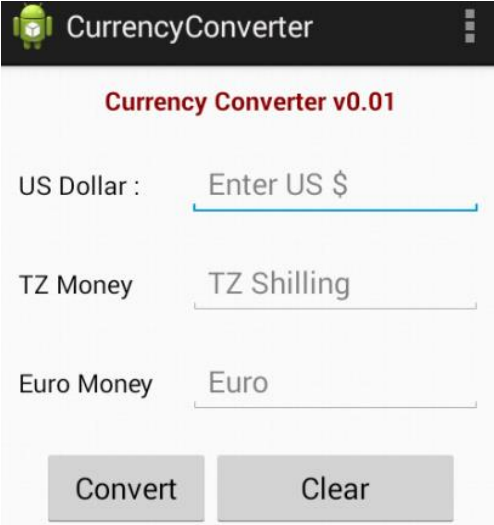


MOBILE APPLICATION DEVELOPMENT

PRACTICAL SESSION 1 – 21/05/2025

1. Create two activities, the first contains a button called "submit" and an EditText called "name". The second activity contains only a TextView called "result". When the “submit” button is clicked it should move to the second activity and display what's is written in the EditText on the TextView.

2.Currency Converter Program



The screenshot shows a mobile application titled "CurrencyConverter" with a version "v0.01". The interface includes three input fields for currency conversion: "US Dollar" with a placeholder "Enter US \$", "TZ Money" with a placeholder "TZ Shilling", and "Euro Money" with a placeholder "Euro". Below these fields are two buttons: "Convert" and "Clear".

Outline the contents of an XML file, called main.xml, that would generate the layout shown above.

Write a complete program which will convert money from US Dollar to TZ Money and Euro Money and display in EditText as shown in the layout above. You must use exception handling technique to avoid entering a string in US \$ EditText. Note: use $1\$ = 1600 \text{ TZ}$ and $1\$ = 0.773 \text{ Euro}$