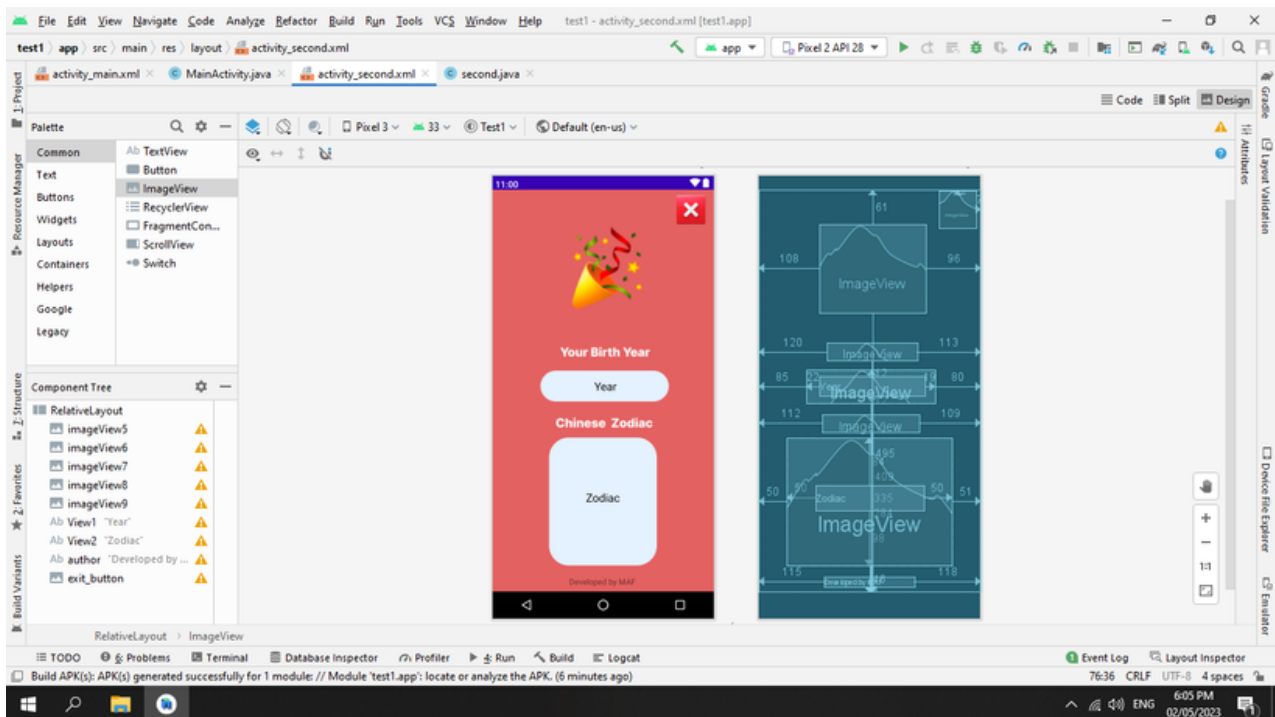
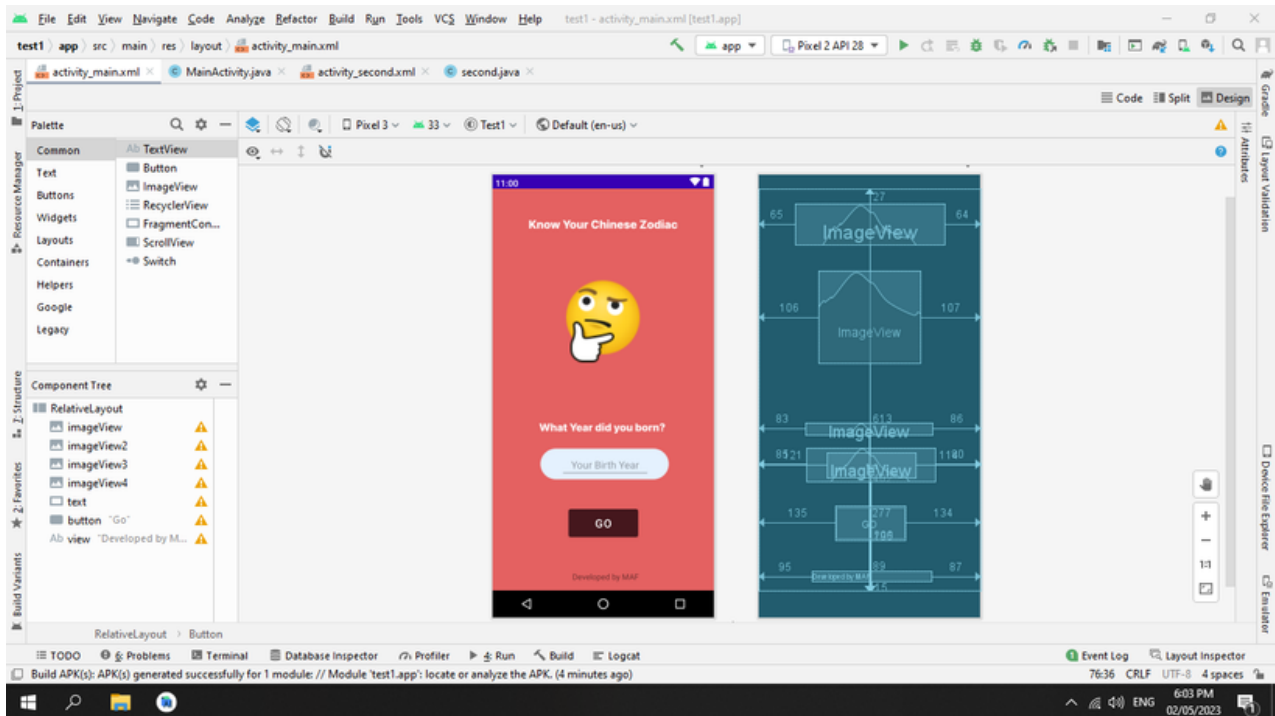
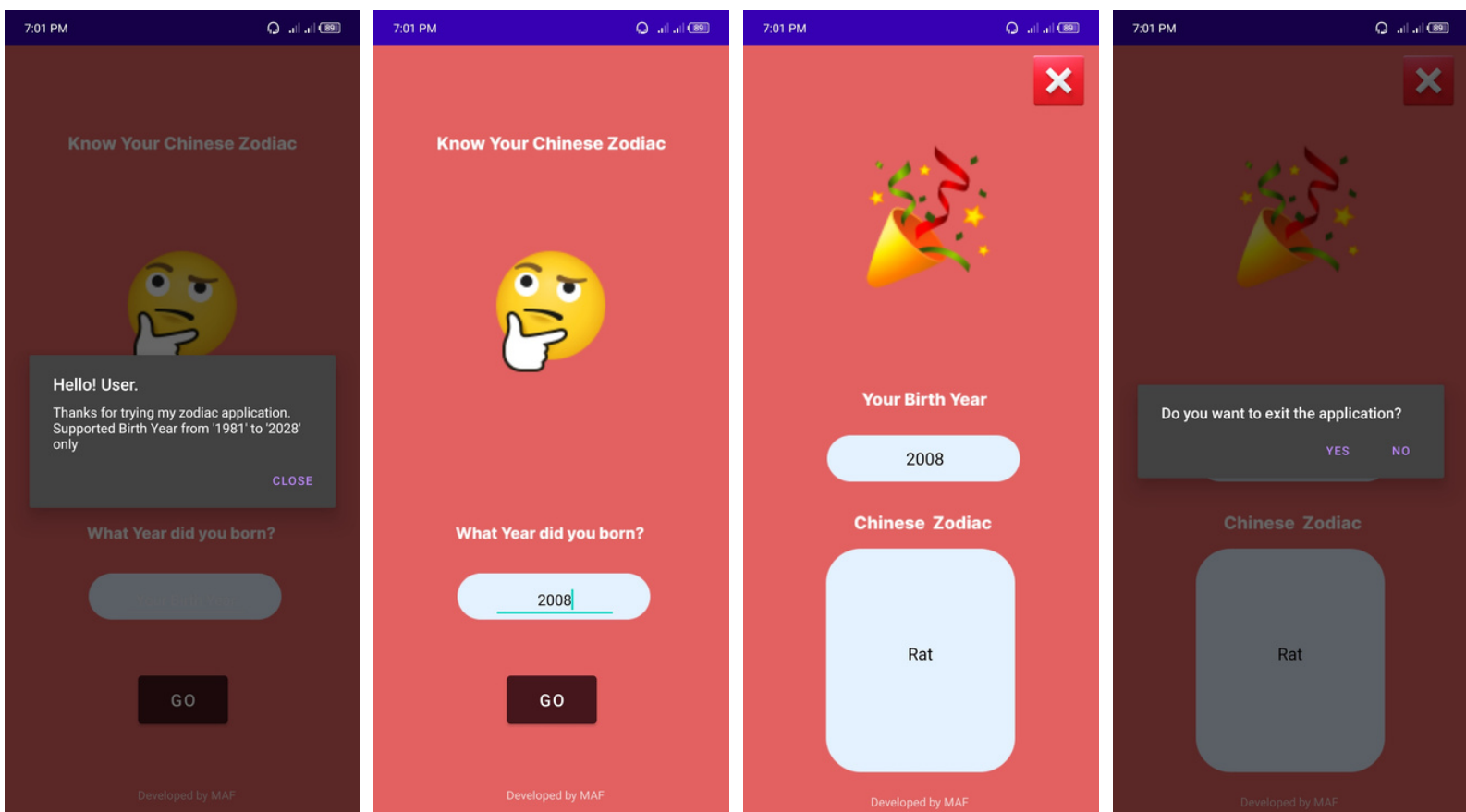


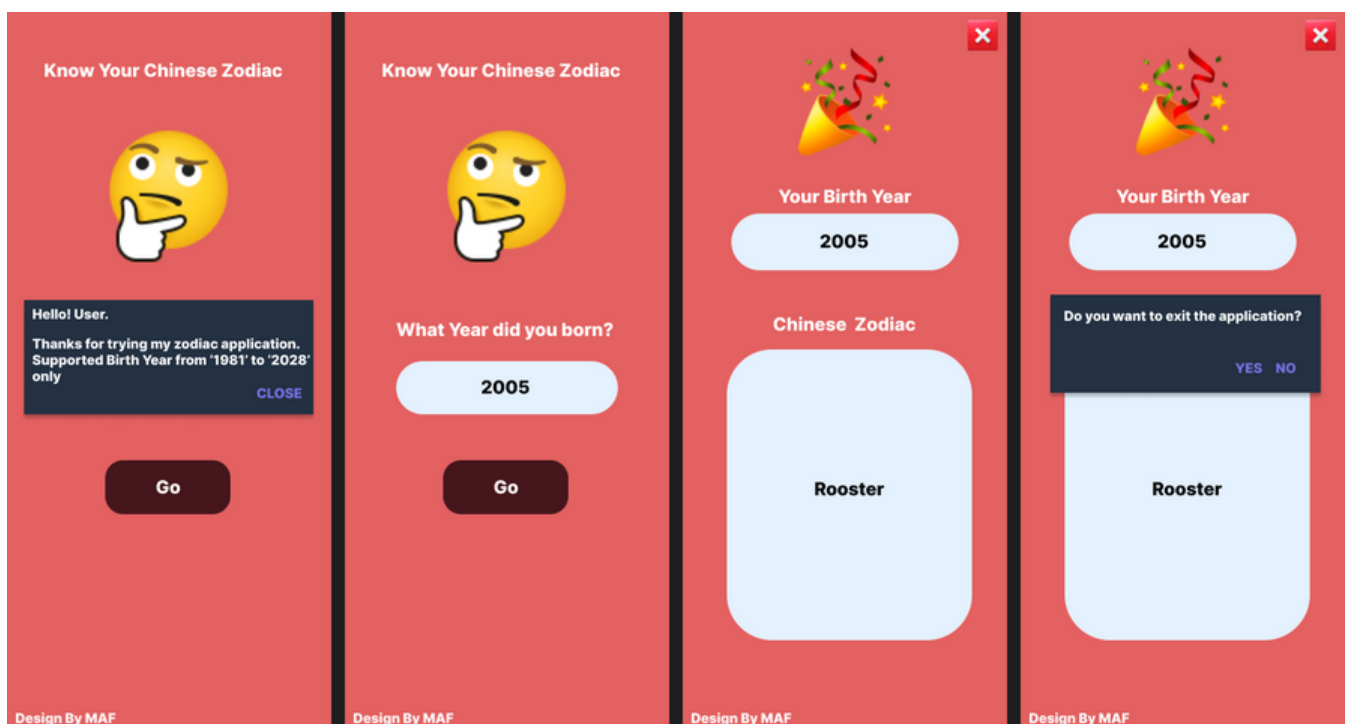
SCREENSHOTS OF DESIGNER VIEW ANDROID STUDIO



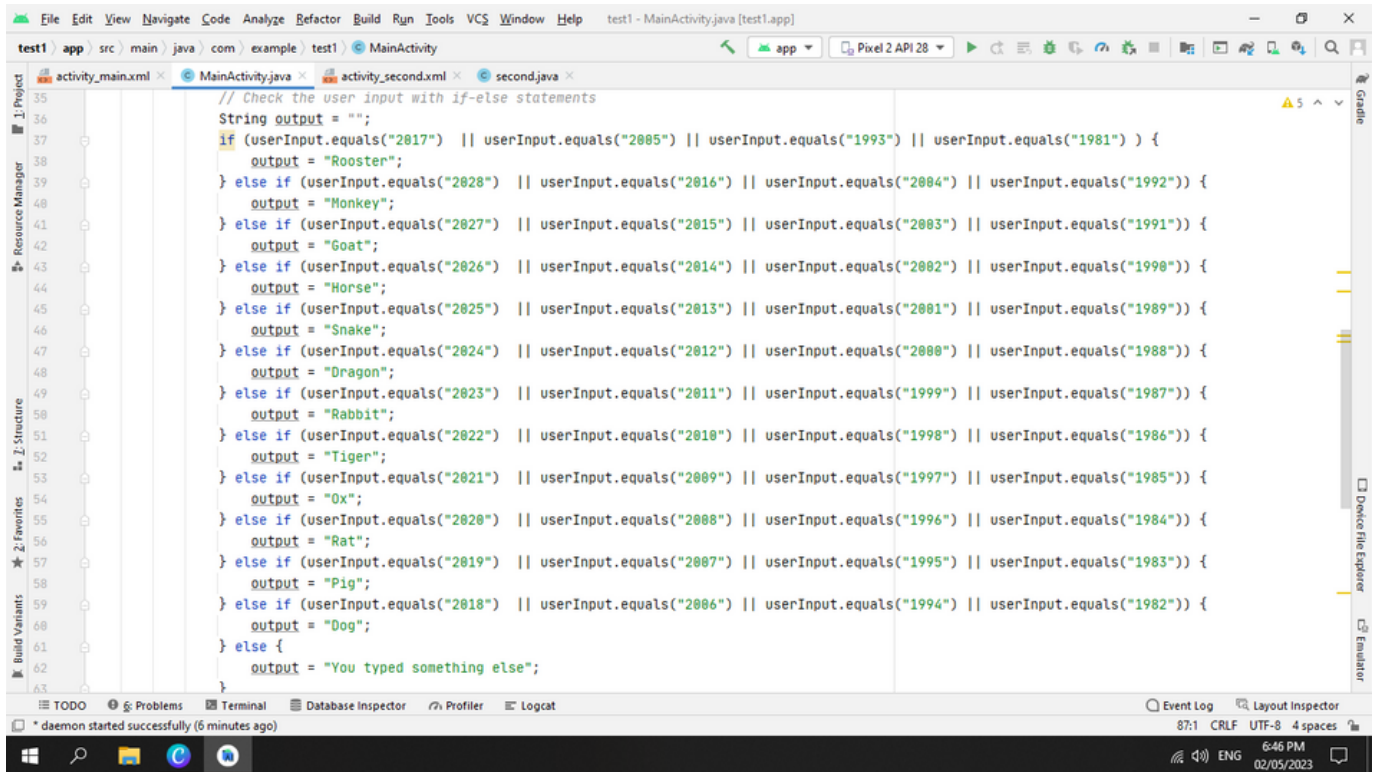
SCREENSHOTS OF OUTPUT TESTED IN ANDROID DEVICE



FIGMA DESIGN LAYOUT

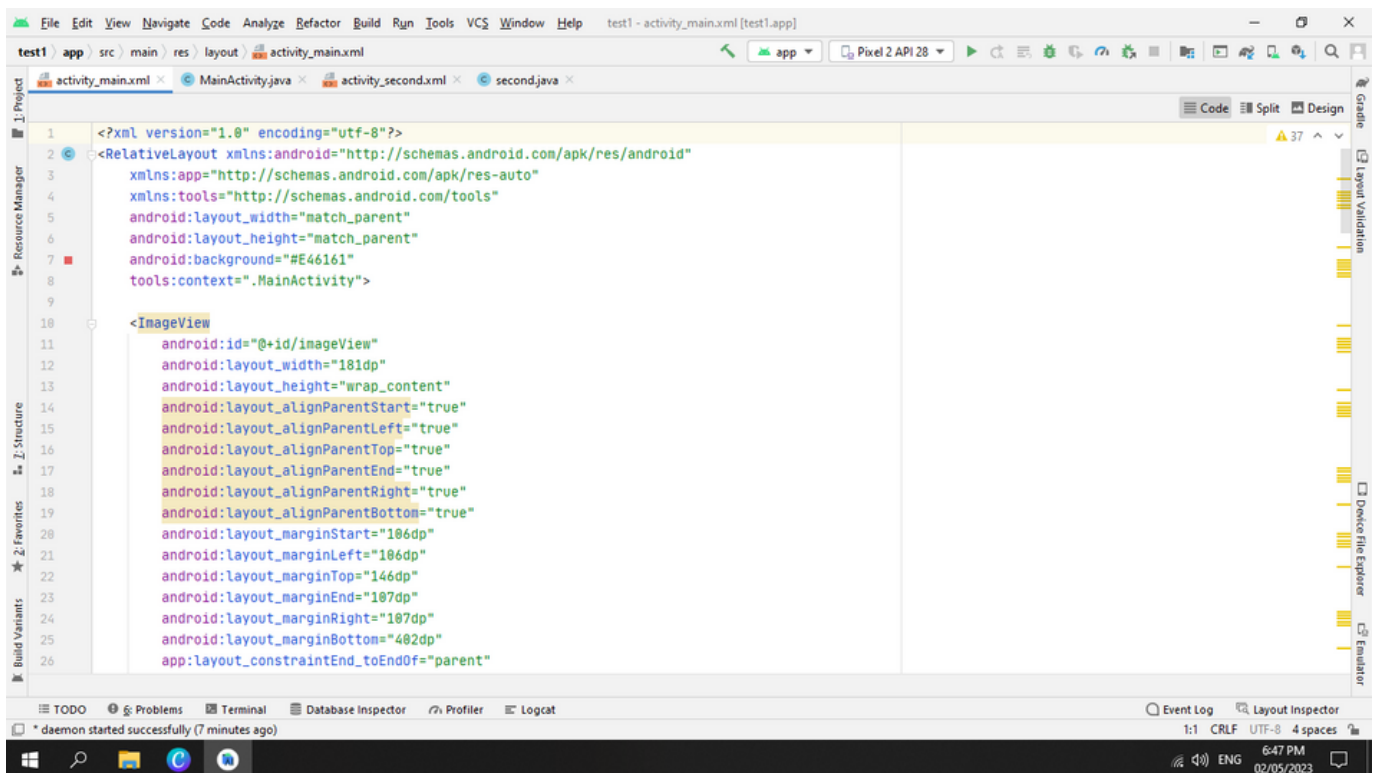


SCREENSHOTS CODES



This screenshot shows the MainActivity.java file in an IDE. The code implements a logic to check user input against a list of animal names and their corresponding years. The logic uses a series of if-else statements to determine the output based on the input string.

```
// Check the user input with if-else statements
String output = "";
if (userInput.equals("2017") || userInput.equals("2005") || userInput.equals("1993") || userInput.equals("1981")) {
    output = "Rooster";
} else if (userInput.equals("2028") || userInput.equals("2016") || userInput.equals("2004") || userInput.equals("1992")) {
    output = "Monkey";
} else if (userInput.equals("2027") || userInput.equals("2015") || userInput.equals("2003") || userInput.equals("1991")) {
    output = "Goat";
} else if (userInput.equals("2026") || userInput.equals("2014") || userInput.equals("2002") || userInput.equals("1990")) {
    output = "Horse";
} else if (userInput.equals("2025") || userInput.equals("2013") || userInput.equals("2001") || userInput.equals("1989")) {
    output = "Snake";
} else if (userInput.equals("2024") || userInput.equals("2012") || userInput.equals("2000") || userInput.equals("1988")) {
    output = "Dragon";
} else if (userInput.equals("2023") || userInput.equals("2011") || userInput.equals("1999") || userInput.equals("1987")) {
    output = "Rabbit";
} else if (userInput.equals("2022") || userInput.equals("2010") || userInput.equals("1998") || userInput.equals("1986")) {
    output = "Tiger";
} else if (userInput.equals("2021") || userInput.equals("2009") || userInput.equals("1997") || userInput.equals("1985")) {
    output = "Ox";
} else if (userInput.equals("2020") || userInput.equals("2008") || userInput.equals("1996") || userInput.equals("1984")) {
    output = "Rat";
} else if (userInput.equals("2019") || userInput.equals("2007") || userInput.equals("1995") || userInput.equals("1983")) {
    output = "Pig";
} else if (userInput.equals("2018") || userInput.equals("2006") || userInput.equals("1994") || userInput.equals("1982")) {
    output = "Dog";
} else {
    output = "You typed something else";
}
```

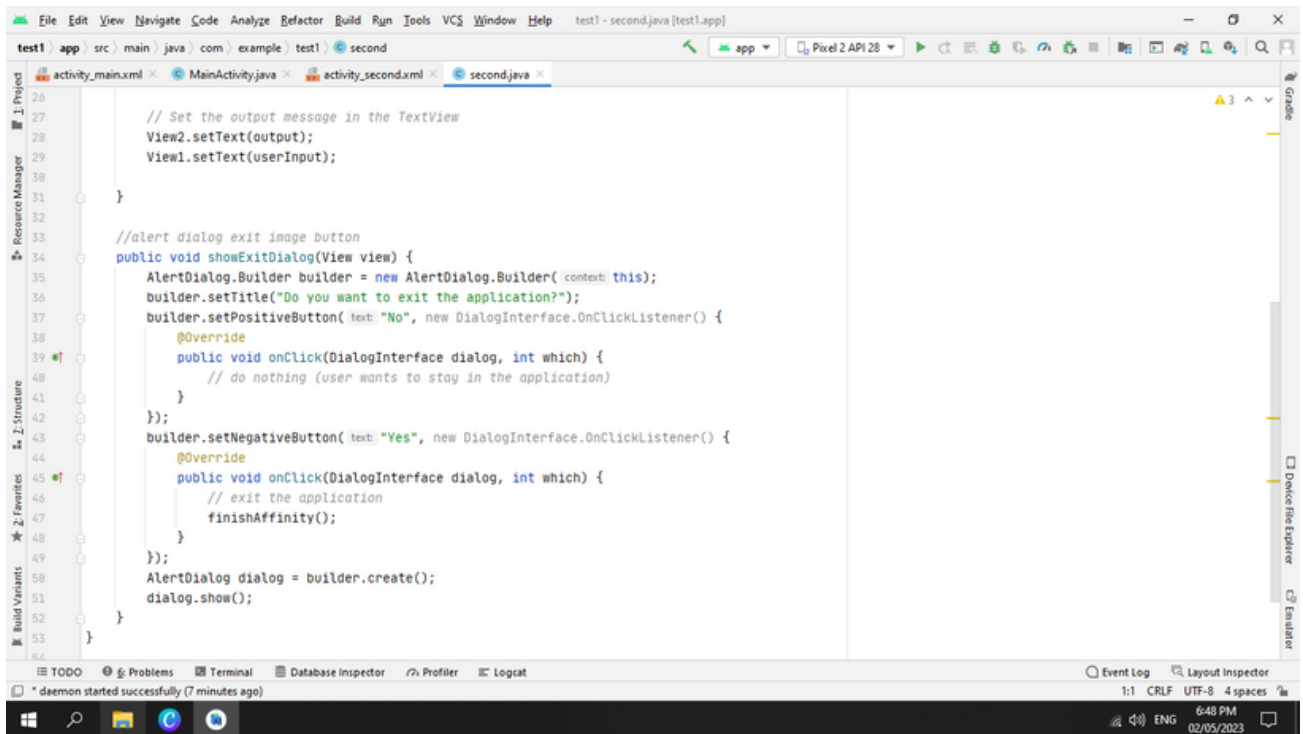


This screenshot shows the activity_main.xml file in an IDE. The XML defines the layout of the activity, including a RelativeLayout and an ImageView. The ImageView is configured with various attributes such as id, width, height, and margins.

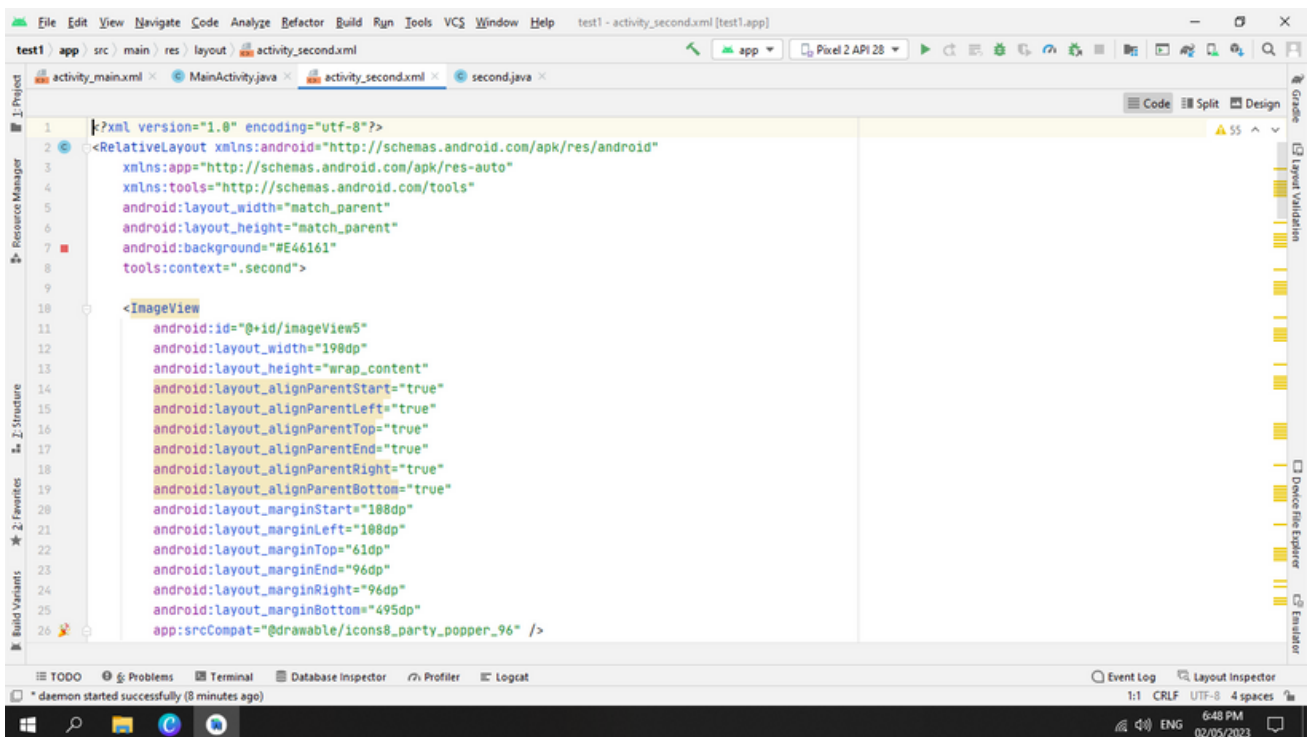
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#E46161"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="181dp"
        android:layout_height="wrap_content"
        android:layout_alignParentStart="true"
        android:layout_alignParentLeft="true"
        android:layout_alignParentTop="true"
        android:layout_alignParentEnd="true"
        android:layout_alignParentRight="true"
        android:layout_alignParentBottom="true"
        android:layout_marginStart="106dp"
        android:layout_marginLeft="106dp"
        android:layout_marginTop="146dp"
        android:layout_marginEnd="107dp"
        android:layout_marginRight="107dp"
        android:layout_marginBottom="402dp"
        app:layout_constraintEnd_toEndOf="parent">
```

SCREENSHOTS CODES



```
26
27 // Set the output message in the TextView
28 View2.setText(output);
29 View1.setText(userInput);
30
31 }
32
33 //alert dialog exit image button
34 public void showExitDialog(View view) {
35     AlertDialog.Builder builder = new AlertDialog.Builder( context this);
36     builder.setTitle("Do you want to exit the application?");
37     builder.setPositiveButton( text: "No", new DialogInterface.OnClickListener() {
38         @Override
39         public void onClick(DialogInterface dialog, int which) {
40             // do nothing (user wants to stay in the application)
41         }
42     });
43     builder.setNegativeButton( text: "Yes", new DialogInterface.OnClickListener() {
44         @Override
45         public void onClick(DialogInterface dialog, int which) {
46             // exit the application
47             finishAffinity();
48         }
49     });
50     AlertDialog dialog = builder.create();
51     dialog.show();
52 }
53
54 }
```



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent"
7     android:background="#E46161"
8     tools:context=".second">
9
10     <ImageView
11         android:id="@+id/imageView5"
12         android:layout_width="198dp"
13         android:layout_height="wrap_content"
14         android:layout_alignParentStart="true"
15         android:layout_alignParentLeft="true"
16         android:layout_alignParentTop="true"
17         android:layout_alignParentEnd="true"
18         android:layout_alignParentRight="true"
19         android:layout_alignParentBottom="true"
20         android:layout_marginStart="108dp"
21         android:layout_marginLeft="108dp"
22         android:layout_marginTop="61dp"
23         android:layout_marginEnd="96dp"
24         android:layout_marginRight="96dp"
25         android:layout_marginBottom="495dp"
26         app:srcCompat="@drawable/icons8_party_popper_96" />
```