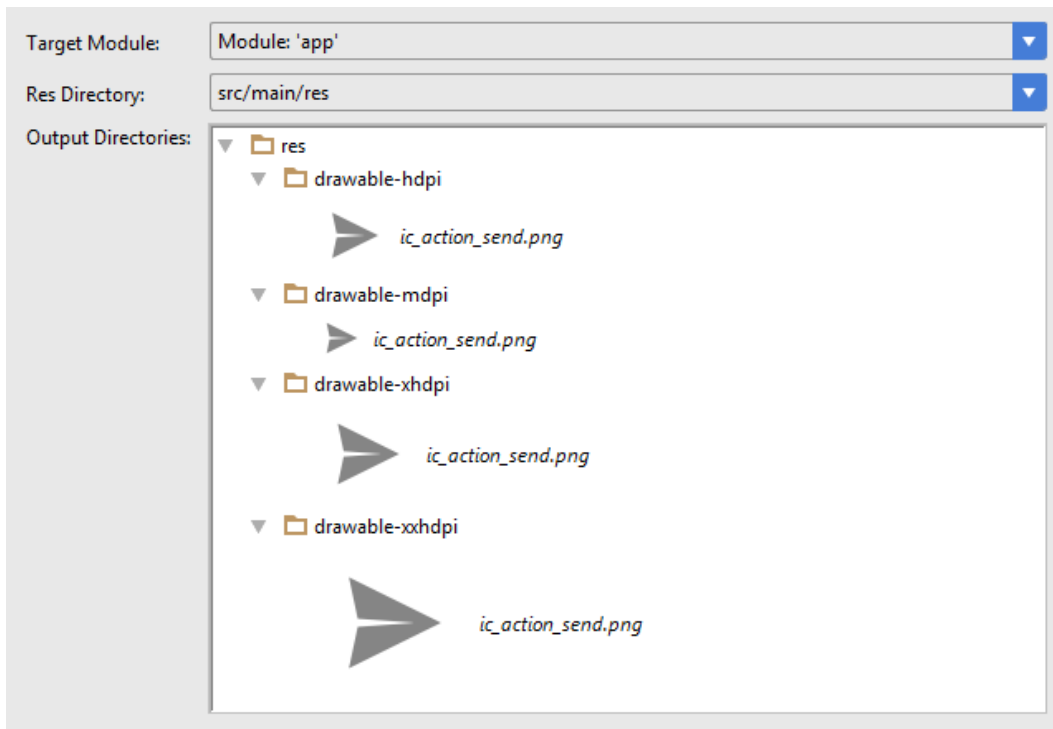
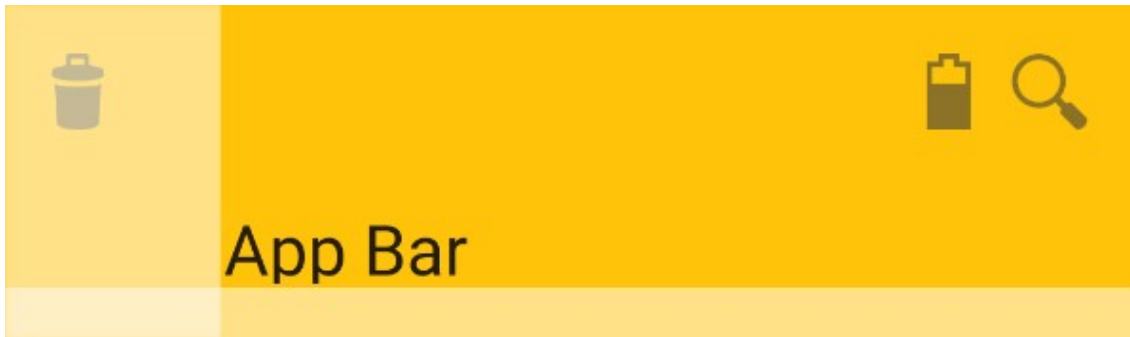
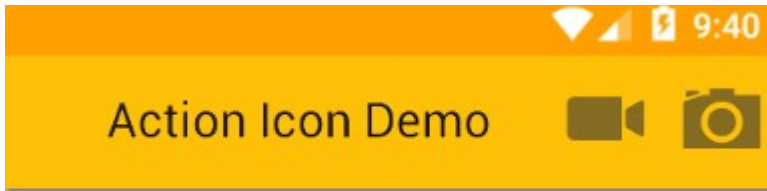
▼  LinearLayout (horizontal)

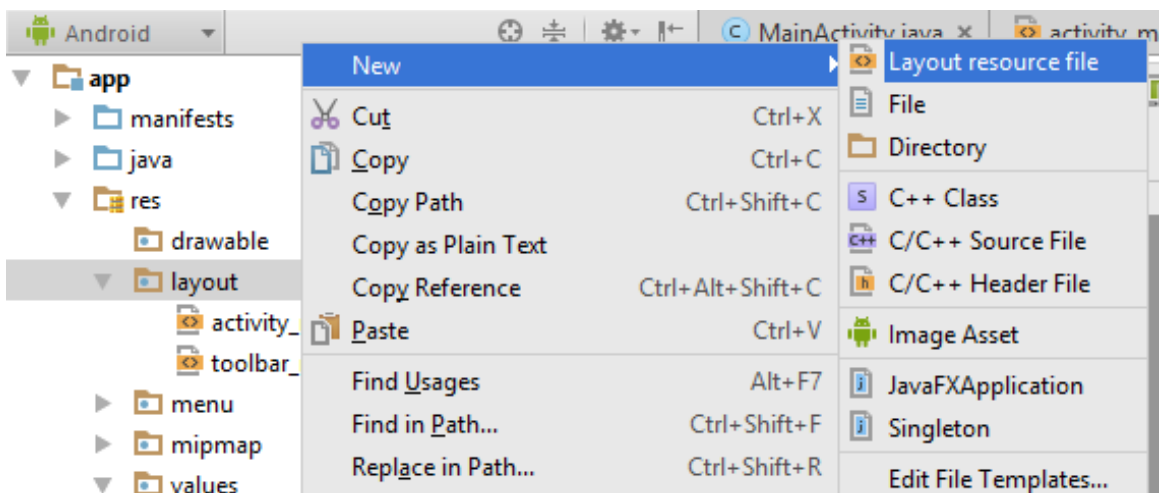
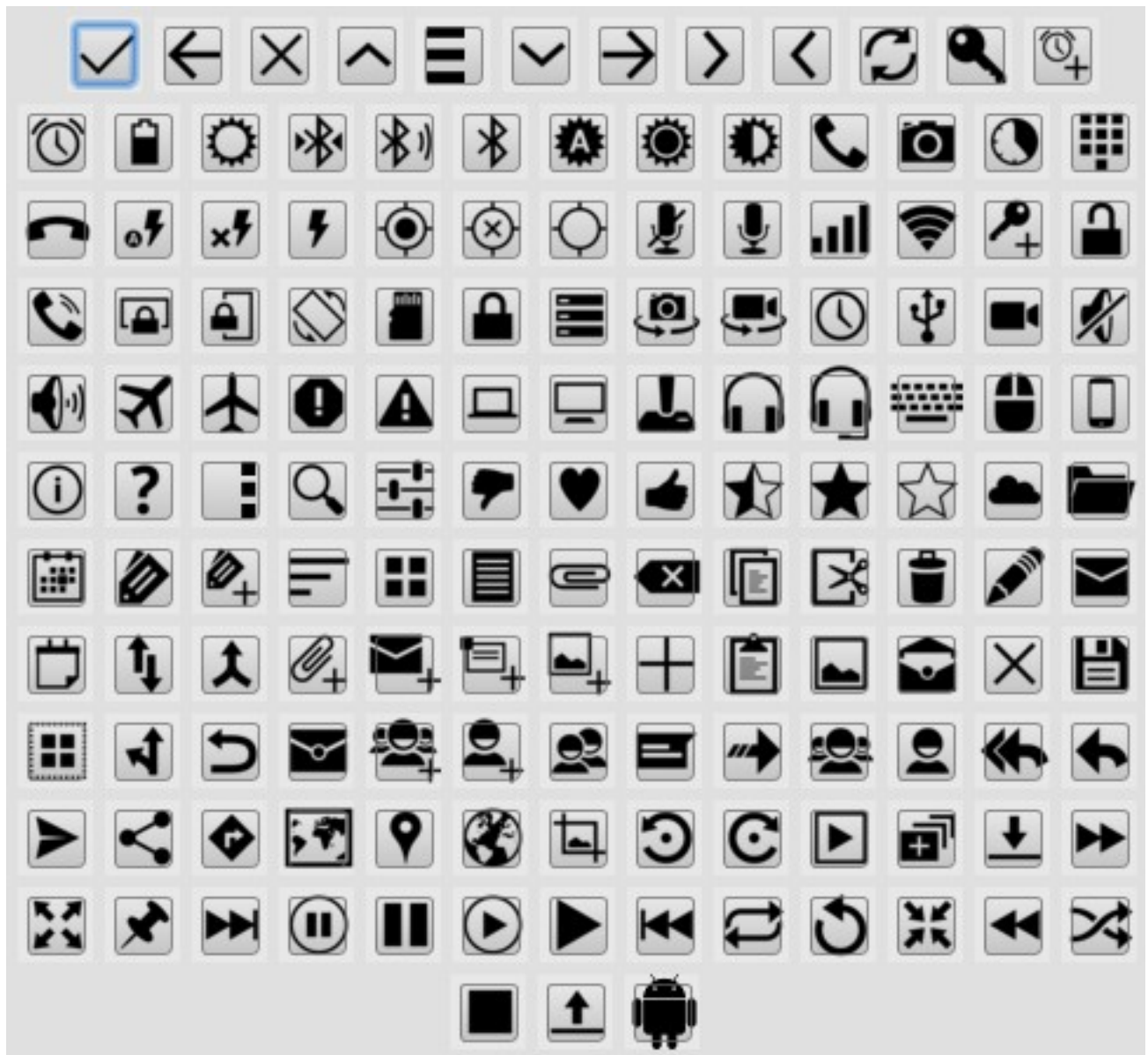
 **text_cancel** (TextView) - @string/cancel

 **text_remove** (TextView) - @string/remove









Amber

500

#FFC107

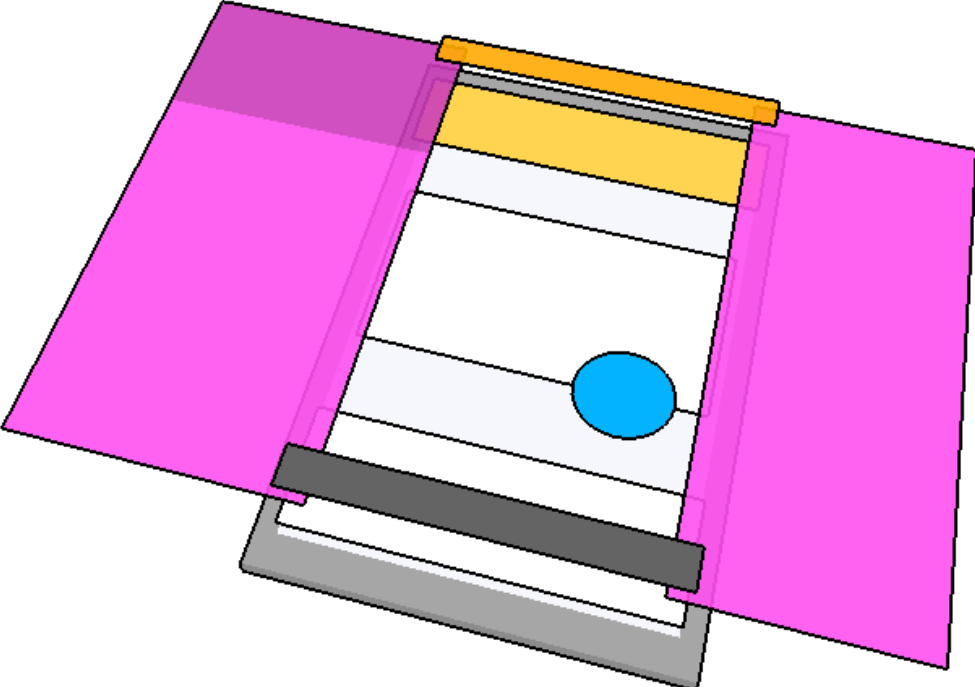
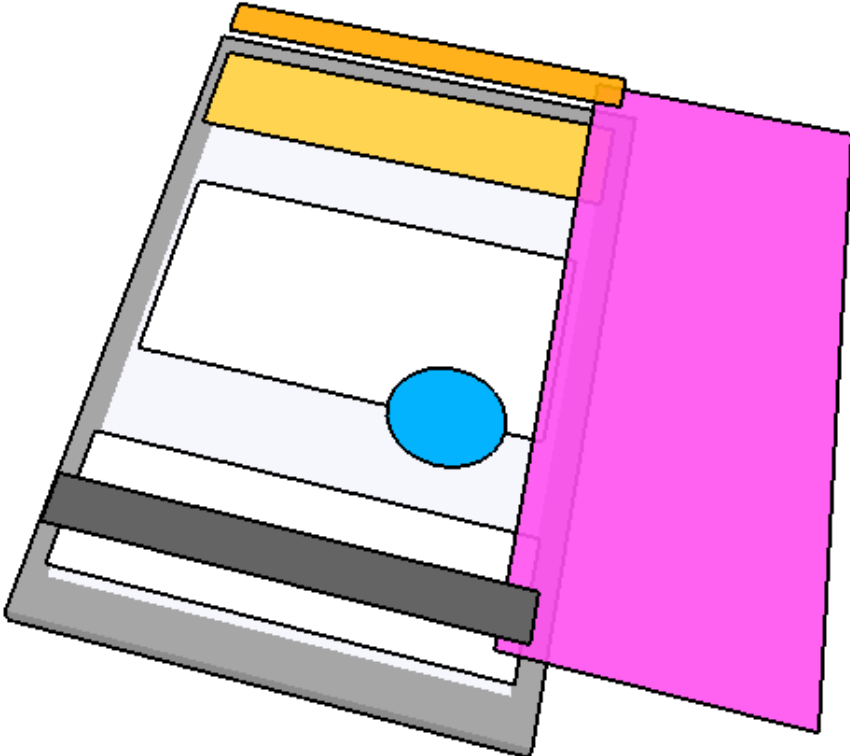
700

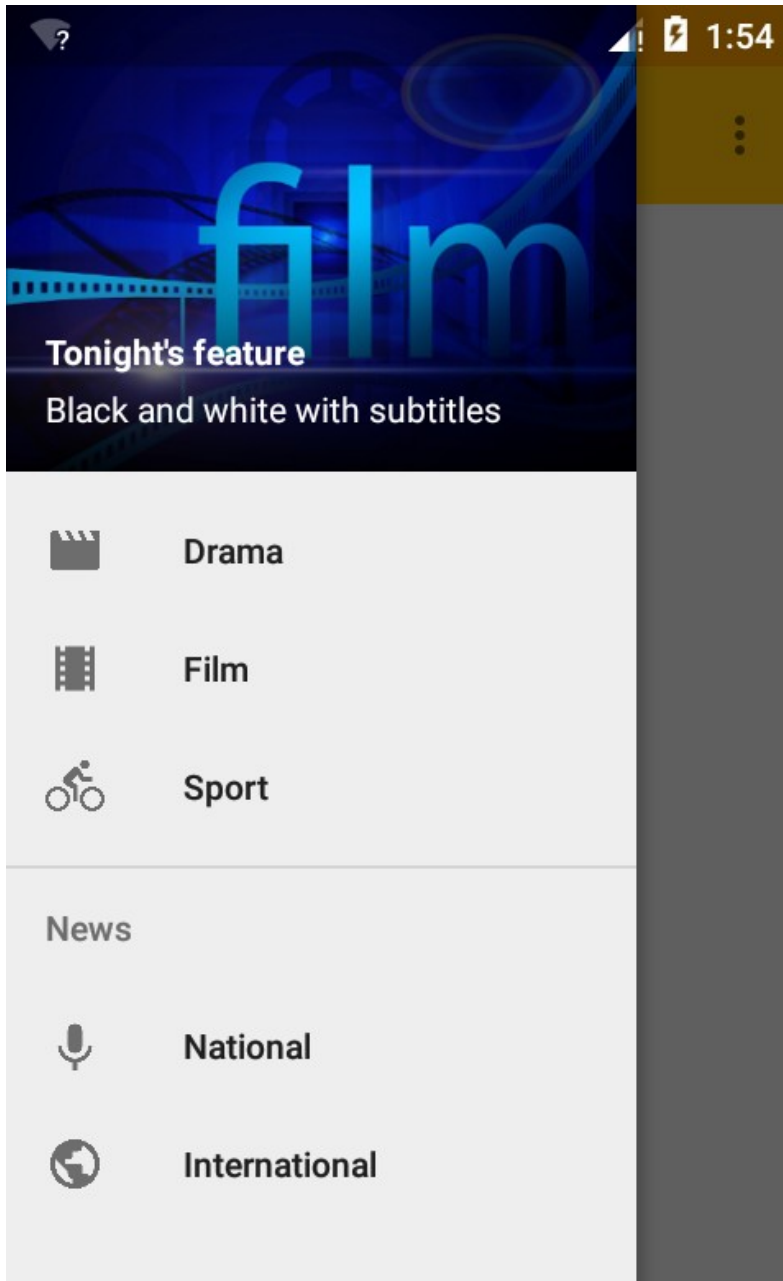
#FFA000

A200

#40C4FF

Chapter 4: Sliding Drawers and Navigation










1:54

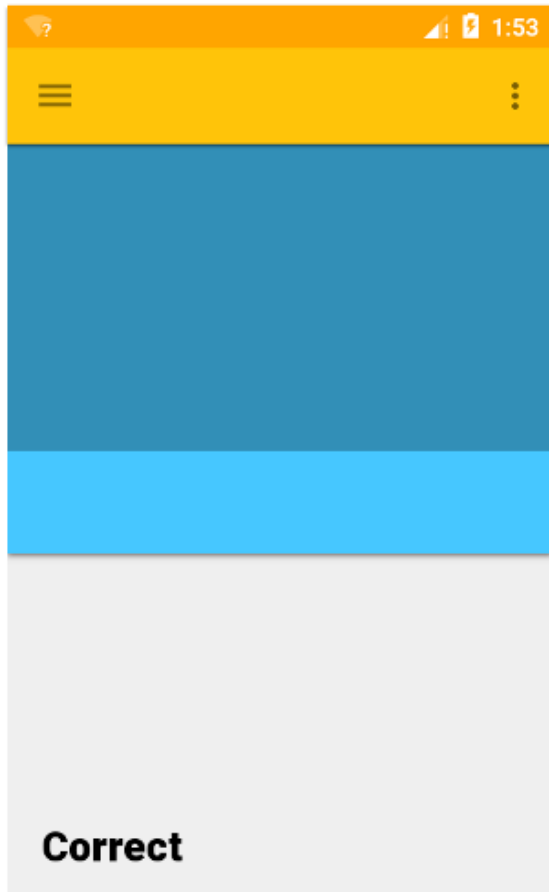


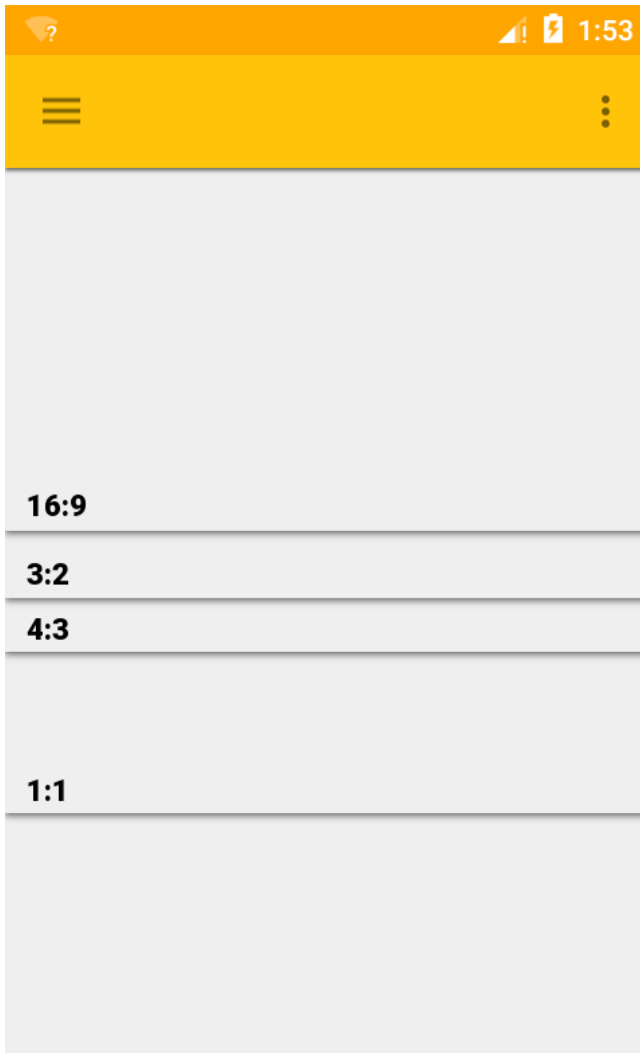
Tonight's feature
Black and white with subtitles

-  **Drama**
-  **Film**
-  **Sport**

News

-  **National**
-  **International**





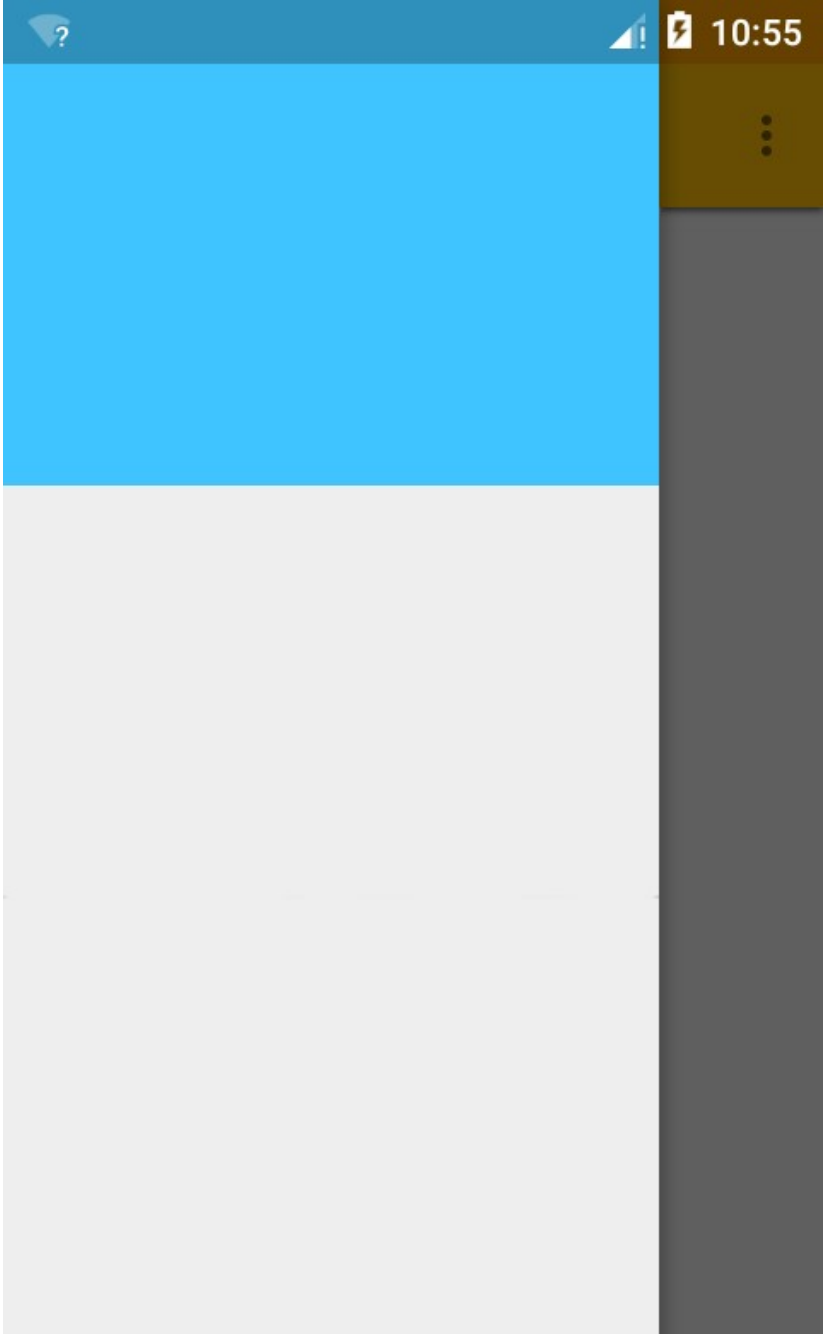
16:9

3:2

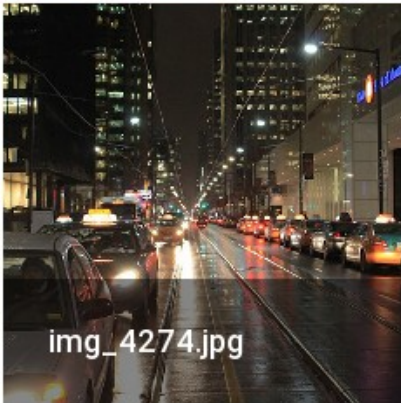
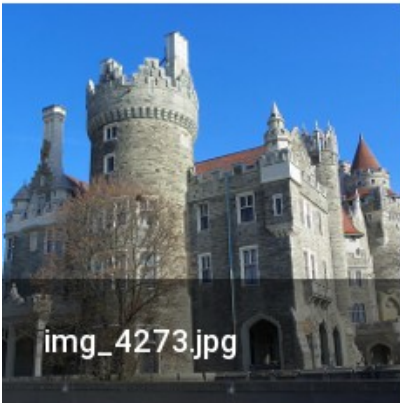
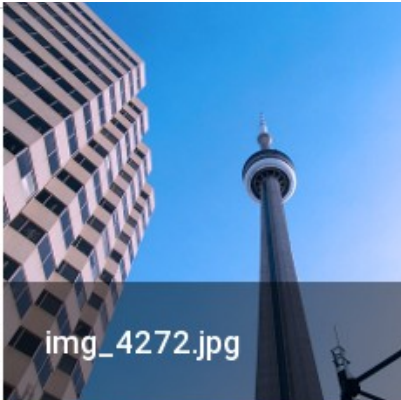
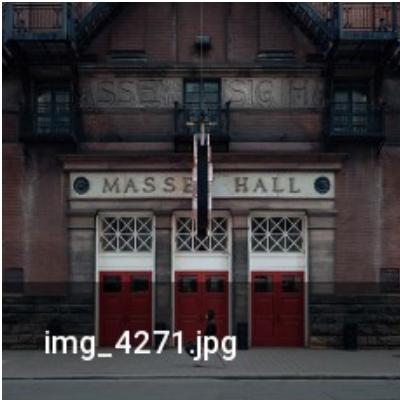
4:3

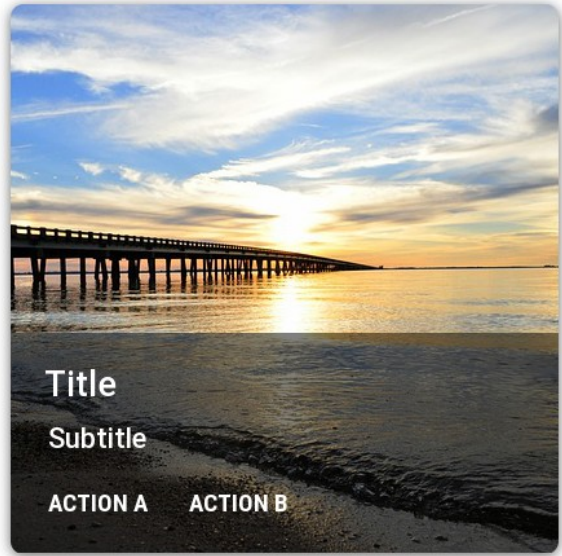
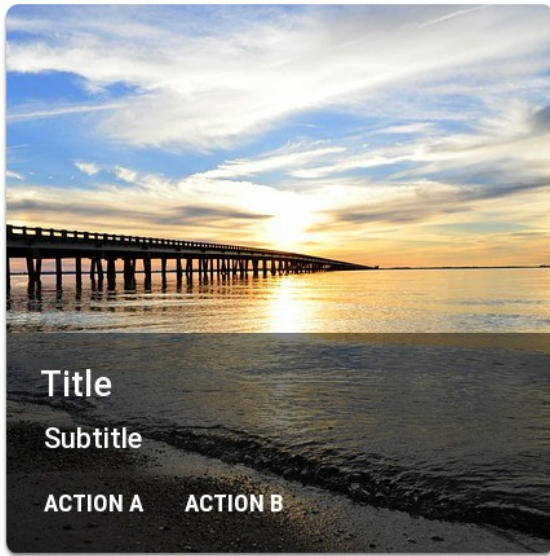
1:1







Chapter 5: Lists, Cards, and Data





 Title
Subtitle



Supporting text. This can be of variable length and also perform the same action as the image

ACTION A **ACTION B**

Contacts



Bill

Currently offline



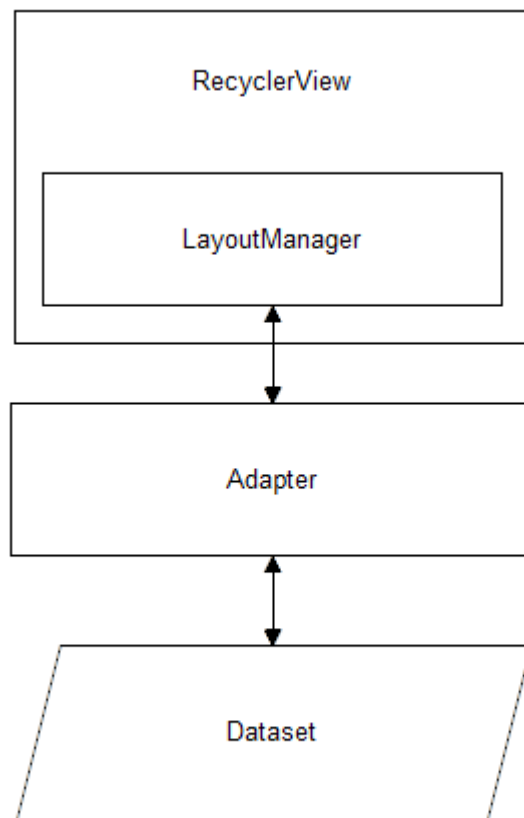
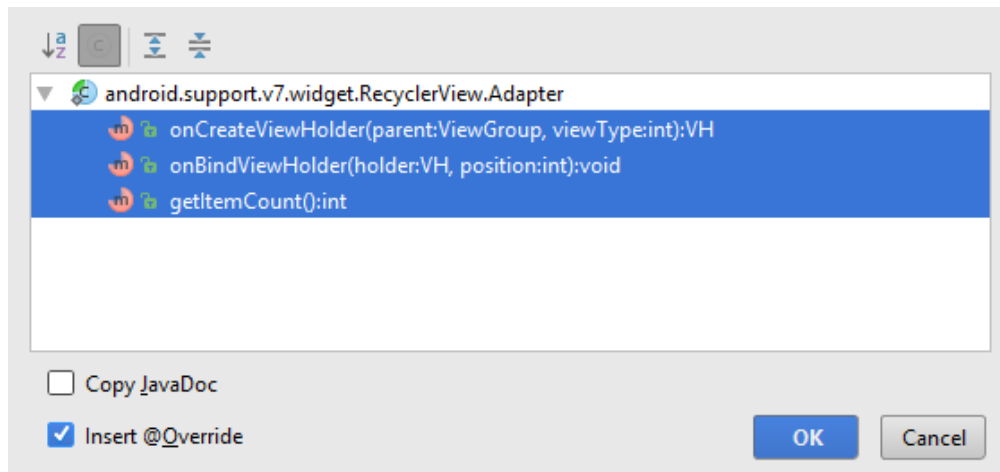
Sally

Currently busy



Janet

Available to chat



Display 1: Regular 34sp

Headline: Regular 24sp

Title: Medium 20sp

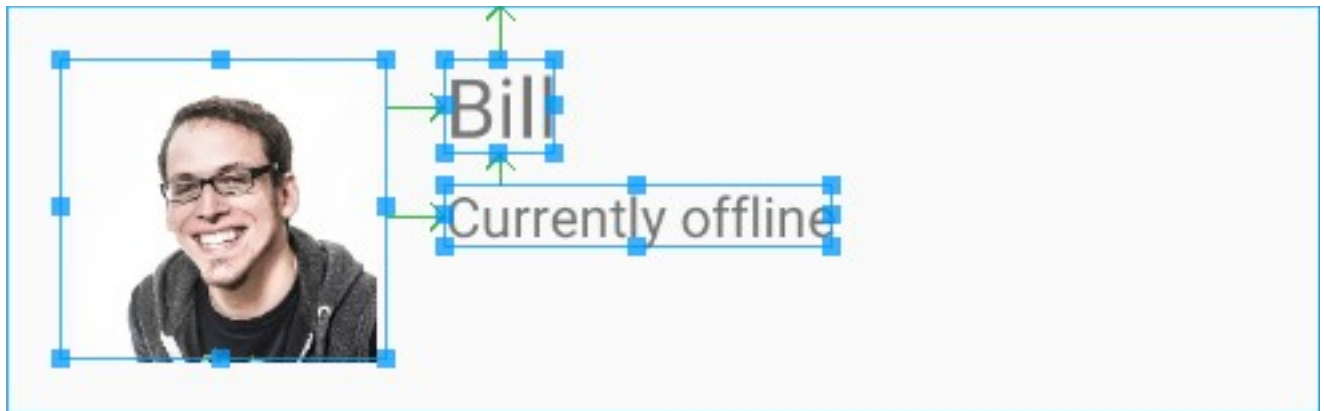
Subhead: Regular 16sp

Body 2: Medium 14sp

Body 1: Regular 14sp

Caption: Regular 12sp

Button: MEDIUM ALL CAPS 14sp





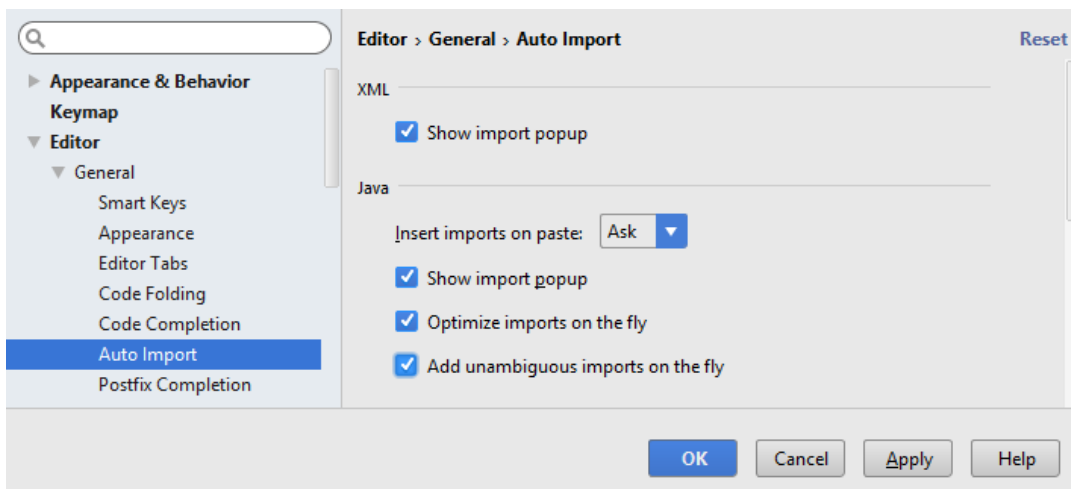
Beach Hotel

Booking now

Family run hotel
Only minutes from the beach

[SHARE](#) [BOOK](#)

Chapter 6: Animations and Transitions





```

<?xml version="1.0" encoding="utf-8"?>
<ripple xmlns:android="http://schemas.android.com/apk/res/android"
    android:color="?android:colorControlHighlight">

    <item android:id="@android:id/mask">
        <shape android:shape="rectangle">
            <solid android:color="?android:colorAccent" />
        </sh
    </item>
</ripple>

```

gradient
corners
padding
size
solid
stroke

Press Ctrl+Space to view tags from other namespaces [π](#)

Bordered ripple



Unbordered ripple

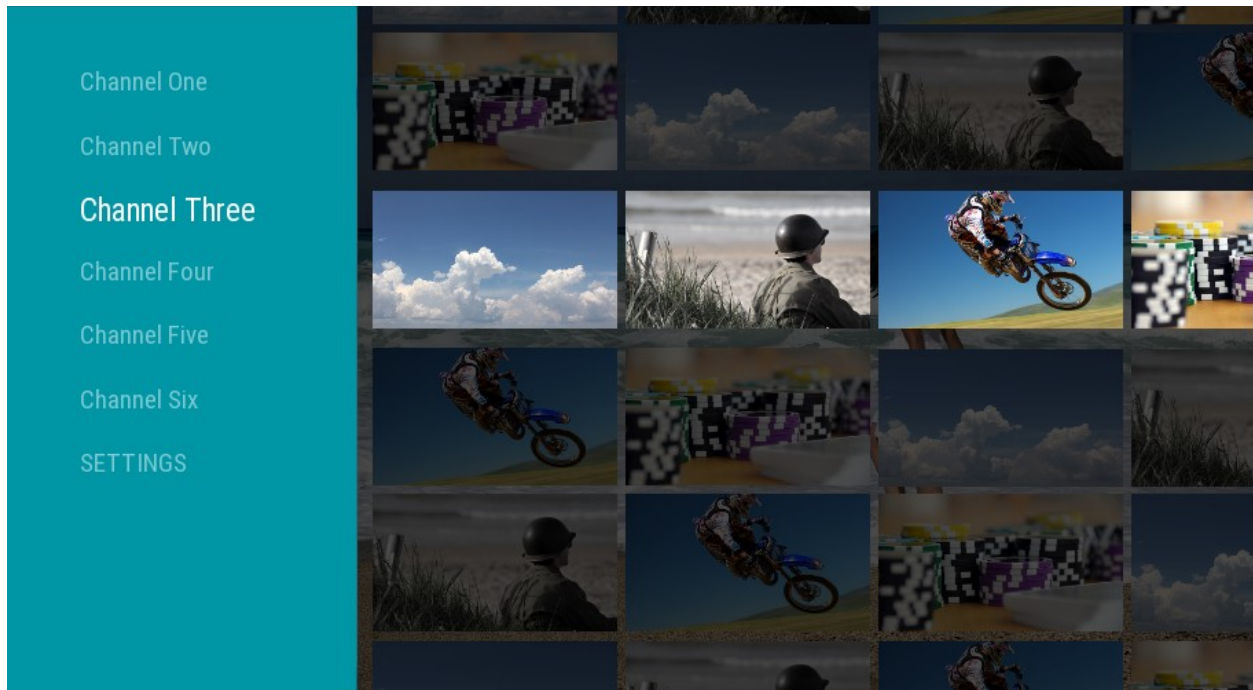




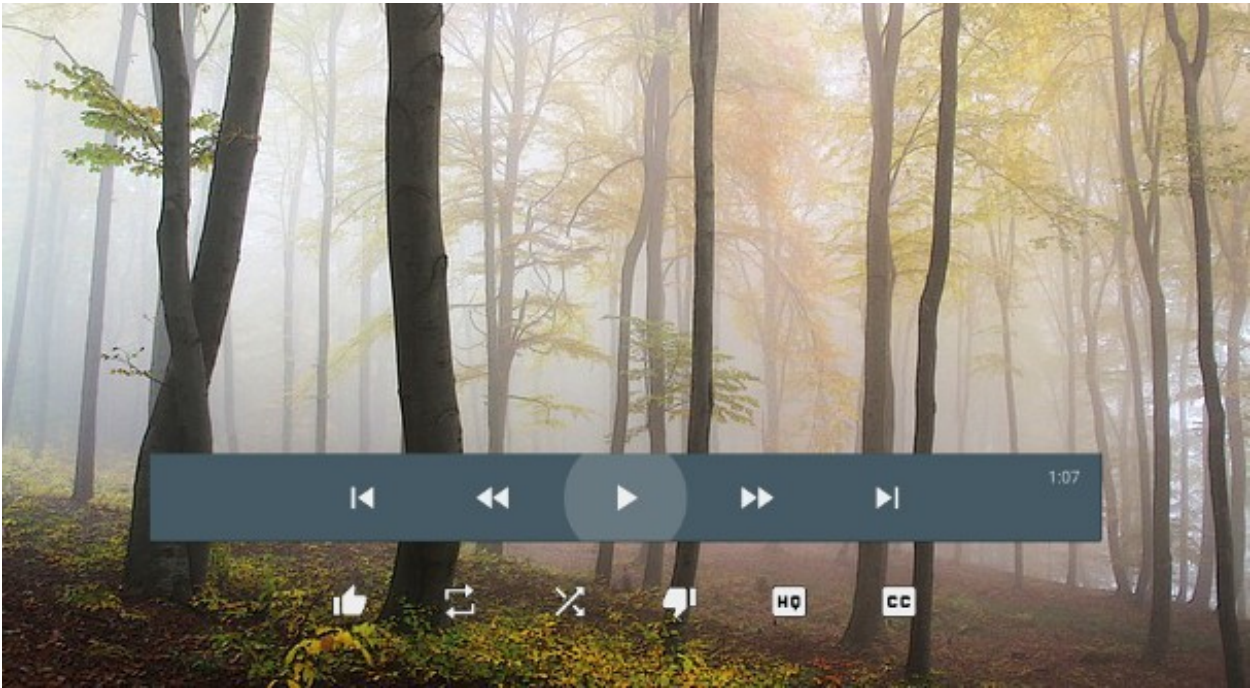
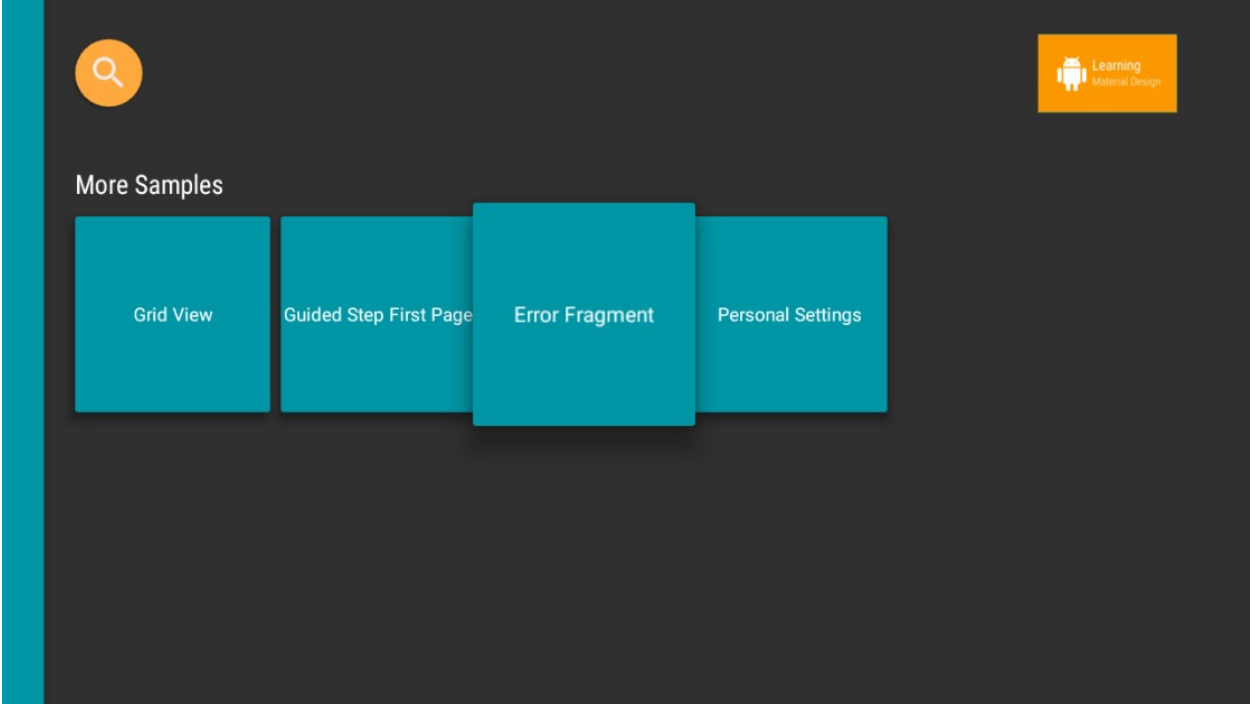
SHARE

SAVE

Chapter 7: Material on Other Devices



Learning
Material Design









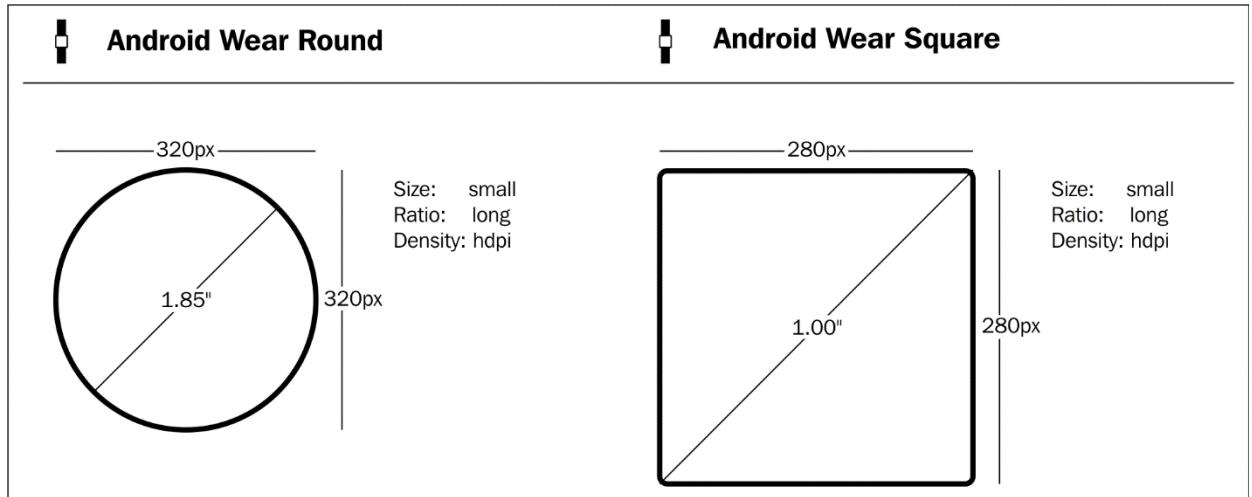
The Movie II

The sequel to The Movie





-  *Android TV Intel x86 Atom System Image*
-  *Android Wear ARM EABI v7a System Image*
-  *Android Wear Intel x86 Atom System Image*
-  *ARM EABI v7a System Image*



Phone and Tablet

Minimum SDK

Lower API levels target more devices, but have fewer features available. By targeting API 21 and later, your app will run on approximately **9.7%** of the devices that are active on the Google Play Store.

[Help me choose](#)

Wear

Minimum SDK

TV

Minimum SDK

Android Auto

Glass (Not Installed)

Minimum SDK

[Download](#)





Title

Content

Chapter 8: Material Web Framework

<p>1.0.4</p> <p>Fe</p> <p>Iron Elements</p> <hr/> <p>Polymer core elements</p>	<p>1.0.5</p> <p>Md</p> <p>Paper Elements</p> <hr/> <p>Material design elements</p>	<p>1.0.1</p> <p>Go</p> <p>Google Web Components</p> <hr/> <p>Components for Google's APIs and services</p>	<p>1.0.1</p> <p>Au</p> <p>Gold Elements</p> <hr/> <p>Ecommerce Elements</p>
<p>1.0.0</p> <p>Ne</p> <p>Neon Elements</p> <hr/> <p>Animation and Special Effects</p>	<p>1.2.0</p> <p>Pt</p> <p>Platinum Elements</p> <hr/> <p>Offline, push, and more</p>	<p>1.0.0</p> <p>Mo</p> <p>Molecules</p> <hr/> <p>Wrappers for third-party libraries</p>	



Postcard


Having a great time
Weather is lovely
Wish you were here xxx

SEND

Twelve columns

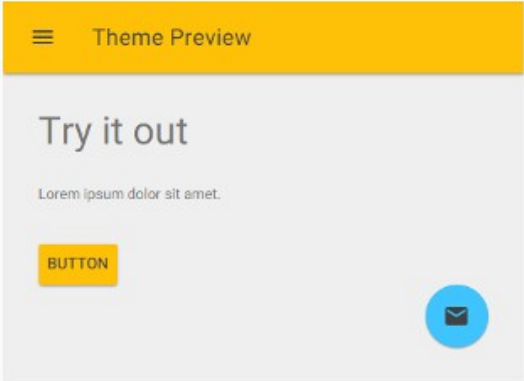
Three columns

Nine columns



Custom CSS theme builder

Click on the color wheel to choose a primary (1) and accent (2) color to preview the theme below. When you've selected a color combination you like, either reference our [hosted CSS](#) or download the CSS by clicking the white button in the middle. You will need to include MDL's JavaScript alongside your customised CSS to get the full experience. This is included in our default Download from the [Getting Started guide](#).







PLAIN BUTTON

 BUTTON WITH ICON

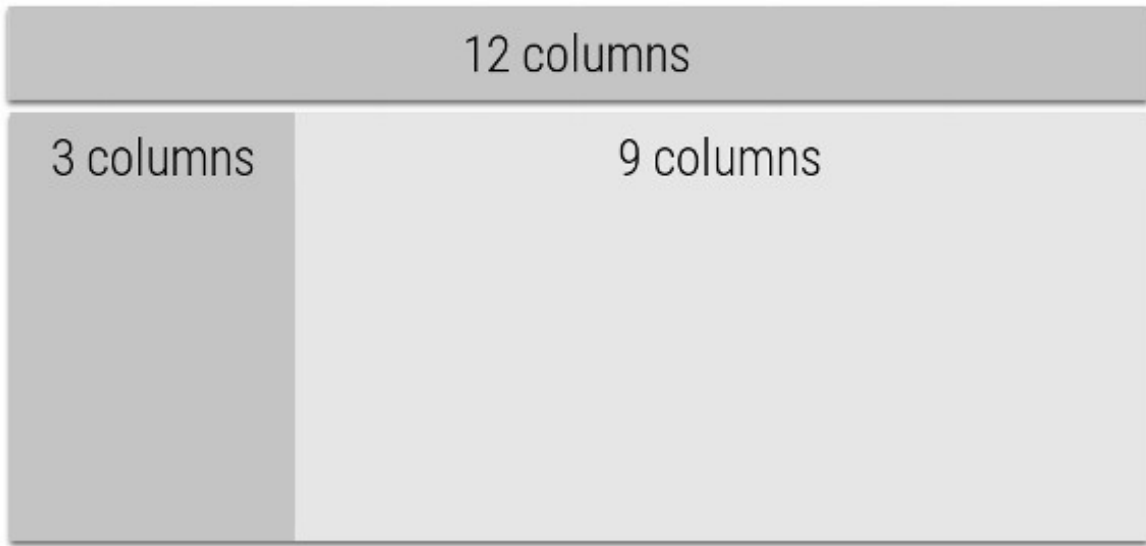
FLAT BUTTON



Postcard

Having a great time.
Weather is lovely.
Wish you were here xxx

[SEND](#) [SAVE](#)



#fff8e1 amber lighten-5	#ffb300 amber darken-1	#ffe57f amber accent-1
#ffecb3 amber lighten-4	#ffa000 amber darken-2	#ffd740 amber accent-2
#ffe082 amber lighten-3	#ff8f00 amber darken-3	#ffc400 amber accent-3
#ffd54f amber lighten-2	#ff6f00 amber darken-4	#ffab00 amber accent-4
#ffca28 amber lighten-1		
#ffc107 amber		

z-depth-1	z-depth-2	z-depth-3	z-depth-4	z-depth-5
-----------	-----------	-----------	-----------	-----------

Materialize Demo

Materialize

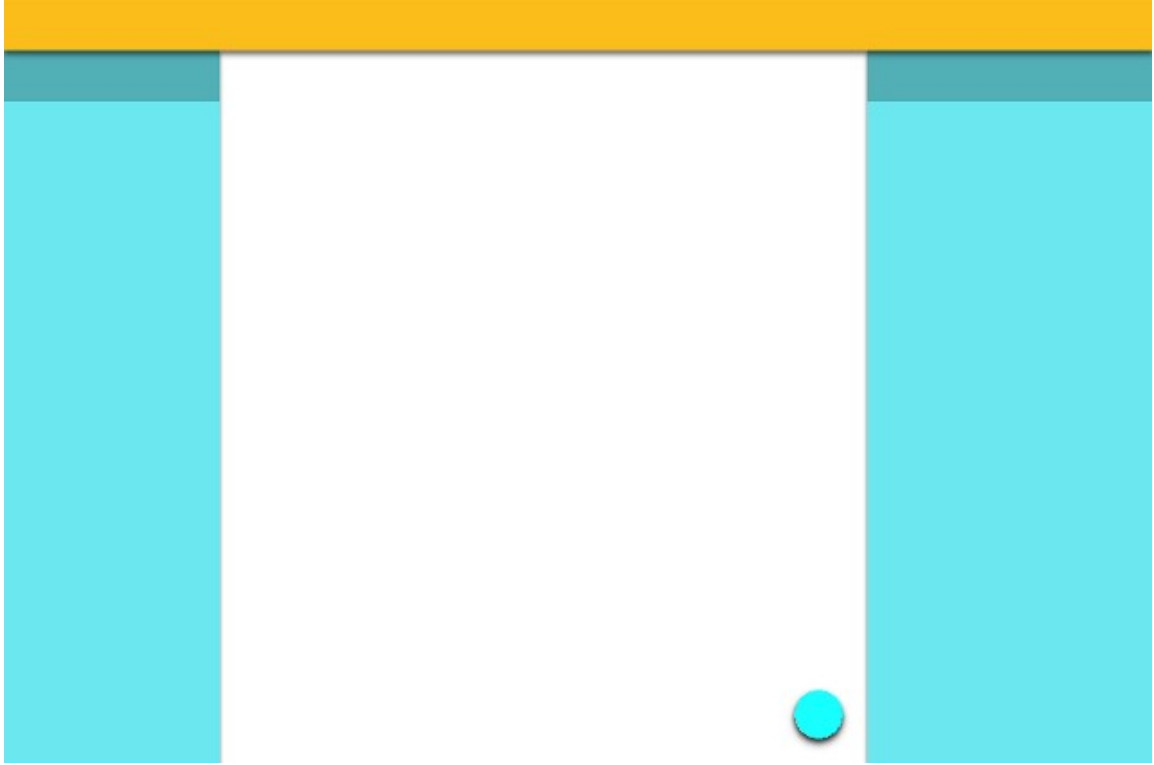
This is the standard version that comes with both the minified and unminified CSS and JavaScript files. This option requires little to no setup. Use this if you are unfamiliar with Sass.

[MATERIALIZE](#) 

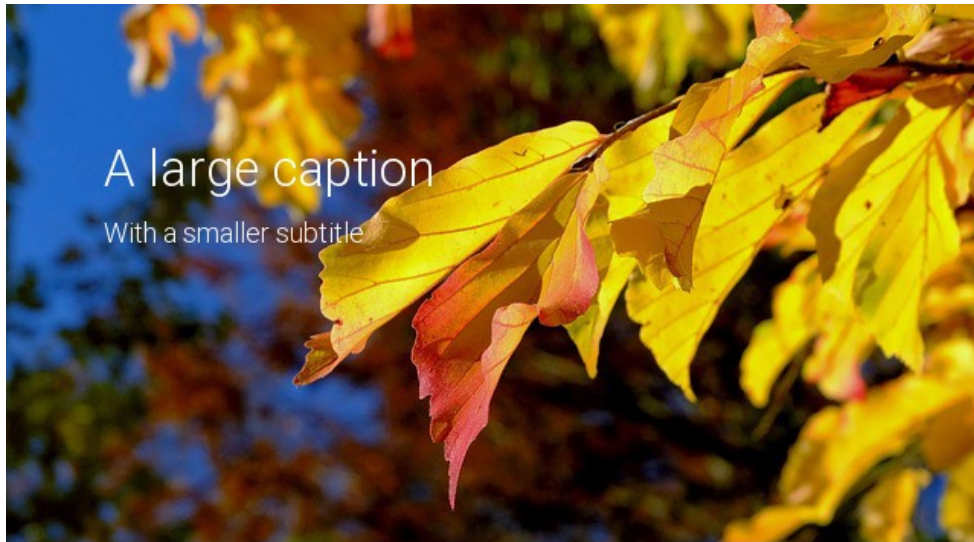
Sass

This version contains the source SCSS files. By choosing this version you have more control over which components to include. You will need a Sass compiler if you choose this option.

[SOURCE](#) 



Chapter 9: The Materialize Framework



MONDAY


TUESDAY


WEDNESDAY

THURSDAY

Tuesday will be cloudy with cold spells
Maximum temperature will be around 5 degrees

Expect showers later

 Monday


 Tuesday

Tuesday will be cloudy with cold spells
Maximum temperature will be around 5 degrees

Expect showers later


 Wednesday

 Monday


 Tuesday

Tuesday will be cloudy with cold spells
Maximum temperature will be around 5 degrees

Expect showers later

 Wednesday

 Monday

 Tuesday

 Wednesday

Place of birth

Place of birth

Lond

Android Studio

Materialize

MDL

Learning Material Design

Adam

Betty

1 new

Carl

3

Deborah

Android versions

Jellybean

Kit-kat

Lollipop

Marshmallow

Chapter 10: Material Design Lite

Item	Weight	Price
Tea (loose leaf)	250g	\$3.99
Coffee (ground)	500g	\$4.25
Chocolate (drinking)	1kg	\$7.95

Your address

Telephone number...

Telephone number...

|

Telephone number...

abc


This is not a number!

Enter text here...

Enter text here...

Enter text here...
Here is some text



 find me

