Date: 17/03/2022 Lab Session No.: 05

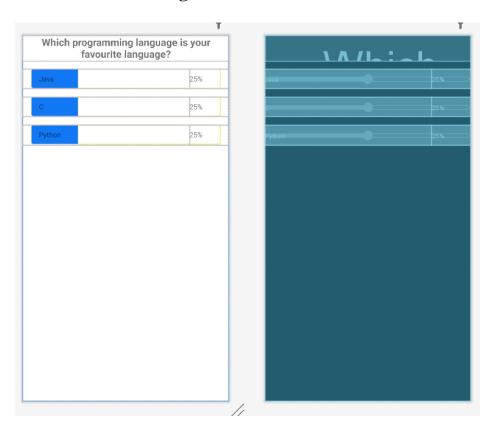
Aim:

Develop an android application that prompts the user to cast the poll

Software's /IDE Tools:

Android Development Kit / Android Studio

Application User interface design:



Application Programming Interface:

API / PACKA GES	CLASSES / INTERFACES	METHODS	DESCRIPTION
import androidx.a ppcompat.	AppCompatAct ivity	protected void onCreate(Bundle savedInstanceState)	onCreate(Bundle) is where you initialize your activity. When Activity is started and application is not loaded, then both onCreate() methods will be called.

Lab Session No.: 5 V.R.SIDDHARTHA ENGINEERING COLLEGE Topic: Poll Status

app.AppC ompatActi vity;			
import android.w idget.Edit Text;	EditText	getText()	Determines the minimum type that getText() will return. If set, specifies that this TextView has a textual input method and should automatically capitalize what the user types.

Code/Implementation:

```
// Develop an android application to demonstrate the Implicit and Explicit Intent. // Project Name : ShareMyApp
/*
```

Lab Session No. : 05

Author : Tellakula Avinash

Date : 17/03/2022 Roll Number : 198W1A05C0

Description : Implementation of Constraint Layout

Softwares required :Android Studio

Topics Covered : Constraint Layout, TextView, EditText,

Button, Seekbar

*/

MainAcitivity.java

package com.avinash.pollstatus1;

```
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.MotionEvent;
import android.view.View;
import android.widget.SeekBar;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
    SeekBar seekbar1, seekbar2, seekbar3;
    TextView tvOption1, tvOption2, tvOption3;
    TextView tvPercent1, tvPercent2, tvPercent3;
    int counter1 = 1, counter2 = 1, counter3 = 1;
   boolean flag1 = true, flag2 = true, flag3 = true;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        seekbar1 = findViewById(R.id.seek bar1);
        seekbar2 = findViewById(R.id.seek bar2);
        seekbar3 = findViewById(R.id.seek bar3);
        tvOption1 = findViewById(R.id.tv option1);
```

```
tvOption2 = findViewById(R.id.tv option2);
tvOption3 = findViewById(R.id.tv option3);
tvPercent1 = findViewById(R.id.tv percent1);
tvPercent2 = findViewById(R.id.tv percent2);
tvPercent3 = findViewById(R.id.tv percent3);
seekbar1.setOnTouchListener(new View.OnTouchListener() {
   @Override
   public boolean onTouch(View view, MotionEvent motionEvent) {
        return true;
});
seekbar2.setOnTouchListener(new View.OnTouchListener() {
    @Override
   public boolean onTouch(View view, MotionEvent motionEvent) {
        return true;
});
seekbar3.setOnTouchListener(new View.OnTouchListener() {
   public boolean onTouch(View view, MotionEvent motionEvent) {
        return true;
});
tvOption1.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        if (flag1) {
            counter1=counter1+1;
            counter2 = 1;
            counter3 = 1;
            flag1 = false;
            flag2 = true;
            flag3 = true;
            calcpercent();
});
tvOption2.setOnClickListener(new View.OnClickListener() {
    @Override
   public void onClick(View view) {
        if (flag2) {
            counter1=1;
            counter2++;
            counter3 = 1;
            flag1 = true;
            flag2 = false;
            flag3 = true;
            calcpercent();
});
tvOption3.setOnClickListener(new View.OnClickListener() {
    @Override
   public void onClick(View view) {
        if (flag3) {
```

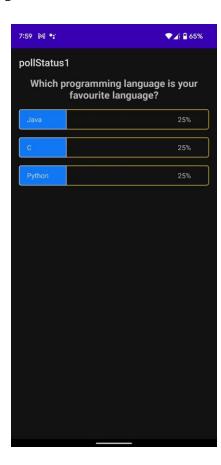
```
counter1=1;
                    counter2 = 1;
                    counter3++;
                    flag1 = true;
                    flag2 = true;
                    flag3 = false;
                    calcpercent();
                }
            }
        });
    }
    private void calcpercent() {
        double total = counter1 + counter2 + counter3;
        System.out.println(total);
        double percent1 = (counter1 / total) * 100;
        double percent2 = (counter2 / total) * 100;
        double percent3 = (counter3 / total) * 100;
        tvPercent1.setText(String.format("%.0f%%", percent1));
        seekbar1.setProgress((int) percent1);
        tvPercent2.setText(String.format("%.0f%%", percent2));
        seekbar2.setProgress((int) percent2);
        tvPercent3.setText(String.format("%.0f%%", percent3));
        seekbar3.setProgress((int) percent3);
}
activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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"
    android:layout gravity="center"
    tools:context=".MainActivity">
    <TextView
        android:layout width="match parent"
        android:layout height="wrap content"
        android:id="@+id/tv question"
        android:text="Which programming language is your favourite language?"
        android:textSize="20sp"
        android:textStyle="bold"
        android:textAlignment="center"
        app:layout constraintTop toTopOf="parent"
        app:layout constraintEnd toStartOf="parent"
        tools:ignore="HardcodedText" />
    <SeekBar
        android:layout_width="match parent"
        android:layout height="wrap content"
        android:id="@+id/seek bar1"
        android:max="100"
```

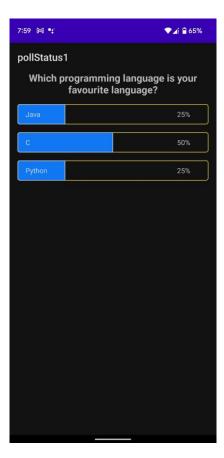
```
android:progress="25"
   android:layout marginTop="16dp"
   android:thumb="@android:color/transparent"
    android:progressDrawable="@drawable/progress track"
   app:layout constraintTop toBottomOf="@+id/tv question"
    app:layout constraintStart toStartOf="parent"
    tools:ignore="MissingConstraints"
    />
<TextView
   android:layout width="0dp"
   android:layout height="40dp"
   android:id="@+id/tv option1"
   android:text="Java"
   android:paddingStart="32dp"
   android:paddingEnd="0dp"
   android:layout marginTop="16dp"
   android:gravity="center vertical"
   app:layout constraintTop toBottomOf="@+id/tv question"
   app:layout_constraintStart toStartOf="parent"
    app:layout constraintEnd toStartOf="@+id/tv percent1"
    tools:ignore="HardcodedText" />
<TextView
   android:layout width="wrap content"
   android:layout height="40dp"
   android:id="@+id/tv percent1"
   android:text="25%"
   android:paddingStart="0dp"
   android:paddingEnd="52dp"
    android:layout marginTop="16dp"
    android:gravity="center vertical"
   app:layout_constraintTop_toBottomOf="@+id/tv_question"
   app:layout constraintEnd toEndOf="parent"
   tools:ignore="HardcodedText" />
<SeekBar
   android:layout width="match parent"
   android:layout height="wrap content"
   android:id="@+id/seek bar2"
   android:max="100"
   android:progress="25"
   android:layout marginTop="16dp"
   android:thumb="@android:color/transparent"
   android:progressDrawable="@drawable/progress track"
    app:layout constraintTop toBottomOf="@+id/seek bar1"
    app:layout constraintStart toStartOf="parent"
   tools:ignore="MissingConstraints"
   />
<TextView
   android:layout width="0dp"
   android:layout height="40dp"
   android:id="@+id/tv option2"
   android:text="C"
   android:paddingStart="32dp"
   android:paddingEnd="0dp"
   android:layout marginTop="16dp"
   android:gravity="center vertical"
   app:layout_constraintTop toBottomOf="@+id/seek bar1"
    app:layout constraintStart toStartOf="parent"
    app:layout constraintEnd toStartOf="@+id/tv percent2"
```

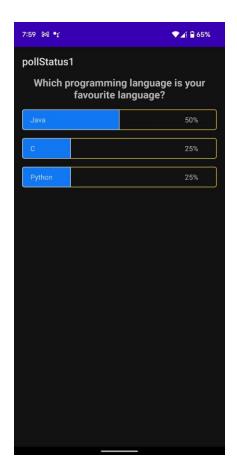
```
tools:ignore="HardcodedText" />
    <TextView
        android:layout width="wrap content"
        android:layout height="40dp"
        android:id="@+id/tv percent2"
        android:text="25%"
        android:paddingStart="0dp"
        android:paddingEnd="52dp"
        android:layout marginTop="16dp"
        android:gravity="center vertical"
        app:layout constraintTop toBottomOf="@+id/seek bar1"
        app:layout constraintEnd toEndOf="parent"
        tools:ignore="HardcodedText" />
    <SeekBar
        android:layout width="match parent"
        android:layout height="wrap content"
        android:id="@+id/seek bar3"
        android:max="100"
        android:progress="25"
        android:layout marginTop="16dp"
        android:thumb="@android:color/transparent"
        android:progressDrawable="@drawable/progress track"
        app:layout constraintTop toBottomOf="@+id/seek bar2"
        app:layout constraintStart toStartOf="parent"
        tools:ignore="MissingConstraints"
        />
    <TextView
        android:layout width="0dp"
        android:layout height="40dp"
        android:id="@+id/tv option3"
        android:text="Python"
        android:paddingStart="32dp"
        android:paddingEnd="0dp"
        android:layout marginTop="16dp"
        android:gravity="center vertical"
        app:layout constraintTop toBottomOf="@+id/seek bar2"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintEnd toStartOf="@id/tv percent3"
        tools:ignore="HardcodedText" />
    <TextView
        android:layout width="wrap content"
        android:layout height="40dp"
        android:id="@+id/tv percent3"
        android:text="25%"
        android:paddingStart="0dp"
        android:paddingEnd="52dp"
        android:layout_marginTop="16dp"
        android:gravity="center vertical"
        app:layout constraintTop toBottomOf="@+id/seek bar2"
        app:layout constraintEnd toEndOf="parent"
        tools:ignore="HardcodedText" />
</androidx.constraintlayout.widget.ConstraintLayout>
progress track.xml:
<?xml version="1.0" encoding="utf-8"?>
<layer-list xmlns:android="http://schemas.android.com/apk/res/android">
    <item>
        <shape android:shape="rectangle">
```

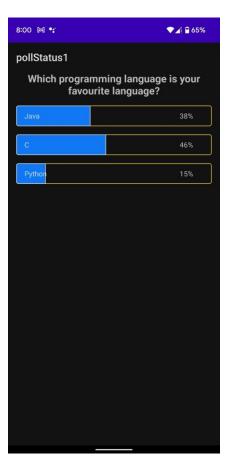
```
<solid android:color="@android:color/transparent"/>
            <size android:height="40dp"/>
            <corners android:radius="4dp"/>
            <stroke android:color="#F3D304" android:width="ldp"/>
        </shape>
    </item>
    <item>
        <scale android:scaleWidth="100%">
            <selector>
                <item android:state enabled="false"</pre>
android:drawable="@android:color/transparent"/>
                <item>
                     <shape android:shape="rectangle">
                         <solid android:color="#67F311"/>
                         <size android:height="40dp"/>
                         <corners android:bottomLeftRadius="4dp"</pre>
                             android:topLeftRadius="4dp"/>
                         <stroke android:color="#E0E0E0" android:width="1dp"/>
                     </shape>
                </item>
            </selector>
        </scale>
    </item>
</layer-list>
```

Output:









Result:

Developing an android application that prompts the user to cast the poll is executed Successfully.

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