Sample program

My application is the name of the application.

Different layouts

Add text & button boxes

code + split and design area

drag and drop the button into the main layout window and run the emulator

Add constraints to the buttons

set up java code

//find the button

**Button btn = findViewById(R.id.*button*);**

//button behaviour

btn.setOnClickListener(new View.OnClickListener() {

Toast.*makeText*(MainActivity.this, "I am MAD", Toast.*LENGTH\_SHORT*).show();

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.util.Log;

import android.view.View;

import android.widget.Button;

import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.*activity\_main*);

//find the button

Button btn = findViewById(R.id.*button*);

//button behaviour

btn.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

// Log.i("my first application", "you clicked it");

Toast.*makeText*(MainActivity.this, "I am MAD", Toast.*LENGTH\_SHORT*).show();

}

});

}

}

Button States:

https://www.youtube.com/watch?v=Z1w3y0saKjY

first create shape drawables default, press, disabled

res---> drawable(right click) new--->select drawable resource file

create shape drawable

replace selector in shape in the .xml code

>

with in the bracket

edit the code

shape

<?xml version="1.0" encoding="utf-8"?>

<shape xmlns:android="http://schemas.android.com/apk/res/android"

android:shape="rectangle">

<gradient

android:angle="90"

android:startColor="@color/cardview\_shadow\_start\_color"

android:endColor="@color/design\_default\_color\_on\_primary" />

<padding

android:bottom="7dp"

android:left="7dp"

android:right="7dp"

android:top="7dp" />

<stroke

android:width="2dp"

android:color="FFF" />

<corners android:radius="15dp" />

</shape>

copy and paste another 2 files as button \_press and button\_dissable.

In both buttons change start and end color (3 different shape drawables created)

create list drawable and put all buttons into it

make it as custom\_button

<?xml version="1.0" encoding="utf-8"?>

<selector xmlns:android="http://schemas.android.com/apk/res/android">

<item

android:state\_pressed="true"

android:drawable="@drawable/button\_press"/>

<item

android:state\_enabled="false"

android:drawable="@drawable/button\_disabled"/>

<item

android:drawable="@drawable/button\_default"/>

</selector>

change constraint layout into linear layout in .xml file in custom\_button.xml file

<?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:layout\_gravity="center"

tools:context=".MainActivity">

<Button

android:id="@+id/custom\_button"

android:layout\_width="396dp"

android:layout\_height="210dp"

android:background="@drawable/custom\_button"

android:text="PRESS ME" />

<Switch

android:id="@+id/switch\_enable\_button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:text="Enabled" />

<Button

android:id="@+id/button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_marginStart="160dp"

android:text="RVCE"

app:layout\_constraintStart\_toStartOf="parent"

tools:layout\_editor\_absoluteY="451dp" />

<Button

android:id="@+id/button2"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_marginTop="172dp"

android:text="MCA"

app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintStart\_toStartOf="parent"

app:layout\_constraintTop\_toTopOf="parent" />

</LinearLayout>

go to java file

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.util.Log;

import android.view.View;

import android.widget.Button;

import android.widget.CompoundButton;

import android.widget.Switch;

import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.*activity\_main*);

// button states

Button customButton = findViewById(R.id.*custom\_button*);

Switch switchEnableButton = findViewById(R.id.*switch\_enable\_button*);

customButton.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

Toast.*makeText*(MainActivity.this, "CLICK", Toast.*LENGTH\_SHORT*).show();

}

});

switchEnableButton.setOnCheckedChangeListener(new CompoundButton.OnCheckedChangeListener() {

@Override

public void onCheckedChanged(CompoundButton compoundButton, boolean isChecked) {

if (isChecked) {

customButton.setEnabled(true);

}

else

customButton.setEnabled(false);

}

}

);

//find the button

Button btn = findViewById(R.id.*button*);

Button btn2 = findViewById(R.id.*button2*);

//button behaviour

btn2.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

Toast.*makeText*(MainActivity.this,"I AM IN MAD CLASS",Toast.*LENGTH\_LONG*).show();

}

});

btn.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

// Log.i("my first application", "you clicked it");

Toast.*makeText*(MainActivity.this, "I am MAD", Toast.*LENGTH\_SHORT*).show();

}

});

}

}