<u>Aim:</u> Design a Login Form with username and password using LinearLayout and toast valid Credentials

CO1: Design and develop user interfaces for mobile apps using basic building blocks, UI components and application structure using Emulator

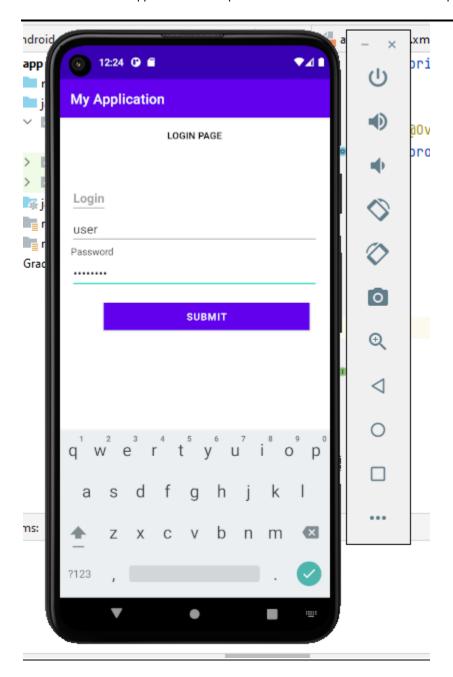
Procedure:

```
activity_main
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:orientation="vertical"
  android:padding="16dp">
  <TextView
    android:id="@+id/textView"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="LOGIN FORM"
    android:textAlignment="center" />
  <TextView
    android:id="@+id/textView1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="USERNAME" />
  <EditText
    android:id="@+id/usernameEditText"
    android:layout_width="213dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="8dp"
```

android:hint="Enter username" />

```
<TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="PASSWORD"
    android:layout_marginTop="16dp"/>
  <EditText
    android:id="@+id/passwordEditText"
    android:layout_width="215dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="8dp"
    android:hint="Enter password" />
  <Button
    android:id="@+id/loginButton"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Login" />
</LinearLayout>
Main.activity
package com.example.firstapp;
import android.os.Bundle;
import android.view.View;
import android.widget.EditText;
import android.widget.Button;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
  private static final String VALID_USERNAME="user";
  private static final String VALID_PASSWORD="password";
```

```
private EditText usernameEditText;
  private EditText passwordEditText;
  private Button loginButton;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    usernameEditText=findViewById(R.id.usernameEditText);
    passwordEditText=findViewById(R.id.passwordEditText);
    loginButton=findViewById(R.id.loginButton);
    loginButton.setOnClickListener(v -> {
       String enteredUsername=usernameEditText.getText().toString();
      String enteredPassword=passwordEditText.getText().toString();
      if(isValidCredentials(enteredUsername,enteredPassword)) {
         showToast("Login Successful");
       }
      else{
         showToast("Invalid Credentials");
    });}
  private boolean is ValidCredentials(String enteredUsername, String enteredPassword){
    return VALID_USERNAME.equals(enteredUsername) &&
VALID_PASSWORD.equals(enteredPassword);
  }
  private void showToast(String message){
    Toast.makeText(this,message,Toast.LENGTH_SHORT).show();
```



<u>Result</u>: The program was execured successfully and the output was obtained.

Aim: Implementing basic arithmetic operations of a simple calculator

<u>CO1:</u> Design and develop user interfaces for mobile apps using basic building blocks, UI components and application structure using Emulator.

<u>CO2:</u> Write simple programs and develop small applications using the concepts of UI design, layouts and preferences

Procedure:

Activity_main

```
<?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"
  android:padding="30dp"
  android:gravity="center_horizontal">
  <!-- Text View -->
  <TextView
    android:id="@+id/TextView1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Simple Calculator"
    android:textColor="@color/black"
    android:textSize="24sp"
    android:layout_gravity="center"
    android:layout_marginBottom="16dp"
    android:textStyle="bold"/>
```

<!-- Edit Text--> <EditText android:id="@+id/EditText1" android:layout width="match parent" android:layout_height="wrap_content" android:layout_margin="30dp" android:layout_marginStart="50dp" android:layout_marginTop="50dp" android:layout_marginEnd="50dp" android:layout_marginBottom="50dp" /> <GridLayout android:layout_width="match_parent" android:layout_height="wrap_content" android:rowCount="4" android:columnCount="4" android:layout_gravity="center" android:layout_marginTop="40dp"> <Button android:id="@+id/button1" android:layout_width="0dp" android:layout_height="wrap_content" style="?android:attr/buttonStyleSmall" android:layout_columnWeight="1" android:text="1" android:textSize="18sp" android:onClick="onDigitClick"/> <Button android:id="@+id/button2" android:layout_width="0dp" android:layout_height="wrap_content" style="?android:attr/buttonStyleSmall" android:layout_columnWeight="1"

android:text="2"

android:textSize="18sp"

android:onClick="onDigitClick"/>

```
<Button
  android:id="@+id/button3"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="3"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/buttonDiv"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="/"
  android:textSize="18sp"
  android:onClick="onOperatorClick"/>
<Button
  android:id="@+id/button4"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="4"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/button5"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
```

android:text="5"

```
android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/button6"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="6"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/buttonMul"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="*"
  android:textSize="18sp"
  android:onClick="onOperatorClick"/>
<Button
  android:id="@+id/button7"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="7"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/button8"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
```

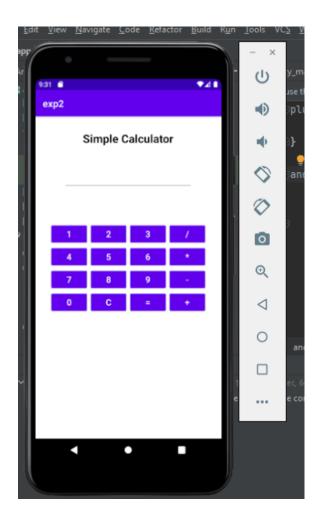
```
android:text="8"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/button9"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="9"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/buttonSub"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="-"
  android:textSize="18sp"
  android:onClick="onOperatorClick"/>
<Button
  android:id="@+id/button0"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
  android:layout_columnWeight="1"
  android:text="0"
  android:textSize="18sp"
  android:onClick="onDigitClick"/>
<Button
  android:id="@+id/buttonDot"
  android:layout_width="0dp"
  android:layout_height="wrap_content"
  style="?android:attr/buttonStyleSmall"
```

```
android:layout_columnWeight="1"
       android:text="C"
       android:textSize="18sp"
       android:onClick="onClearClick"/>
    <Button
       android:id="@+id/buttonEqual"
       android:layout_width="0dp"
       android:layout_height="wrap_content"
       style="?android:attr/buttonStyleSmall"
       android:layout_columnWeight="1"
       android:text="="
       android:textSize="18sp"
       android:onClick="onEqualsClick"/>
    <Button
       android:id="@+id/buttonAdd"
       android:layout_width="0dp"
       android:layout_height="wrap_content"
       style="?android:attr/buttonStyleSmall"
       android:layout_columnWeight="1"
       android:text="+"
       android:textSize="18sp"
       android:onClick="onOperatorClick"/>
  </GridLayout>
</LinearLayout>
Main.activity
package com.example.calc;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
```

import android.widget.TextView;

```
public class MainActivity extends AppCompatActivity {
  private TextView TextView1;
  private Button button1;
  private Button button2;
  private Button button3;
  private Button buttonDiv;
  private Button button4;
  private Button button5;
  private Button button6;
  private Button buttonMul;
  private Button button7;
  private Button button8;
  private Button button9;
  private Button buttonSub;
  private Button button0;
  private Button buttonDot;
  private Button buttonEqual;
  private Button buttonAdd;
  private String currentInput = "";
  private double operand 1 = 0;
  private String operator = "";
  protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    TextView1 = findViewById(R.id.TextView1);
  }
  public void onDigitClick(View view) {
     Button button = (Button) view;
    currentInput += button.getText().toString();
     updateDisplay();
  public void onOperatorClick(View view){
    if (!currentInput.isEmpty()){
       operand1 = Double.parseDouble(currentInput);
```

```
operator = ((Button) view).getText().toString();
    currentInput = "";
  }
public void onEqualsClick(View view){
  if (!currentInput.isEmpty()){
    double operand2 = Double.parseDouble(currentInput);
    double result = performOperation(operand1,operand2,operator);
    currentInput = String.valueOf((result));
    updateDisplay();
  }
public void onClearClick(View view){
  currentInput = "";
  operand1 = 0;
  operator = "";
  updateDisplay();
private double performOperation(double operand1, double operand2, String operator){
  switch (operator){
    case "+":
       return operand1 + operand2;
    case "-":
       return operand1 - operand2;
    case "*":
       return operand1 * operand2;
    case "/":
       if (operand2 !=0) {
         return operand1 / operand2;
       } else {
         return Double.NaN;
    default:
       return 0;
  }
public void updateDisplay(){
  TextView1.setText(currentInput);
}
```





<u>Result</u>: The program was execured successfully and the output was obtained.

Aim: Write a program that demonstrates Activity Lifecycle.

CO1: Design and develop user interfaces for mobile apps using basic building blocks, UI components and application structure using Emulator.

Procedure:

```
Activity_main
package com.example.cycle;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    showToast("Activity Created");
  protected void onStart(){
    super.onStart();
    showToast("Activity Started");
  protected void onResume(){
    super.onResume();
    showToast("Activity Resumed");
  protected void onPause(){
    super.onPause();
```

android:textSize="30dp"/>

```
showToast("Activity Paused");
  }
  protected void onStop(){
    super.onStop();
    showToast("Activity Stopped");
  }
  protected void onRestart(){
    super.onRestart();
    showToast("Activity Restarted");
  }
  @Override
  protected void onDestroy() {
    super.onDestroy();
    showToast("Activity Destroyed");
  void showToast(String message){
    Toast.makeText(this,message,Toast.LENGTH_LONG).show();
  }
}
MainActivity.java
<?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:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <TextView
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:text="Activity Life Cycle"
    android:textAlignment="center"
    android:layout_marginTop="50dp"
```

$<\!\!/ and roid x. constraint layout. widget. Constraint Layout >\!\!$

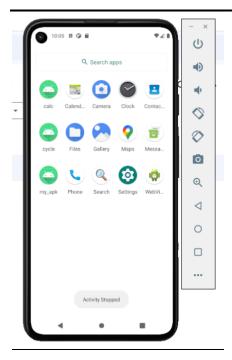
output











<u>Result</u>: The program was execured successfully and the output was obtained.

<u>Aim:</u> Implement validations on various UI controls

<u>CO1:</u> Design and develop user interfaces for mobile apps using basic building blocks, UI components and application structure using Emulator.

<u>CO2:</u> Write simple programs and develop small applications using the concepts of UI design, layouts and preferences

Procedure:

Activity_main

<Button

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  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"
  android:padding="16dp"
  tools:context=".MainActivity">
  <Button
    android:id="@+id/constraintButton"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="ConstraintLayout" />
  <Button
    android:id="@+id/linearButton"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="LinearLayout" />
```

```
android:id="@+id/gridButton"
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:text="GridLayout" />
<Button
  android:id="@+id/relativeButton"
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:text="RelativeLayout" />
<Button
  android:id="@+id/frameButton"
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:text="FrameLayout" />
<Button
  android:id="@+id/tableButton"
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
```

android:text="TableLayout" />

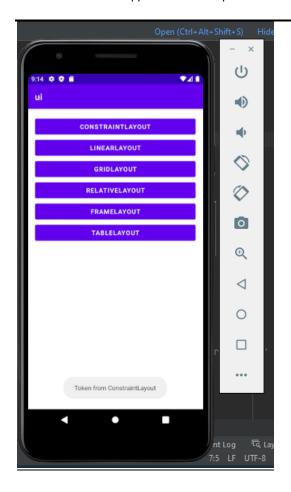
</LinearLayout>

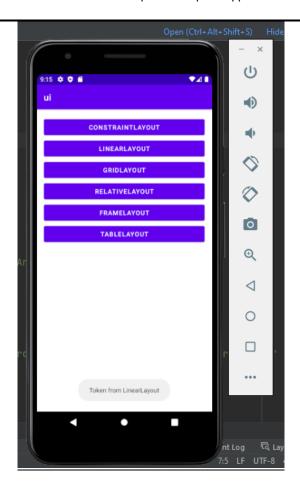
MainActivity.java

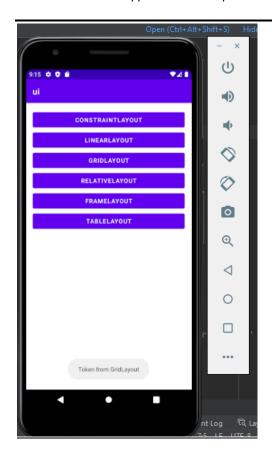
```
package com.example.ui;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {

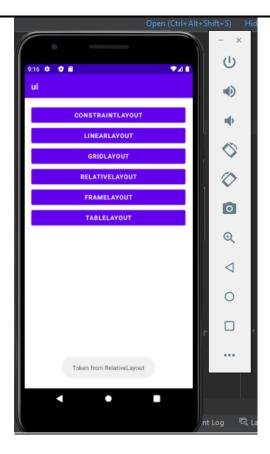
@Override
```

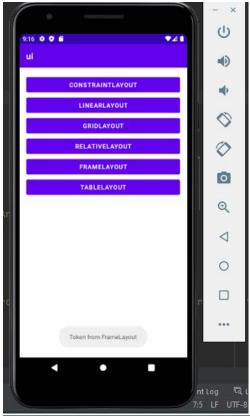
```
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    Button constraintButton = findViewById(R.id.constraintButton);
    Button linearButton = findViewById(R.id.linearButton);
    Button gridButton = findViewById(R.id.gridButton);
    Button relativeButton = findViewById(R.id.relativeButton);
    Button frameButton = findViewById(R.id.frameButton);
    Button tableButton = findViewById(R.id.tableButton);
    View.OnClickListener buttonClickListener = new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         String layoutName = ((Button) v).getText().toString();
         displayToken(layoutName);
       }
    };
    constraintButton.setOnClickListener(buttonClickListener);
    linearButton.setOnClickListener(buttonClickListener);
    gridButton.setOnClickListener(buttonClickListener);
    relativeButton.setOnClickListener(buttonClickListener);
    frameButton.setOnClickListener(buttonClickListener);
    tableButton.setOnClickListener(buttonClickListener);
  }
  private void displayToken(String layoutName) {
    Toast.makeText(this, "Token from " + layoutName, Toast.LENGTH_SHORT).show();
}
```

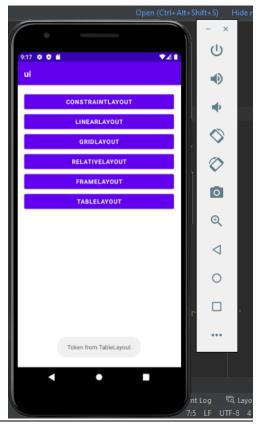












Aim: Create a Facebook page using RelativeLayout; set properties using .xml file

<u>CO2:</u> Write simple programs and develop small applications using the concepts of UI design, layouts and preferences

Procedure:

Activity_main

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout 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="fill_parent"
  android:layout_height="fill_parent"
  android:paddingLeft="16dp"
  android:paddingRight="16dp" >
  <ScrollView
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <LinearLayout
       android:layout_width="fill_parent"
       android:layout_height="fill_parent"
       android:orientation="vertical">
       <ImageView
         android:id="@+id/facebookView"
         android:layout_width="200dp"
         android:layout_height="80dp"
         android:layout_gravity="center"
         android:src="@drawable/facebook"/>
```

```
<ImageView
  android:id="@+id/imageView4"
  android:layout_width="match_parent"
  android:layout_height="281dp"
  android:src="@drawable/post"/>
<GridLayout
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:layout_gravity="center"
  android:layout_marginTop="40dp"
  android:columnCount="4"
  android:rowCount="4">
  <!-- Like ImageView -->
  <ImageView
    android:id="@+id/likeImageView"
    android:layout_width="110dp"
    android:layout_height="83dp"
    android:layout_gravity="center"
    android:clickable="true"
    android:onClick="onLikeClick"
    android:src="@drawable/like"/>
  <!-- Comment ImageView -->
  <ImageView
    android:id="@+id/commentImageView"
    android:layout_width="111dp"
    android:layout_height="66dp"
    android:layout_row="0"
    android:layout_column="1"
    android:layout_gravity="center"
    android:clickable="true"
    android:onClick="onCommentClick"
    android:src="@drawable/comment"/>
  <ImageView
    android:id="@+id/shareImageView"
    android:layout_width="93dp"
```

```
android:layout_height="86dp"
    android:layout_row="0"
    android:layout_column="3"
    android:layout_gravity="center"
    android:clickable="true"
    android:onClick="onShareClick"
    android:src="@drawable/share"/>
</GridLayout>
<LinearLayout
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:orientation="vertical">
  <ImageView
    android:id="@+id/imageView7"
    android:layout_width="match_parent"
    android:layout_height="281dp"
    android:src="@drawable/dog"/>
  <GridLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_marginTop="40dp"
    android:columnCount="4"
    android:rowCount="4">
    <!-- Like ImageView -->
    <ImageView
      android:id="@+id/likeImageView2"
      android:layout_width="110dp"
      android:layout_height="83dp"
```

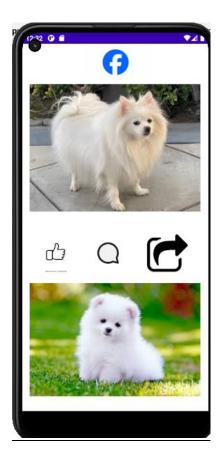
```
android:layout_gravity="center"
           android:clickable="true"
           android:onClick="onLikeClick"
           android:src="@drawable/like"/>
         <!-- (Your existing ImageView code) -->
         <!-- Comment ImageView -->
         <ImageView
           android:id="@+id/commentImageView2"
           android:layout_width="111dp"
           android:layout_height="66dp"
           android:layout_row="0"
           android:layout_column="1"
           android:layout_gravity="center"
           android:clickable="true"
           android:onClick="onCommentClick"
           android:src="@drawable/comment"/>
         <ImageView
           android:id="@+id/shareImageView2"
           android:layout_width="93dp"
           android:layout_height="86dp"
           android:layout_row="0"
           android:layout_column="3"
           android:layout_gravity="center"
           android:clickable="true"
           android:onClick="onShareClick"
           android:src="@drawable/share"/>
         <!-- (Your existing ImageView code) -->
       </GridLayout>
    </LinearLayout>
  </LinearLayout>
</ScrollView>
```

</RelativeLayout>

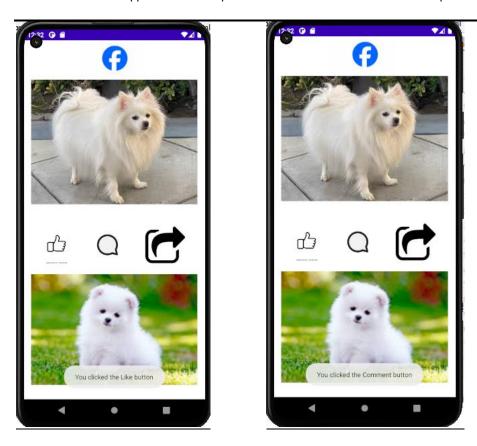
MainActivity.java

```
package com.example.facebook;
import androidx.appcompat.app.AppCompatActivity;
import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import android.widget.Toast;
public class MainActivity extends Activity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    // Find the ImageView elements by their IDs
    ImageView facebookView = findViewById(R.id.facebookView);
    ImageView likeImageView = findViewById(R.id.likeImageView);
    ImageView commentImageView = findViewById(R.id.commentImageView);
    ImageView shareImageView = findViewById(R.id.shareImageView);
    // Set click listeners for the ImageViews
    likeImageView.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         showToast("You clicked the Like button");
    });
    commentImageView.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         showToast("You clicked the Comment button");
```

```
}
});
shareImageView.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        showToast("You clicked the Share button");
    }
});
}
// Helper method to display a toast message
private void showToast(String message) {
    Toast.makeText(this, message, Toast.LENGTH_SHORT).show();
}
```







<u>Result</u>: The program was execured successfully and the output was obtained.

Aim: Develop an application that toggles image using FrameLayout

<u>CO2:</u> Write simple programs and develop small applications using the concepts of UI design, layouts and preferences

Procedure:

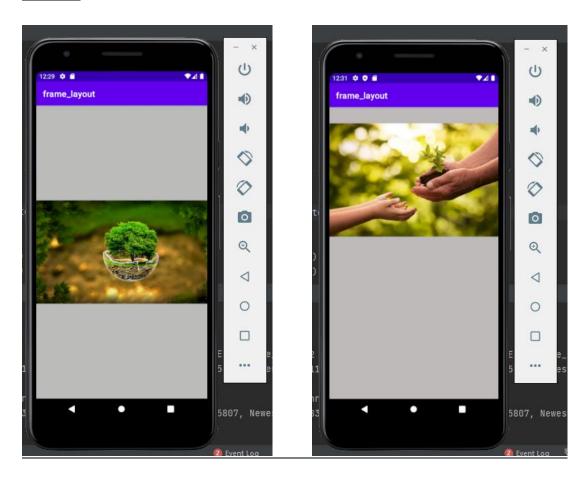
Activity_main

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  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:background="#BDBABA"
  tools:context=".MainActivity">
  <ImageView
    android:id="@+id/imageView1"
    android:layout_width="427dp"
    android:layout_height="wrap_content"
    android:layout_gravity="left|top"
    android:background="#CACAC8"
    app:srcCompat="@drawable/s1"/>
  <ImageView
    android:id="@+id/imageView2"
    android:layout_width="396dp"
    android:layout_height="wrap_content"
    android:layout_gravity="left|top"
    android:visibility="gone"
    app:srcCompat="@drawable/f1"/>
</FrameLayout>
```

MainActivity.java

```
javapackage com.example.frame_layout;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
public class MainActivity extends AppCompatActivity implements View.OnClickListener {
  ImageView i1,i2;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
     setContentView(R.layout.activity_main);
    i1=(ImageView) findViewById(R.id.imageView1);
    i2=(ImageView) findViewById(R.id.imageView2);
    i1.setOnClickListener(this);
    i2.setOnClickListener(this);
  }
  @Override
  public void onClick(View v) {
    if(v.getId()==R.id.imageView1)
     {
       i1.setVisibility(v.GONE);
       i2.setVisibility(v.VISIBLE);
     }
    else
      i2.setVisibility(v.GONE);
       i1.setVisibility(v.VISIBLE);
```

```
}
}
```



 $\underline{\textbf{Result}}$: The program was execured successfully and the output was obtained.

<u>Aim:</u>Design a registration activity and store registration details in local memory of phone using Intents and SharedPreferences.

<u>CO2:</u> Write simple programs and develop small applications using the concepts of UI design, layouts and preferences

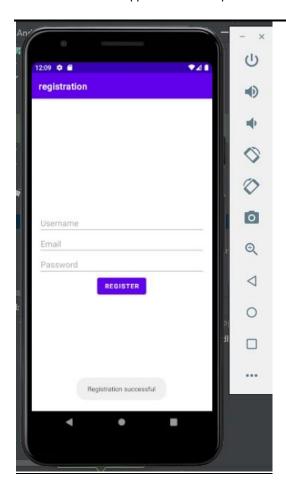
Procedure:

Activity_main

```
<?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"
  android:padding="16dp"
  android:gravity="center">
  <EditText
    android:id="@+id/usernameEditText"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Username"
    android:inputType="text" />
  <EditText
    android:id="@+id/emailEditText"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Email"
    android:inputType="textEmailAddress" />
  <EditText
```

```
and roid: id = "@+id/passwordEditText"\\
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Password"
    android:inputType="textPassword" />
  <Button
    android:id="@+id/registerButton"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="Register" />
</LinearLayout>
MainActivity.java
package com.example.registration;
import android.content.Intent;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
  private EditText usernameEditText, emailEditText, passwordEditText;
  private Button registerButton;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
```

```
usernameEditText = findViewById(R.id.usernameEditText);
     emailEditText = findViewById(R.id.emailEditText);
     passwordEditText = findViewById(R.id.passwordEditText);
     registerButton = findViewById(R.id.registerButton);
     registerButton.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         String username = usernameEditText.getText().toString();
         String email = emailEditText.getText().toString();
         String password = passwordEditText.getText().toString();
         // Store registration details in SharedPreferences
         SharedPreferences preferences = getSharedPreferences("MyPrefs",
MODE_PRIVATE);
         SharedPreferences.Editor editor = preferences.edit();
         editor.putString("username", username);
         editor.putString("email", email);
         editor.putString("password", password);
         editor.apply();
         Toast.makeText(MainActivity.this, "Registration successful",
Toast.LENGTH SHORT).show();
         // Start another activity, e.g., MainActivity, using an Intent
         Intent intent = new Intent(MainActivity.this, MainActivity.class);
         startActivity(intent);
       }
     });
```



Result: The program was execured successfully and the output was obtained.