

MOBILE APPLICATION & DEVELOPMENT ASSIGNMENT

EX-07 TELEPHONY SERVICES

AIM:

To implement an application to get Telephony services.

PROCEDURE:

Step 1: Create a New Project

- Open Android Studio → Click New Project → Enter project name (e.g., *TelephonyApp*).
- Select minimum SDK (for example, API 21 or higher) → Click Next → Choose Empty Activity → Click Finish.

Step 2: Add Required Permissions

- Open the AndroidManifest.xml file.
- Add permissions to access phone state and network information, like READ_PHONE_STATE, READ_PHONE_NUMBERS, and ACCESS_NETWORK_STATE.

Step 3: Design the User Interface

- Open activity_main.xml.
- Add a Button (to fetch details) and a TextView (to display the telephony information).

Step 4: Initialize Telephony Services

- In MainActivity.kt, initialize the TelephonyManager service.
- Set up the button so that when clicked, it fetches device information like:
 - Mobile number,
 - Network operator name,
 - SIM operator,
 - IMEI number.

Step 5: Handle Runtime Permissions

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- For devices running Android 6.0 (Marshmallow) and above, ask for permissions during runtime.
- Ensure permission is granted before trying to access telephony data.

Step 6: Display the Information

- Once the button is clicked and permission is granted, display the collected telephony information inside the TextView.

Step 7: Run the Application

- You can run the app either on a real device (recommended) or emulator (limited info in emulator).

CODE:

AndroidManifest.xml :

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="com.example.telephonyapp">
```

```
    <uses-permission
android:name="android.permission.ACCESS_FINE_LOCATION"/>
```

```
    <uses-permission
android:name="android.permission.READ_PHONE_STATE"/>
```

```
    <uses-permission
android:name="android.permission.ACCESS_COARSE_LOCATION"/>
```

```
    <application android:allowBackup="true" android:label="Telephony &
Location Info" android:theme="@style/Theme.AppCompat.DayNight">
```

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```
<activity android:name=".MainActivity" android:exported="true">
    <intent-filter>
        <action android:name="android.intent.action.MAIN"/>
        <category android:name="android.intent.category.LAUNCHER"/>
    </intent-filter>
</activity>
</application>
</manifest>
```

Activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<ScrollView xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <LinearLayout
        android:orientation="vertical"
        android:padding="20dp"
        android:layout_width="match_parent"
        android:layout_height="wrap_content">

        <TextView
            android:id="@+id/tvTelephonyInfo"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="Telephony Information"
            android:textStyle="bold"
```

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```
android:textSize="18sp"  
android:layout_marginBottom="10dp"/>
```

```
<TextView  
    android:id="@+id/tvLocation"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:text="Location Details"  
    android:textStyle="bold"  
    android:textSize="18sp"  
    android:layout_marginTop="10dp"/>
```

```
<TextView  
    android:id="@+id/tvAddress"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:text="Address Information"  
    android:textStyle="bold"  
    android:textSize="18sp"  
    android:layout_marginTop="10dp"/>
```

```
<Button  
    android:id="@+id/btnFetch"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:text="Fetch Info"
```

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```
android:layout_marginTop="20dp"/>
```

```
</LinearLayout>
```

```
</ScrollView>
```

MainActivity.kt :

```
package com.example.telephonyapp
```

```
import android.Manifest
```

```
import android.content.pm.PackageManager
```

```
import android.location.Geocoder
```

```
import android.location.Location
```

```
import android.location.LocationManager
```

```
import android.os.Bundle
```

```
import android.telephony.TelephonyManager
```

```
import android.widget.Button
```

```
import android.widget.TextView
```

```
import androidx.appcompat.app.AppCompatActivity
```

```
import androidx.core.app.ActivityCompat
```

```
import java.util.*
```

```
class MainActivity : AppCompatActivity() {
```

```
    private lateinit var tvTelephonyInfo: TextView
```

```
    private lateinit var tvLocation: TextView
```

```
    private lateinit var tvAddress: TextView
```

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```
private lateinit var btnFetch: Button

private val LOCATION_PERMISSION = 101

private lateinit var locationManager: LocationManager

override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)

    tvTelephonyInfo = findViewById(R.id.tvTelephonyInfo)
    tvLocation = findViewById(R.id.tvLocation)
    tvAddress = findViewById(R.id.tvAddress)
    btnFetch = findViewById(R.id.btnFetch)

    btnFetch.setOnClickListener {
        if (checkPermissions()) {
            displayTelephonyInfo()
            fetchLocation()
        } else {
            requestPermissions()
        }
    }
}

private fun checkPermissions(): Boolean {
    return ActivityCompat.checkSelfPermission(this,
Manifest.permission.ACCESS_FINE_LOCATION) ==
PackageManager.PERMISSION_GRANTED &&
```

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```
        ActivityCompat.checkSelfPermission(this,
Manifest.permission.READ_PHONE_STATE) ==
PackageManager.PERMISSION_GRANTED
    }
```

```
private fun requestPermissions() {
    ActivityCompat.requestPermissions(this,
        arrayOf(Manifest.permission.ACCESS_FINE_LOCATION,
Manifest.permission.READ_PHONE_STATE),
        LOCATION_PERMISSION)
}
```

```
override fun onRequestPermissionsResult(requestCode: Int, permissions:
Array<out String>, grantResults: IntArray) {
    if (requestCode == LOCATION_PERMISSION &&
grantResults.isNotEmpty() && grantResults[0] ==
PackageManager.PERMISSION_GRANTED) {
        displayTelephonyInfo()
        fetchLocation()
    } else {
        tvTelephonyInfo.text = "Permission Denied"
        tvLocation.text = "Permission Denied"
    }
}
```

```
private fun displayTelephonyInfo() {
    val telephonyManager = getSystemService(TELEPHONY_SERVICE) as
TelephonyManager
```

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```
val info = ""

    Network Operator: ${telephonyManager.networkOperatorName}
    SIM Country: ${telephonyManager.simCountryIso}
    SIM Operator: ${telephonyManager.simOperatorName}
    Phone Type: ${when (telephonyManager.phoneType) {
        TelephonyManager.PHONE_TYPE_GSM -> "GSM"
        TelephonyManager.PHONE_TYPE_CDMA -> "CDMA"
        else -> "Unknown"
    }}
"".trimIndent()

tvTelephonyInfo.text = info
}

private fun fetchLocation() {
    locationManager = getSystemService(LOCATION_SERVICE) as
    LocationManager

    if (ActivityCompat.checkSelfPermission(this,
    Manifest.permission.ACCESS_FINE_LOCATION) !=
    PackageManager.PERMISSION_GRANTED) return

    val location: Location? =
    locationManager.getLastKnownLocation(LocationManager.GPS_PROVIDER)
    ?:
    locationManager.getLastKnownLocation(LocationManager.NETWORK_PROVID
    ER)
```


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```
if (location != null) {
    val lat = location.latitude
    val lon = location.longitude
    tvLocation.text = "Latitude: $lat\nLongitude: $lon"
    getAddress(lat, lon)
} else {
    tvLocation.text = "Unable to get location."
}
}

private fun getAddress(lat: Double, lon: Double) {
    val geocoder = Geocoder(this, Locale.getDefault())
    try {
        val addressList = geocoder.getFromLocation(lat, lon, 1)
        if (!addressList.isNullOrEmpty()) {
            val address = addressList[0]
            val fullAddress = address.getAddressLine(0)

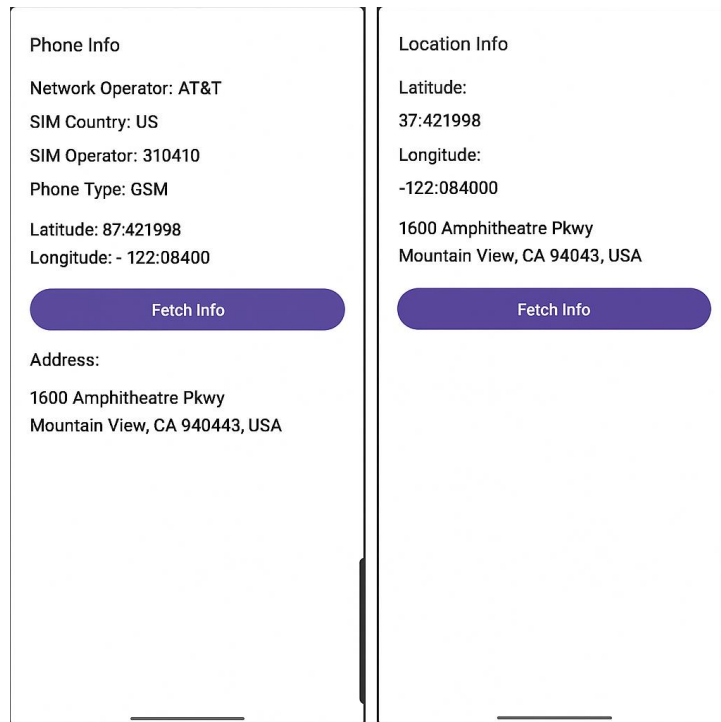
            tvAddress.text = "Address:\n$fullAddress"
        } else {
            tvAddress.text = "Unable to get address."
        }
    } catch (e: Exception) {
        e.printStackTrace()
        tvAddress.text = "Geocoder error: ${e.localizedMessage}"
    }
}
```

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```
}  
  
}  
  
}
```

OUTPUT IMAGE:



RESULT:

The application has been successfully developed using Kotlin and android studio.