Assignment 4 Report

SQLite Database App

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Introduction

In this report I will explain what each activity and class file does, and how they work with the SQLite database for registration and login. The activities and class files that will be explained are, MainActivity, RegisterActivity, DashboardActivity, and SQLiteHelper

SQLiteHelper

The script for building a database and a database connection is included in this code below.

MainActivity

The applications register function is contained in this code. When the button is pressed, this will call the DatabaseHelper, which will enter the data into the database.

```
package com.example.assignment4
import android.database.sqlite.SQLiteDatabase
   lateinit var sqLiteDatabaseObj: SQLiteDatabase
   override fun onCreate(savedInstanceState: Bundle?) {
       LoginBtn = findViewById<View>(R.id.buttonLogin) as Button
       RegisterBtn = findViewById<View>(R.id.buttonRegister) as Button
       sqLiteHelper = SQLiteHelper(this)
       LoginBtn!!.setOnClickListener {
           CheckEditTextStatus()
   fun LoginFunction() {
               SQLiteHelper.TABLE NAME,
```

```
arrayOf(StoreEmail),
                if (cursor.isFirst()) {
                    cursor.moveToFirst()
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.Table Column 3 Pas
                    cursor.close()
            CheckFinalResult()
            ).show()
    fun CheckEditTextStatus() {
        StoreEmail = Email!!.text.toString()
    fun CheckFinalResult() {
Toast.LENGTH LONG).show()
            intent.putExtra(UserEmail, StoreEmail)
```

```
}
}
```

RegisterActivity

This code contains the applications login function. This code reads the data from the input field and checks if it exists in the DatabaseHelper class.

```
import android.database.sqlite.SQLiteDatabase
   var sqLiteHelper: SQLiteHelper? = null
   override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
       sqLiteHelper = SQLiteHelper(this)
           CheckEditTextStatus()
           CheckingEmailAlreadyExistsOrNot()
           EmptyEditTextAfterDataInsert()
   fun SQLiteDataBaseBuild() {
       sqLiteDatabaseObj = openOrCreateDatabase(SQLiteHelper.DATABASE NAME,
```

```
fun SQLiteTableBuild() {
    sqLiteDatabaseObj!!.execSQL("CREATE TABLE IF NOT EXISTS " +
fun InsertDataIntoSQLiteDatabase() {
        sqLiteDatabaseObj!!.execSQL(SQLiteDataBaseQueryHolder)
        sqLiteDatabaseObj!!.close()
fun EmptyEditTextAfterDataInsert() {
    Name!!.text.clear()
   Password!!.text.clear()
    StoreEmail = Email!!.text.toString()
    StorePassword = Password!!.text.toString()
fun CheckingEmailAlreadyExistsOrNot() {
        " " + SQLiteHelper.Table Column 2 Email + "=?",
```

DashboardActivity

Takes the user to a page after the login is successful.

```
import android.app.AlertDialog
import android.appcompat.app.AppCompatActivity
import android.widget.TextView
import android.os.Bundle
import android.view.Menu
import android.view.MenuItem
import android.view.Wiew
import android.widget.Button
import android.widget.Toast

class DashboardActivity : AppCompatActivity() {
    var EmailStored: String? = null
    var Email: TextView? = null
    var LogOUT: Button? = null
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_dashboard)
        Email = findViewById<View>(R.id.textView1) as TextView
        LogOUT = findViewById<View>(R.id.button1) as Button
        val intent = intent
        EmailStored = intent.getStringExtra(MainActivity.UserEmail)
        Email!!.text = Email!!.text.toString() + EmailStored
        LogOUT!!.setOnClickListener {
```

Screenshots





