Date:
Lab Session No.: 06
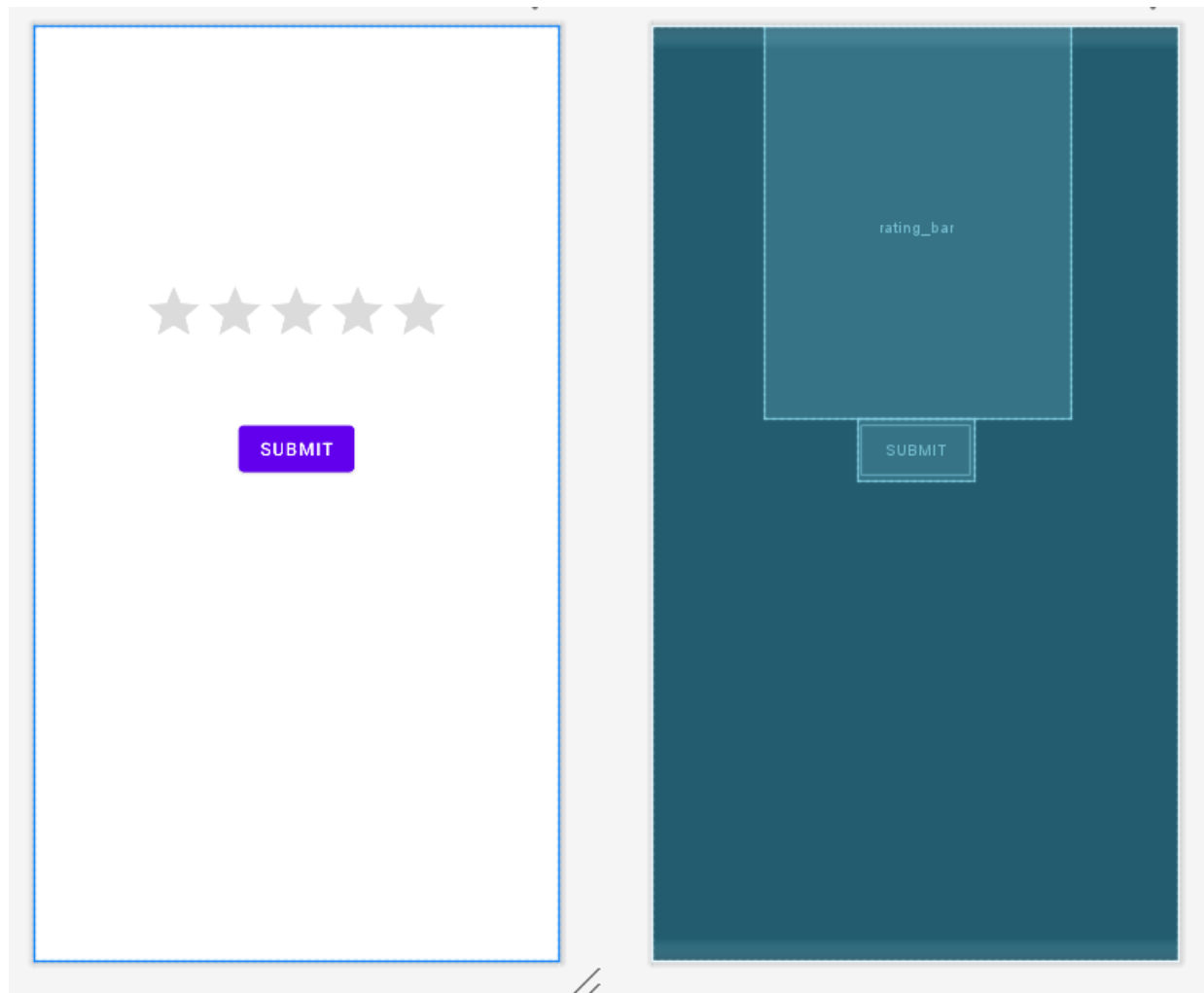
Aim:

Develop an android application that allows the user to rate an application.

Software's /IDE Tools:
Android Development Kit / Android Studio

Application User interface design:

Application Programming Interface:

API / PACKAGES	CLASSES / INTERFACES	METHODS	DESCRIPTION

import androidx.a ppcompat. app.AppC ompatActi vity;	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.
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

// Project Name : ShareMyApp

/*

Lab Session No.	: 06
Author	: T.Avinash
Date	:
Roll Number	: 198W1A05C0
Description	: Rating Bar
Softwares required	:Android Studio
Topics Covered	:

*/

MainActivity.java

```
package com.avinash.ratingbar;


import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.RatingBar;

import android.widget.Toast;
```

```java
public class MainActivity extends AppCompatActivity {

    RatingBar rating;

    Button button;

    @Override

    protected void onCreate(Bundle savedInstanceState) {

        super.onCreate(savedInstanceState);

        setContentView(R.layout.activity_main);

        rating=findViewById(R.id.rating_bar);

        button=findViewById(R.id.btn1);

        button.setOnClickListener(new View.OnClickListener() {

            @Override

            public void onClick(View v) {

                String s=String.valueOf(rating.getRating());

                Toast.makeText(getApplicationContext(),s+"stars", Toast.LENGTH_SHORT).show();

            }

        });

    }

}
```

activity_main.xml:

```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:layout_width="match_parent"

    android:layout_height="match_parent"

    android:orientation="vertical"
```

```xml
    tools:context=".MainActivity">


    <RatingBar

        android:id="@+id/rating_bar"

        android:layout_width="wrap_content"

        android:layout_height="wrap_content"

        android:numStars="5"

        android:stepSize="0.5"

        android:paddingTop="200dp"

        android:paddingBottom="50dp"

        android:layout_gravity="center"

        app:layout_constraintBottom_toBottomOf="parent"

        app:layout_constraintLeft_toLeftOf="parent"

        app:layout_constraintRight_toRightOf="parent"

        app:layout_constraintTop_toTopOf="parent" />


    <Button

        android:id="@+id/btn1"

        android:layout_width="wrap_content"

        android:layout_height="wrap_content"

        android:layout_gravity="center"

        android:text="submit" />


</LinearLayout>
```
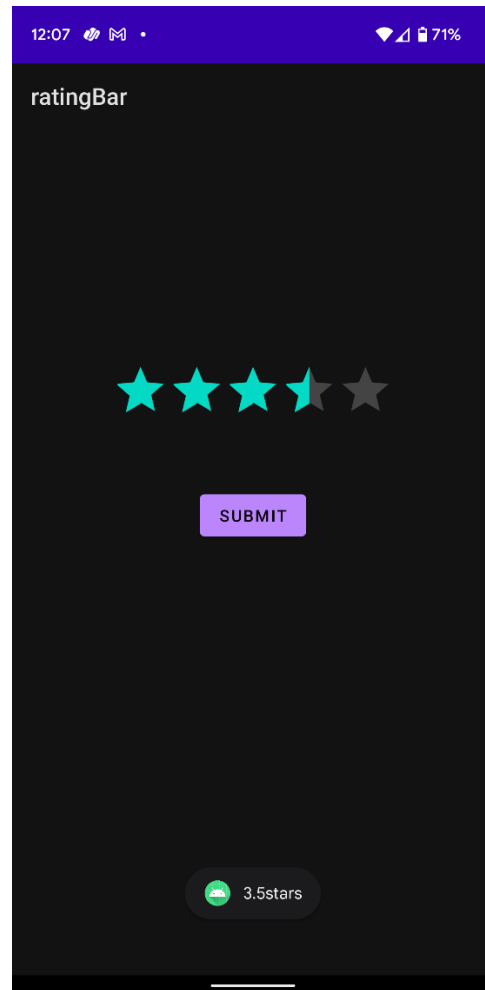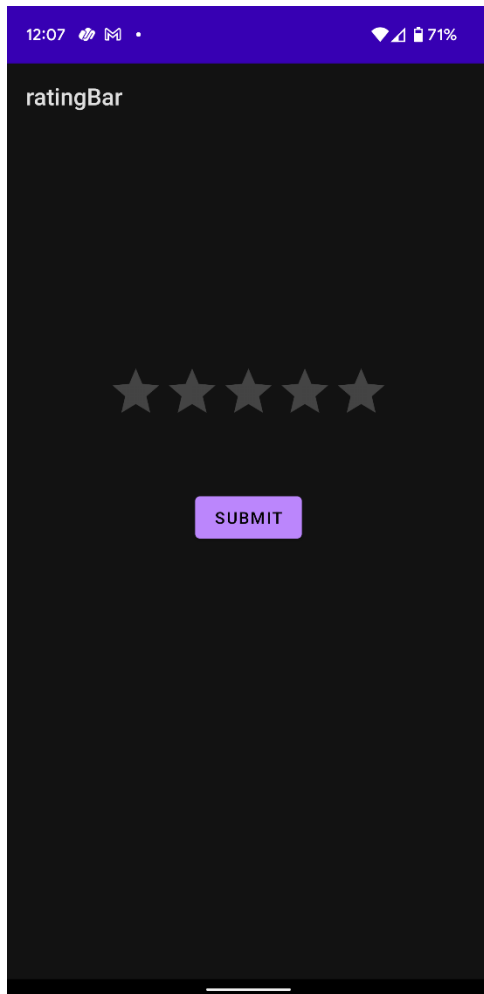
Output:

Result:

Demonstration of the Rating Bar is done successfully.