



Article published on November 28th 2011 | [Web Design](#)

Day by day the Android phones are becoming omnipresent. This is not only because of size of the phone but also its advanced featured which can be enhanced by the user if the user is not satisfied with it. The number of Android phones users that try to have accesses to the internet is swelling very quickly. The businesses are now asking the designers to develop applications that suit the Android phone device. The Android phone devices have different display sizes and the screen densities also differ. These two are the prime considerations when we have to understand the hardware side of the Android smart phones.

Let us first consider the display sizes.

The first device that was equipped with the Android was T Mobile G1. This device had a HVGA (half-size video graphics array) screen that measured 320 x 480 pixels. This sort of display size is very common for the Android phones and now this is even seen in the iPhone 3 GS, 3G and 2 G.

The diagonal length of the screen from the right side corner at the bottom to the left side corner at the top is regarded by Android as the physical screen size. The Android has segregated this physical size of the screen into small, normal, large and xlarge sizes. The Android considers the 380 x 480 as normal screen size. The tablets have the xlarge display size. The two most screen sizes in the Android are 3.7 inches, 480x800, 252 DPI and 3.2 inches 320x480,180DPI. Most of the famous Android smart phones feature high density (HD) displays with Wide Video Graphics Array 800+ x 480 pixels.

The different type of display sizes can make any designer feel a bit uncomfortable just because sooner or later some prospective client may demand for a single display size that suits all types of layouts. If the designer were to design individually for all the different display sizes it would be a lot of work for the designer. There is a smart way to satisfy these types of client demands too. Consider the 320x533 physical pixels as the standard and create a set of layout for this and then create customized layouts for the other display sizes. This can make the task of the designer a bit easy.

The difference in the display sizes can create more laborious work for the developer and the designer. Changes have to be brought to the baseline layout in cases of larger smart phone devices like HTC Evo and Motorola Droid. These sorts of devices have a physical screen size that is much larger in comparison to others.

Thus if the designer wants the Android mobile application to be completely compatible with the Android phone then the physical display size should be his/her prime concern.

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Article Keywords:

Android Application Development, Mobile Application Development, Android App Development

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