

Important Update: Must read before you proceed!

In this course, I used Android Studio version **3.1.4** which was the latest version when I created this course. The current version is **3.4.1** released in May 2019.

Here are some minor actions you need to take only in two lectures related to designing the XML Layout, if you're using the latest version of Android Studio, to follow along with the course. Rest of the code, including Java, works just fine as before.

1. Section 2, lecture titled "Create the Project in Android Studio":

a) While dragging the ImageButton we used to see two green zigzag lines, with a green rectangle at the center, indicating it's the center of the layout. In the latest Android Studio, we don't get these indications while working with RelativeLayout. We can easily solve this issue by writing just two lines inside ImageButton (which used to be auto-generated):

```
android:layout_centerHorizontal="true"
```

```
android:layout_centerVertical="true"
```

b) Previously, TextView could be dropped just below the ImageButton. Now, if you try to drag and drop a TextView below the ImageButton, it will automatically be placed at the top-left of the layout. Now, the solution is already given in the video. Just add this line inside TextView:

```
android:layout_centerHorizontal="true"
```

c) Inside StartGame class, if you override onCreate() in latest Android Studio, you'll see an optional Annotation (@androidx.annotation.Nullable) in the parameter. Just remove that since it's not required.

2. Section 6, lecture titled "Design GameOver screen":

a) While designing the game_over.xml add these 3 lines for the left button (Restart) which used to be auto-generated:

```
android:layout_alignParentLeft="true"
```

android:layout_alignParentStart="true"

android:layout_alignParentTop="true"

and,

b) For the right button (Exit):

android:layout_alignParentEnd="true"

android:layout_alignParentRight="true"

android:layout_alignParentTop="true"

c) For LinearLayout(vertical) add these lines:

android:layout_centerHorizontal="true"

android:layout_centerVertical="true"

d) In Android Studio 3.4.1, ImageView can be dragged from "Common" or "Widgets" group under Palette. Now, the name of the "Properties" window is "Attributes".

That's it. Hope that helps. Happy learning!



Author

Sandip Bhattacharya

Programmer | YouTuber | Online Course Creator | Entrepreneur at
SandipBhattacharya.com

Email: sandip.bhattacharya16@gmail.com