

Java Code for Fibonacci App

```
package com.example.myapplication;

import android.os.Bundle;

import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity {

    TextView textView;
    Button button;
    EditText editText;

    String fib = "";
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        textView = findViewById(R.id.result);
        button = findViewById(R.id.button);
        editText = findViewById(R.id.edit);
    }
}
```

```

button.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        fib = "";
        String text = editText.getText().toString();

        int num = Integer.parseInt(text);

        loop(num);
    }
});
}

```

```

void loop(int a) {

    for (int i = 0; i <= a; i++) {
        long b = fibonacciOne(i);
        fib = fib + b + ",";
    }

    textView.setText(fib);
}

```

```

public long fibonacciOne(int n) {
    if (n <= 1)
        return n;
    long prev1 = 0;
    long prev2 = 1;
    long fib = 0;
    for (int i = 2; i <= n; i++) {

```

```
        fib = prev1 + prev2;  
        prev1 = prev2;  
        prev2 = fib;  
    }  
    return fib;  
}  
}
```