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InvalidLayerHasOverlappingRendering (boolean hasOverlappingRendering) sets the behavior for overlapping visualization for this view (see hasOverlappingRendering) for more information about this behavior. InvalidForLayout () Makes this view be laid out during the next layout pass. static int generateViewId () Create a value that is appropriate for use in setId (). CharSequence getAccessibilityClassName () Return the name of the class of the object, which will be used for availability. View.AccessibilityDelegate getAccessibilityDelegate () returns delegates to implement accessibility support through the track. int getAccessibilityLiveRegion () Gets live region mode for this performance. AccessibilityNodeProvider getAccessibilityNodeProvider () receives a provider to manage the virtual hierarchy of views based on this view, and is reported to AccessibilityServices, which study the contents of the window. CharSequence getAccessibilityPaneTitle () Get the name of the panel for availability purposes. int getAccessibilityTraversalAfter () Receives the view ID, after which one is visited bypassing availability. int getAccessibilityTraversalBefore () Receives a view ID, before which this one is bypassing availability. getAlpha () The opacity of the species. Animation () Get the animation is being associated with this view. The matrix getAnimationMatrix () Return of the current view conversion matrix. IBinder getApplicationWindowToken () Return a unique token that identifies the real top-level window window to which this view is attached. int getAttributeResourceStack (int attribute) Returns an orderly list of resource identifiers that are available when you allow the attributes to be allowed to be presented. The integer's integer, Integer.getInteger () Returns the display of the attribute resource ID to the resource source ID where the attribute is located. int getAutoFillValue () Returns the current value of the auto-filled view. Drawable getBackground () Receives the background drawable BlendMode getBackgroundTintBlendMode () Return mix mode to use to apply hue on the background drawable if stated. ColorStateList getBackgroundTintList () Return the shade applied to the drawable background if indicated. PorterDuff.Mode getBackgroundTintMode () Return the mixing mode used to apply the shadow on the background drawing, if specified. int getBaseline () Return the link of the text base line of the widget from the top of the widget boundary. The clip int getBottom () The lower position of this view in relation to his parent. the float getBottomFadingEdgeStrength () Returns strength, or intensity, of the bottom faded edge. int getBottomMarriedOffset (int amount) by which the lower fading area is lengthened. the CameraDistance float gets a distance along the x axis from the camera to this species. boolean getClipBounds (Rect outRect) fills the output rectangle with the boundaries of the view clip, returning to true if successful or false if the boundaries of the view clip are invalid. Rect getClipBounds () Returns a copy of the current Bounds clip. The final boolean getClipToOutline () Returns whether outline should be used to clip the contents of the view. The final ContentCaptureSession getContentCaptureSession () Gets the session used to notify content capture events. CharSequence getContentDescription () Returns the description of view content. The final context getContext () returns the context in which the view works, through which it can access the current topic, resources, etc. ContextMenu.ContextMenuInfo getContextMenuInfo () Views should implement this if they have additional information to link to the context menu. The final boolean isClickable () Returns true if the view is clickable. boolean isClickableForAccessibility () Returns true if the view is clickable for accessibility. boolean isClickableForAccessibility () Returns true if the view is clickable for accessibility. boolean isClickableForAccessibility () Returns true if the view is clickable for accessibility. Return of an array of resource ID data of drawing states representing the current state of view. Bitmap getDrawingCache () This method is a method of integer deprecated in API level 28. The view drawing cache is largely out of date with the introduction of hardware accelerated visualization in API 11. When hardware accelerates, the intermediate layers of the cache are largely unnecessary and can easily result in a net loss of performance due to the cost of creating and updating the layer. In the rare cases where layer caching is useful, for example, for alpha animation, setLayerType (int, android.graphics.Paint) handles this with hardware visualization. For software images of a small part of the view hierarchy or individual views, it's a good idea to create

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