# 1. Creating "Hello World" Application.

activity\_main.xml:

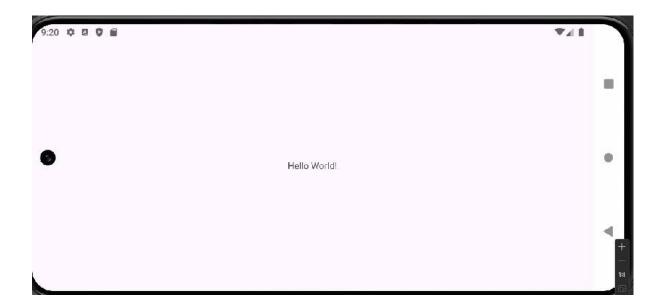
```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

## MainActivity.Java:

```
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;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
    }
}
```



# 2. Creating an Application that displays message based on the screen orientation.

## activity\_main.xml:

```
xmlns:app="http://schemas.android.com/apk/res-auto"
   android:layout_height="match_parent"
tools:context=".MainActivity">
        android:id="@+id/button1"
       android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_marginBottom="8dp"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toBottomOf="@+id/editText1"
        app:layout constraintVertical bias="0.613" />
   <TextView
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout centerHorizontal="true"
        android:layout marginEnd="8dp"
       android:layout marginStart="8dp"
       android:layout marginTop="124dp"
       android:ems="10"
       android:textSize="22dp"
        android:text="This activity is portrait orientation"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintHorizontal bias="0.502"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

## MainActivity.Java:

```
package com.example.myapplication;
import android.os.Bundle;
import android.content.Intent;
import android.view.View;
import androidx.activity.EdgeToEdge;
```

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

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);

    }

    public void onClick(View v) {
        Intent intent = new Intent(MainActivity.this,NextActivity.class);
        startActivity(intent);
    }
}
```

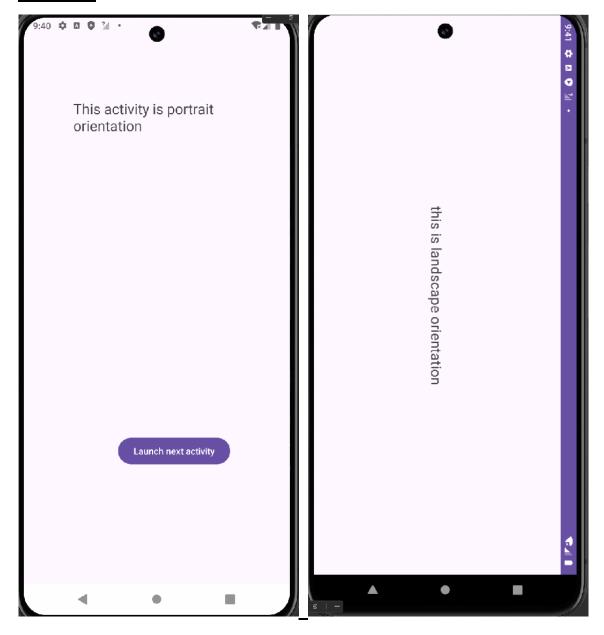
## AndroidManifest.xml

## activity\_next.xml :

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
   xmlns:android="http://schemas.android.com/apk/res/android"</pre>
```

## NextActivity.java:

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class NextActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_next);
    }
}
```



# 3. Create an application to develop Login window using UI controls.

## activity\_main.xml:

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
   android:layout width="match parent"
   android:layout height="match parent"
   android:orientation="vertical"
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:text="Login Form"
       android:layout gravity="center"/>
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:text="User Name" />
       android:id="@+id/etUsername"
       android:layout width="match parent"
       android:layout height="wrap content"
       android:inputType="text"
       android:padding="8dp'
       android:layout marginTop="16dp"
       android:layout marginBottom="30dp"/>
   <EditText
       android:layout_width="match_parent"
       android:inputType="textPassword"
       android:layout marginTop="16dp"
       android:layout marginBottom="30dp"/>
       android:layout width="match parent"
       android:textSize="18sp"
```

```
android:layout_marginTop="16dp"/>
</LinearLayout>
```

## MainActivity.Java:

```
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;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
    }
}
```

#### AndroidManifest.xml :



# 4. Create an application to implement new activity using explicit intent and implicit intent.

activity\_main.xml:

#### MainActivity.Java:

## activity\_second.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="16dp"
    tools:context=".SecondActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Second Activity"
        android:textSize="24sp"
        android:layout_centerInParent="true"/>

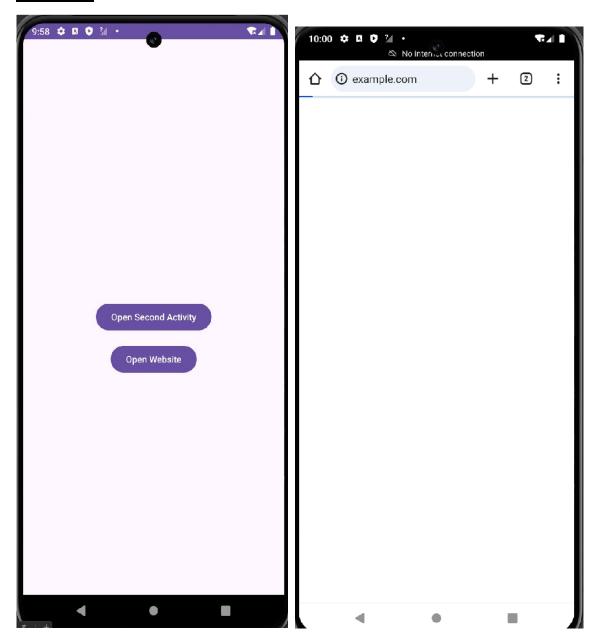
</RelativeLayout>
```

## SecondActivity.Java:

```
package com.example.myapplication;
import android.os.Bundle;
import androidx.appcompat.app.AppCompatActivity;
public class SecondActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_second);
    }
}
```

#### androidManifest.xml:

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    package="com.example.myapplication">
    <application</pre>
```





# 5. Create an Application that displays custom designed Opening Screen.

activity\_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
   xmlns:tools="http://schemas.android.com/apk/res/android"
   xmlns:tools="http://schemas.android.com/tools"
   android:id="@+id/idRLContainer"
   android:layout_width="match_parent"
   android:layout_height="match_parent"
   android:orientation="vertical"
   tools:context=".MainActivity">
   <TextView
        android:id="@+id/idTVHeading"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_centerInParent="true"
        android:layout_margin="20dp"
        android:gravity="center"
        android:text="Background Drawable in Android"
        android:textAlignment="center"
        android:textSize="20sp"
        android:textSize="20sp"
        android:textStyle="bold" />
</RelativeLayout>
```

## back\_drawable.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
    android:shape="rectangle">
    <!--on below line we are adding gradient and
    specifying start and end color with angle-->
    <gradient
        android:angle="270"
        android:endColor="@color/white"
        android:startColor="#0F9D58" />
</shape>
```

## MainActivity.Java:

```
package com.example.myapplication;
import android.os.Bundle;
import android.widget.RelativeLayout;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
    // on the below line we are creating a variable.
    private RelativeLayout containerRL;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        // on below line we are initializing variables with ids.
```

```
containerRL = findViewById(R.id.idRLContainer);
    // on below line we are setting background for
    // our relative layout on below line.

containerRL.setBackground(getResources().getDrawable(R.drawable.back_drawable));
    }
}
```



## 6. Create an UI with all views.

activity\_main.xml:

```
android:layout width="match parent"
<TextView
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="TextView"
    android:textSize="24sp"
    android:layout marginTop="16dp"/>
<ImageView</pre>
    android:layout marginTop="16dp"/>
    android:layout marginTop="16dp"/>
<EditText
   android:layout width="match parent"
   android:layout height="wrap content"
   android:layout below="@id/button"
   android:layout marginTop="16dp"/>
   android:layout width="wrap content"
   android:layout height="wrap content"
   android:text="RadioButton"
   android:layout below="@id/edit text"
    android:layout marginTop="16dp"/>
<CheckBox
```

## MainActivity.Java:

```
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;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
    }
}
```



## 7. Create menu in Application

## activity\_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

## MainActivity.Java:

```
package com.example.myapplication;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.widget.Toast;
import androidx.activity.EdgeToEdge;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);

    }
    @Override
    public boolean onCreateOptionsMenu( Menu menu)
    {
        MenuInflater inflater = getMenuInflater();
        inflater.inflate(R.menu.menu, menu);
        return true;
    }
}
```

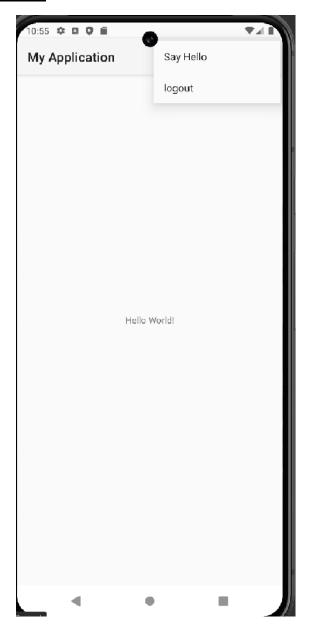
```
@Override
public boolean onOptionsItemSelected(MenuItem item)
{
    int itemid=item.getItemId();
    if(itemid==R.id.hello) {
        Toast.makeText(MainActivity.this, "hello",
        Toast.LENGTH_SHORT).show();
        return true;
    }
    else if (itemid==R.id.logout) {
        logout();
        return true;
    }
    else
        return super.onOptionsItemSelected(item);
}

public void logout()
{
    Toast.makeText(this, "bye", Toast.LENGTH_SHORT).show();
}
```

## menu.xml:

## Night\themes.xml

#### Values/themes.xml



## 8. Read/write the Local Data.

activity\_main.xml:

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android'
   android:layout width="match parent"
   android:layout height="match parent"
   android:padding="16dp"
   <EditText
       android:layout width="match parent"
       android:layout height="wrap content"
   <EditText
       android:id="@+id/editText2"
       android:layout width="match parent"
       android:layout width="wrap content"
       android:layout height="wrap content"
   <TextView
       android:layout width="wrap content"
   <TextView
       android:layout_marginTop="16dp"
</LinearLayout>
```

### MainActivity.Java:

```
package com.example.testdisplay;
import android.widget.TextView;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
   @Override
       setContentView(R.layout.activity main);
       editText1 = findViewById(R.id.editText1);
       editText2 = findViewById(R.id.editText2);
                String inputText1 = editText1.getText().toString();
                String inputText2 = editText2.getText().toString();
                textViewDisplay1.setText(inputText1);
                textViewDisplay2.setText(inputText2);
```



## 9. Create/Read/Write data with Database.

### colors.xml

```
<color name="colorAccent">#FF6200EE</color>
<color name="colorPrimary">#FF3700B3</color>
<color name="colorPrimaryDark">#FF3700B3</color>
```

## activity\_main.xml

```
android:layout width="match parent"
android:layout height="match parent"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:orientation="vertical"
    android:gravity="center">
    <TextView
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="Course Registation"
</LinearLayout>
<LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
    <TextView
        android:layout height="wrap content"
        android:text="Course"
    <EditText
        android:layout_weight="1"
android:ems="10"
</LinearLayout>
<LinearLayout
    android:layout height="wrap content"
    <TextView
        android:layout width="wrap content"
```

```
android:layout_height="wrap_content"
android:text="Fee"
/>
<EditText
android:layout_height="wrap_content"
android:layout_weight="urap_content"
android:dems="10"
android:textAlignment="center"
/>
</LinearLayout>
<LinearLayout>
<LinearLayout_height="wrap_content"
android:layout_height="wrap_content"
android:layout_height="wrap_content"
android:gravity="center">
<Button
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_wight="l"
android:layout_weight="l"
android:layout_weight="l"
android:text="0k"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_weight="l"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_weight="l"
andr
```

### MainActivity.Java:

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.Intent;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteStatement;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
   EditText ed1,ed2,ed3;
   Button b1,b2;
   @Override
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        ed1 = findViewById(R.id.name);
        ed2 = findViewById(R.id.course);
        ed3 = findViewById(R.id.fee);
        b1 = findViewById(R.id.bt1);
```

```
b2 = findViewById(R.id.bt2);
        startActivity(i);
   String name = ed1.getText().toString();
   String fee = ed3.getText().toString();
   SQLiteDatabase db = openOrCreateDatabase("SliteDb",
   db.execSQL("CREATE TABLE IF NOT EXISTS records(id INTEGER
   String sql = "insert into records(name, course, fee) values('" +
   SQLiteStatement statement = db.compileStatement(sql);
   statement.execute();
   ed1.setText("");
   ed2.setText("");
   ed3.setText("");
   ed1.requestFocus();
catch (Exception ex)
   Toast.makeText(this, "Record Fail", Toast.LENGTH LONG).show();
```

#### student.class:

```
public class Student {
    String id;
    String name;
    String course;
    String fee;
    String titles;
}
```

activity\_view :

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".ViewActivity"
    android:orientation="vertical">
        <ListView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/lst1"
        />
</LinearLayout>
```

## ViewActivity.java

package com.example.myapplication;

```
import androidx.appcompat.app.AppCompatActivity;
import android.database.sqlite.SQLiteDatabase;
import android.widget.AdapterView;
import android.widget.ArrayAdapter;
   ListView lst1;
   ArrayList<String> titles = new ArrayList<String>();
   ArrayAdapter arrayAdapter;
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity view);
        SQLiteDatabase db = openOrCreateDatabase("SliteDb",
                Context.MODE PRIVATE, null);
        lst1 = findViewById(R.id.lst1);
        final Cursor c = db.rawQuery("select * from records", null);
        int id = c.getColumnIndex("id");
        int course = c.getColumnIndex("course");
        int fee = c.getColumnIndex("fee");
        arrayAdapter = new ArrayAdapter(this,
androidx.appcompat.R.layout.support simple spinner dropdown item, titles);
        final ArrayList<Student> stud = new ArrayList<Student>();
                stu.id = c.getString(id);
                stu.name = c.getString(name);
                stu.course = c.getString(course);
```

## activity\_edit.xml

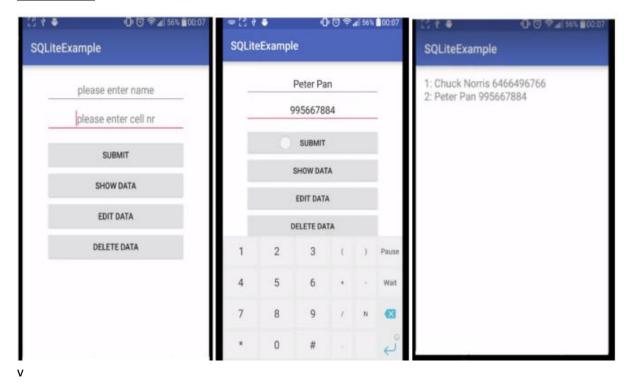
```
<?xml version="1.0" encoding="utf-8"?>
   android:layout width="match parent"
   android:layout height="match parent"
   android:orientation="vertical">
   <LinearLayout
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:gravity="center">
       <TextView
           android:layout width="wrap content"
           android:layout height="wrap content"
   <LinearLayout
       android:layout width="wrap content"
       android:layout height="wrap content"
       <TextView
           android:layout width="wrap content"
           android:layout height="wrap content"
```

```
<EditText
        android:layout_width="wrap_content"
        android:layout height="wrap content"
        android:layout weight="1"
</LinearLayout>
<LinearLayout
    android:layout_width="wrap_content"
    <TextView
        android:layout width="wrap content"
        android:layout width="wrap content"
</LinearLayout>
<LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
    <TextView
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="Course"
    <EditText
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout weight="1"
        android:ems="10"
        android:textAlignment="center"
</LinearLayout>
<LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="Fee"
    <EditText
        android:layout weight="1"
```

# EditActivity.java

```
package com.example.ninthprogram;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.Intent;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteStatement;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
public class EditActivity extends AppCompatActivity {
    EditText ed1,ed2,ed3,ed4;
    Button b1,b2,b3;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_edit);
        ed1 = findViewById(R.id.name);
        ed2 = findViewById(R.id.course);
        ed3 = findViewById(R.id.fee);
        ed4 = findViewById(R.id.id);
```

```
b1 = findViewById(R.id.bt1);
        b2 = findViewById(R.id.bt2);
        b3 = findViewById(R.id.bt3);
        String t1 = i.getStringExtra("id").toString();
       String t3 = i.getStringExtra("course").toString();
        String t4 = i.getStringExtra("fee").toString();
           public void onClick(View v) {
                    String id = ed4.getText().toString();
                    SQLiteDatabase db =
openOrCreateDatabase("SliteDb", Context.MODE PRIVATE, null);
                    String sql = "delete from records where id = " + id +
                    SQLiteStatement statement = db.compileStatement(sql);
                    statement.execute();
                            ed1.setText("");
                    ed1.requestFocus();
                catch (Exception ex)
                    Toast.makeText(EditActivity.this, "Record
            @Override
                startActivity(i);
        b1.setOnClickListener(new View.OnClickListener() {
                    String name = ed1.getText().toString();
                    String course = ed2.getText().toString();
                    SQLiteDatabase db = openOrCreateDatabase("SliteDb",
```



# 10. Create an Application to send SMS and Receive SMS.

#### AndroidManifest.xml:

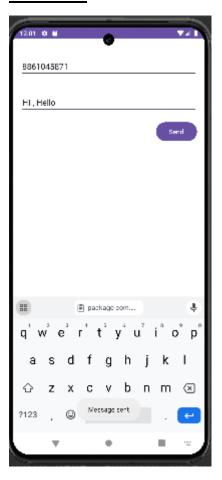
```
<?xml version="1.0" encoding="utf-8"?>
   <uses-feature
   <uses-permission android:name="android.permission.SEND SMS"/>
   <uses-permission android:name="android.permission.RECEIVE SMS"/>
   <uses-permission android:name="android.permission.READ SMS"/>
       android:allowBackup="true"
       android:dataExtractionRules="@xml/data extraction rules"
       android:fullBackupContent="@xml/backup rules"
       android:supportsRtl="true"
       tools:targetApi="31">
           android:exported="true">
           <intent-filter>
           </intent-filter>
       </activity>
   </application>
/manifest>
```

#### activity\_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
   xmlns:android="http://schemas.android.com/apk/res/android"
   xmlns:tools="http://schemas.android.com/tools"
   android:layout_width="match_parent"
   android:layout_height="match_parent"
   android:background="@color/white"
   tools:context=".MainActivity">
   <EditText
        android:id="@+id/editTextPhoneNumber"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="16dp"/>
   <EditText
        android:id="@+id/editTextMessage"
        android:layout_width="match_parent"
        android:layout_beight="wrap_content"
        android:layout_height="wrap_content"
        android:layout_beight="wrap_content"
        android:layout_beight="wrap_content"
        android:layout_below="@id/editTextPhoneNumber"
        android:layout_below="@id/editTextPhoneNumber"
        android:layout_below="@id/editTextPhoneNumber"
        android:layout_margin="16dp"/>
```

## MainActivity.Java:

```
registerReceiver(smsReceiver, intentFilter);
   @Override
       super.onDestroy();
       String phoneNumber =
               editTextPhoneNumber.getText().toString().trim();
       String message = editTextMessage.getText().toString();
       if (phoneNumber.isEmpty()) {
           SmsManager smsManager = SmsManager.getDefault();
           smsManager.sendTextMessage(phoneNumber, null, message, null,
       } catch (IllegalArgumentException e) {
                   Toast.LENGTH SHORT).show();
       } catch (Exception e) {
                   Toast.LENGTH SHORT).show();
private boolean checkSMSPermission() {
    return ContextCompat.checkSelfPermission(this,
           Manifest.permission.SEND SMS) ==
PackageManager. PERMISSION GRANTED;
       ActivityCompat.requestPermissions(this, new
SMS PERMISSION CODE);
   private final BroadcastReceiver smsReceiver = new BroadcastReceiver() {
           Bundle bundle = intent.getExtras();
               Object[] pdus = (Object[]) bundle.get("pdus");
                   for (Object pdu : pdus) {
SmsMessage.createFromPdu((byte[]) pdu);
smsMessage.getDisplayOriginatingAddress();
                       String messageBody = smsMessage.getMessageBody();
                       textViewReceivedMessages.append("From: " +
```



## 11. Create an Application to send an E-mail

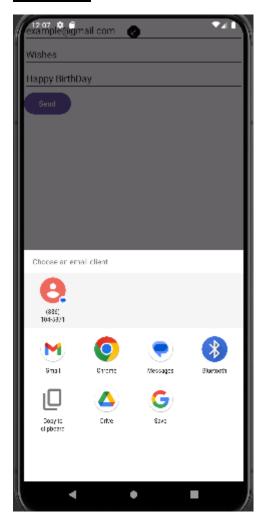
activity\_main.xml:

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
   android:layout width="match parent"
   android:layout height="match parent"
   <EditText
       android:layout width="match parent"
       android:layout height="wrap content"
   <EditText
       android:layout width="match parent"
       android:layout height="wrap content"
       android:layout below="@id/editTextTo"
       android:layout width="match parent"
       android:layout height="wrap content"
       android:layout below="@id/editTextSubject"
       android:layout width="wrap content"
       android:layout_height="wrap content"
       android:layout below="@id/editTextMessage"
:/RelativeLayout>
```

#### MainActivity.Java:

```
package com.example.myapplication;
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;

public class MainActivity extends AppCompatActivity {
    EditText editTextTo, editTextSubject, editTextMessage;
    Button buttonSend;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
```



## 12. Display Map based on the Current Location.

activity\_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">

    </br/>
    </rr>

        <Button
            android:id="@+id/btn_showMap"
                android:layout_width="fill_parent"
                android:layout_height="wrap_content"
                android:text="Show Map"
                android:text="Show Map"
                android:onClick="onClickShowMap"/>
```

### MainActivity.Java:

```
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 android.app.Activity;
import android.net.Uri;
import android.net.Uri;
import android.view.View;

public class MainActivity extends Activity{
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

    public void onClickShowMap(View view)
    {
        Intent i=new
Intent(android.content.Intent.ACTION_VIEW,Uri.parse("geo:13.0707984,77.510661"));
        startActivity(i);
        i.setPackage("com.google.android.apps.maps");
```

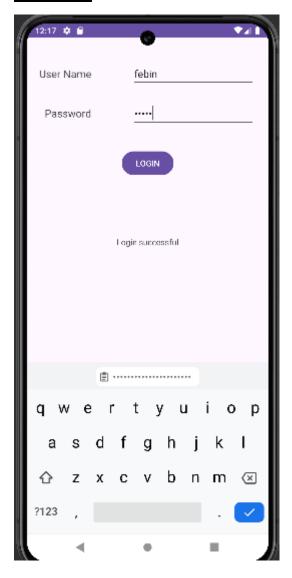


13. Create a sample Application with login module(check username and password) On successful login change Textview "Login Successful". On login fail alert using Toast "Login fail".

#### activity main.xml:

```
android:layout width="match parent"
android: layout height="match parent"
<TextView
    android:id="@+id/tvName"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout marginStart="21dp"
    android:layout marginTop="49dp"
    android:text="User Name"
    android:id="@+id/etUsername"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout alignParentEnd="true"
    android:layout marginEnd="23dp"
    android:inputType="textPersonName" />
<TextView
    android:layout width="wrap content"
    android:layout_height="wrap_content" android:layout_alignEnd="@+id/tvName"
    android:layout below="@+id/etUsername"
    android:layout_marginTop="32dp"
android:text="Password"
    android:textSize="18sp" />
    android:id="@+id/etPassword"
    android:ems="10"
    android:inputType="textPassword" />
    android:id="@+id/button"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="38dp"
```

#### MainActivity.Java:



## 14. **Learn to Deploy Android Application.**

#### 1. Prepare Your Development Environment:

Install Android Studio: This is the official Integrated Development Environment (IDE) for Android development.

Set up SDKs and Tools: Ensure you have the Android SDK (Software Development Kit) and necessary tools installed via Android Studio.

#### 2. Develop Your Android Application:

Create a New Project: Use Android Studio to create a new Android project or open an existing one.

Write Your Code: Develop your application using Java or Kotlin (officially supported languages for Android development).

#### 3. Test Your Application:

Emulator: Use the Android Emulator in Android Studio to test your application on virtual devices with different Android versions and screen sizes.

Physical Device: Test your application on a physical Android device to ensure compatibility and performance.

## 4. Prepare Your Application for Deployment:

Set Build Configurations: Configure your build types (debug, release) and build flavors if necessary.

Optimize and Clean Code: Ensure your code is optimized, and unnecessary dependencies are removed.

### 5. Generate a Signed APK:

Create a Keystore: Generate or obtain a keystore file to sign your application. This file is crucial for updating your app later.

Build Signed APK: Use Android Studio to generate a signed APK (Android Package) using the keystore you created.

## 6. Deploy to Google Play Store (or other distribution platforms):

Create Developer Account: Sign up for a Google Play Developer account if you plan to distribute your app through Google Play.

Prepare Store Listing: Write descriptions, upload screenshots, and set pricing and distribution options.

Upload APK: Upload your signed APK to Google Play Console.

Release Your App: Follow the steps on Google Play Console to release your application to users.