Five classes:
- **ClsUltimateListView**.bas (the main class); *
- **ClsBitmapProcessor**.bas (a class to rescale and rotate bitmaps);
- **ClsExplorerForULV**.bas (a class to create a file explorer dialog);
- **ClsScrollPanelForULV**.bas (a class to add a fast scroll panel to the UltimateListView); *
- **ClsTableForULV**.bas (a class to transform a list into a table, with cells and selectable rows).

Six libraries:
- **BitmapPlus** (a library used by the classes ClsBitmapProcessor and ClsExplorerForULV to perform operations on bitmaps);
- **Cache** (a library providing a memory cache for bitmaps and a disk cache for bitmaps and data); *
- **CallSubExtended** (a library extending the CallSub function and allowing to run asynchronously a B4A sub); *
- **MediaBrowser** (a library listing the media content of the MediaStore; only used in the examples);
- **ScrollView2D** (a library providing a ScrollView that can scroll in the two directions); *
- **ULV_Utils** (a library used internally by the class ClsUltimateListView). *

* These classes and libraries are the minimal requirements to add an UltimateListView to your project. The Reflection library, not provided but freely available here, is also needed.

Six demo projects:
- **Demo_CSVTable**.b4a (a table with a fixed row, getting its data from a CSV file; it demonstrates how to edit data and how to display the first letter of the visible data when the fast scroll panel is moved);
- **Demo_DBTable**.b4a (a table with a fixed row, getting its data from a SQLite database; it demonstrates how to add a header and a footer, how to implement a sort function and how to select/unselect rows);
- **Demo_Explorer**.b4a (a file explorer demonstrating how to use ClsExplorerForULV);
- **Demo_FixedCol**.b4a (a table with a fixed column, demonstrating the functions InsertItemAt, MoveItem, RemoveItemAt and ReplaceItemLayoutAt);
- **Demo_Gallery**.b4a (a gallery displaying the images stored on your device; it demonstrates how to load images asynchronously, how to process the loaded bitmaps with ClsBitmapProcessor and how to replace items when clicked to show a bigger image);
- **Demo_Gallery2**.b4a (another gallery, with a different sort order and a different image layout; it demonstrates how to extend items).