### Ex: 1

##### activity\_main.xml

<Retativelayout xmtns:android="htlp:1/schemas.android.oom/apk/restandroid" android:layout\_width="match.J)arent"

ancfroid:layou t\_h8ight="match\_parent">

<TextView android:id="@+id/heUo\_world\_text" ancfroid:layout\_width="wrap\_cOf'ltent" android:layou t\_h8ight="WraJ)\_content" android:text="HeUo, World!" ancfroid:layout\_centerInParent=" true"/>

</RelativeLayout>

1. MainActivity.java

package com.exampte..hettoworld; import android.Os.Bundle;

import android.app.Activity;

import android.view.Menu;

public class MainActivity extends Activity{ @Override

protected void onCreate(Bundte savedlnstanceState){ super.onCreate(sa:\18dlnstanceState); setContentView(R.tayout.activity\_main);

#### l

@Override

public boolean onCreateOptiot1sMenu {Menu menu){ getMenulnflatet().inflate(R.menu.main, menu};

return true:

l l

## Ex: 2

1. activity\_main.xml

<Frametayout xmltls:androiCS="hltp://schemas.android.oom/apk/reS/android" ancsroid:layout..width=" titLparent"

ancsroid:tayout\_height="lilLparet1t" *>*

<Button ancsroid:id="@+id/button1"

ancfroid:tayout\_width="wraJ)\_cot1tent" ancsroid:tayou t\_helght="WraJ)\_content" ancsroid:text="@string/click\_me" *I>*

<TextView

ancsroid:id="@+id/textView1" ancfroid:tayout\_width="wraJ)\_cot1tent" ancsroid:tayou t\_height="WraJ)\_content" ancsroid:text="HeUo world" *I>*

</Frametayout>

1. MainActivity.java

package com.examJ)te. Eventlistenel'; import android.Os.Bundle;

import android.aJ)J).Activity;

import android.view.Menu; import android.view.View; import android.widget.Button; import android.widget.Textview;

pubtk class MainActivity extends Activity{ private Bunon button1;

private TextView textViewl;

@Override

protected void onCreate(Bundte savedlnstanoeState) { super.onCreate(savedlnstanceState); setContentView(R.Layout.activity\_main); button1=(Button) tindView8y1d(R.id.button1);

textView1 = (Te:xlView) lindView8yld(R.id.textView1);

button1.setOM:Ucklistener(new Vtew.OnCLickUstenert) { @Override

pubtk void ooCUck(View atgO){ textViewtsetTexl("Button Clicked");

#### l

}};

@Override

pubtk boolean onCreateOptionsMenu {Menu menu) {

// !nil.ate the menu; this addsitems to the action bar if it is present getMenulnHater().inHate(P.menu.main, menu};

return true;

l l

# Ex: 3

###### APP.js

import React, (useState} rrom ·react' import '.lindex..css·

!unction App () {

*II* state

cot1st(weight, setWeight) =useState (OJ cot1st[height, setHeight) =useState (0) cot1st(bml, setSmiJ=useState(")

=

##### cot1st[message, setMessage)useState-(")

tet catcBml =(event)=>

{

//prevent submitting event.preventDelaull() ii (weight

{

=== 0 11t,e;gi,1===0)

atert('Please enter a vatldweight and h&ighl')

)

etse

{

let bml =(weight/ (height "height) 703)

setBmi (bmi. to Axed(1})

// Logic for message

ii (bmi < 25)

{

setMessage('You are underweight')

} else ii (bmi*>=* 25 && bmi < 30)

{

setMessage('You are a healthy weight')

}else

setMessage('You are overweight')

#### l l l

let reload (}=>

window.location.reloadO

{

#### l

return

l

<divclassName="app">

<div className=·container'>

<h2 className=·center'>BMI Catculator</h2>

<lorm onSubmit=(catcBmi} *>*

<div>

<label>Weight (lbs) </tabel>

<input vatue=(weight) onChance={{e) => setWeight (e.tafg&tvatu&}}/>

</div>

<diV>

<Lab&l>Height {in}</tabel>

<input vatue={height} ot1Change={(event) => set Height {evMUarget.vatue}}/>

</div>

<div>

<buttof'I className='btn' type='submit'>Submit<JbullOf'I>

<buttof'I className='btn btn.outUoo' onClick={retoad} type='submit'>Retoad</button>

</div>

</1orm>

<divcLassName='c8tlt&r''>

<h3>Your BMI is: (bmi}</h3>

<p>tmessage)<Jp>

</div>

<div cLassName='img.cootainer''>

<img src={img Src} alt="><limg>

</div>

</div>

</div>

);

)

export default App;

lndex.css

box-sizing: border-box; margin: O;

padding: O;

**.app{**

#### l

display: lle:x;

lle:x-direction: column; justify-content:cenuu·; align-items: center; width: 100%;

height: 1OOvh;

.cootainer{

box-shadow: Opx Opx12J)X #CCC; border-radius: BJ)x;

padding: 1rem;

input ( width: 100%;

ront-size: 1.2rem; padding: 8J)X4J)X; margin: Spx O; border-radius: BJ)x;

.bl(

display: block;, width: 100%;

ront-size: 1.2rem; margin: Spx O;

padding: 1Opx O; background-color: #333;

cotor: #111;

border: 1px solid #333; border-radius: Spx; cursor: pointet;

.btn outline { background-color. #111;

cotor: #333;

.center{

text-align: center; margin: 24pxO;

##### p

margin: 10pxO;

.img-container{ text-align: center;

.img-container img {

#### l

height: 200px; body{ margin: O;

ront-tamily: -appte-system, Blink:MacSys1omFont,·segoe UI', 'Robo10·, 'Oxygen·,

'Ubunlu',·cantaretl', 'Fira Sans·, 'Oroid Sans·, 'Helvetica Neue',

sans-serif;

-webkit-ron1-smoothing; antiatiased;

-moz.-osx-ront-smoothing: grayscale.;

**COd8{**

ront-tamily: source-code-pro, Mento,Mot1aco, Consolas, 'Courier New", monospace:

#### l

lndex.js

import React from 'react';

import ReactOOM rrom 'react-dOOVclienl'; import '.lindex.css';

import App from'./A(Jp';

cot1stroot= Re.actDOM.cre.ateRoot(documen1.getElementByld('root')); root.render(

<React. StrictMode>

<App/>

</React. StrictMOde>

};

### Ex: 4

APP.is

import React,{ useState} from·,eacl';

import AdcJTransaction from 'Jcomponents/AdcJTrans.action'; import Trans.action list rrom './components.tTrans.actionlist'; import Weekly Report from'./componentS/WeektyReport'; import

./App.css';

!unction App () {

const(tr'ans.actions, setTransactions] = us.estate([}); con st addTransaction = (tr'ans.action) *=>* { setTransactions.({...transactions.,uans.action));

);

return(

<divcLassName="App">

<h1>Expense Manager</h1>

<AddTransaction addTransaction-(aCkJTransaction} */>*

<Transactionlist trans.actions=(transactions} */>*

<WeektyReport transactions-[trans.actions) *I>*

</div>

);

export default App:

1. Createa new Folder and renameas components and create a needJS file as Add Trans.ae1ion.js

Transaction Ust.js

**weekly** Report.Js

Add Trans.ae1ion.js

import React,{ us.eState} from 'react';

!unction AdcJTrans.action({ addTransaction}){ const(date, setOate) = useState(u); const[category, setCategory) = useState(");

COf'ISl(type,S8l'Type] useState('if'ICOme'); cot1st(amount,setAmount) = us&State("); COf'ISlhandteSubmit = (0)*=>* { e.preventOelault();

cot1st transaction

{ date, categOf'y, type, amount: parseFloat (amount); addTfansaction (transactiot1);

set**Date(");**

setCatego,y("); set Amount

');

);

return (

<lorm onSubmit=(hancneSubmit}>

<div>

<label>Oate: </label>

<input type="date" vatue=[date) onchange={{e) => set Date (e.target.vatue)} required/>

</div>

<div>

<label>Category:</label>

<input type="text"value=[category) ot1Change={(e) *=>*

setCategory (a.target.value)} required/>

</div>

<div>

<lab8l>Type:<Ilab8l>

<select vatuO•(type) onChange.(e) *=>* setType(e.targetvatue))>

<optioo vatue="income">lnoome</option>

<-0pti0f'Ivatue="e)q)ense">Expense</optiot1>

</select>

</div>

<diV>

<label>Amount:<llabel>

<input type="number· vatue=(amount) ooChange={(e) *=>* setAmount (e.target.vatue)} required/>

</div>

<buttof'I type="submit">Add Transactiot1</button>

</1orm>

);

export default AddTransaction;

Transactiof'I Ust.js

import React from 'react';

!unctionTransactionlist{{ transactions}) return

<div>

<h2>Transaction List</h2>

<ul>

(transactiot1s.map((transaction, indeX)*=>*(

<li key={index} *>*

(transactiot1.date}. (transaction.category}-{transactiot1.type}­ S(transaction.amount}

</U>

)))

<Jut>

</div>

);

)

export default Transactiot1Ust;

**weekly**Report.Js

import React from 'react';

!unction weekly Report ({transactions}}{ COf'ISt getWeakly Report=()=> {

COf'IStreport={}; transactions.rorEach((transaction) => { cot1st category= transaction.category; cot1st amount= transaction. amount;

ii (!report (categoryD{

report (category)={ income: o,expense: o };

)

ii (transaction.type=== 'income'){ report (category).lnoome += amount;

)

etseif (transaction.type

* + expense') {

report (category}.e)q)Onse += amount;

});

return report;

};

COf'ISlreport= getWeekly Report O;

return

###### <-div>

<h2>Weekly Repor1</h2>

###### <table>

<lhead>

<tr>

<th>Category</th>

<lh>Totat lncome<lth>

<th>Totat Expense<lth>

*<Jlr>*

</the.ad>

<tbOdy>

{Obj&etJceys(report).map((category, index)=> (

<tr key={index}>

<ld> [category}<ltd>

<ld>${report (category).income}<ltd>

<ld>${report (category).expense}</td>

*<Jlr>*

l)}

<Jtbody>

</table>

</div>

);

export default weekty ReJ)Ort;

lndex.css

###### BOdy

{

margin: O;

ront-tamity: 'Segoe UI', Tahoma, Geneva, verdana, sans-serif;

background-color': #141414;

CotOI': #333;

)

h1, h2

{

CotOr': #444;

text-align: center; margin-bottom: 20px;

.App

max-width: aoopx; margin: o auto; padding: 20px; background-color. #111; border-radius: Spx;

box-shaelow: o 4px8pxrgba(O, o, o, 0.1);

)

*r* Fo,mStyllng *•1*

rorm{

display: lle:x; lle:x•direction: column; gap: 1opx; margi...,.bottom: 30px; padding: 20px;

background•COIOr': #f9t919; border.radius: Spx;

bOX·Shadow: 0 2J)X4J)Xrgba(O, 0, 0, 0.1); rormdiv

#### l

display: lle:x; lle:x•direction: column; tab&l

ront.size: 14px; margi...,.bottom: Spx;

#### l

input, set&et padding: 1OJ)x; ront.size: 14px;

border: 1J)Xsolid #ddd; border.radius: 4J)x;

transition: bord&r.cotor 0.3s ease;

#### l

input: locus, set&ct: locus border.color: #4CAFSO; outUn&: none:

bultOf'I ( padding: 12px; ront-size: 1Gpx;

background-COIOI': #4CAFSO; CotOI': white;

border. none; border-radius: 4px; cursor: pointet;

transition: backgrout1d-cotor 0.3sease;

#### l

bultOf'l:hOl/er

{

background-color. #4Sa049;

#### l

*r* Transaction ListStyUng *·1*

###### UI

{

Ust-styte-type: none;

padding: O;

u

{

padding: 1Opx; background-color': #latafa; border.1px solid #ddd; border-radius: 4px;

margil\-bottom: 10px.;

box-shadow: o 1px3pxrgba(O,o, o,0.1);

#### l

*r* TableStyUng*·1*

table{ width: 100%;

border-collapse: collapse; margin: 20px O;

box-shadow: o2px4px rgba(O. o,o,0.1);

#### l

th, td

{

padding: 12px; text-align:

tell;

border-bottom:1px sotkl #ddd;

###### Th

background-color. #4CAFSO;

cotor: white;

#### l

tr:nth Child(81J8n)

{

background-color. #f9t919;

#### l

tr:hover

{

background-color. #IUUl;

#### l

###### *r* Responsive Desigt1• *1*

@m•dia (max-width: 768pxl(

.App

padding: 1Spx; rorm{ padding: 1Spx;

Button

ront-size: 14px;

tabte, th, ld

ront-size:14px;

lndex.js

import React from 'react';

import React DOM from 'react-domtclient'; import '.lindex..css·;

import App from'./A(Jp';

//import reportWebVitalSfrom './reportWebVitats';

=

cot1stroot React OOM.createRoot(document.getEtementByld('root')); root.render(

<React. Sttict Mode>

<App/>

</React. SttictMOde>

};

//repor1WebVitalsO;

# Ex: 5

MOdify index.html to OisJ)lay Location

##### <!OOCTYPE html>

###### <html>

<heaCS>

<titte>My Location App<ltitte>

<meta charset="utl-8" *I>*

<meta name="viewport" cootent="Width=device-width, lnitial-scate.=1*"/>*

</head>

<body>

<h1>Current Locatiot1</h1>

<div ld="tocation">

<p>L-atitude: <spanid="latitude">Loading,..<lspan></p>

<p>Longitude: <span id="lof'lgitude">Loading...</span></p>

</div>

<script src="oordova.js"></Script>

<script src="js/index.js"><lsctipt>

*<lbocly>*

</html>

Step5: Update JavaSctipt to Get and Display Location varapp={

initiali1e: !unction () {

documei'll.addEventUstoner('devke ready', this. ot1 OevioeReady.bind(this), falSe);

},

on OeviceReaefy: runctiot1() { this.gettocation(); getlocation:!unction () {

ii (navigator.geotocatiot1) { navig.ator.geotocation.getCur'rentPositiot1(this.onSuccess, this.onError);

l •ts• {

atert.("Geotocation Is not supported by this broW'Ser.");

#### l

},

onSuccess: function (position) { documet11.getEtement8yld("latitude").textContent

position.coords.tatitude;

documet11.getEtement8yld("tongitude").textContent = positiot1.coords.tongitude;

},

onError: !unction (error){

atert.("Error getting location:"+ error.mess.age);

},

};

app.initi.aUz.eO;

## Ex: 6

MOdify index.html ror the Login screen

Openwww/index.html and replace its contents with the IOUowing cOde:

<!OOCTYPE html>

<html>

<heaCS>

<meta charset="utl-8">

<meta name="viewport" cootent="Width=device-width, lnitial-scate.=1*">*

<titte>Login SCreen<ltitte>

<Unkret="stylesheet" hrel="csS/styles.css">

</head>

<body>

<div class="togin-cootainer·>

<!-• Header Image 04>

<img src="imgtheacter.png" att="Heacter Image" ctass="header-image">

<!-• Login Label-->

<h2>Login</h2>

<!-• Login Form-·>

<lorm id="toginForm">

<Label 10,="usemame">Usemame<llabel>

<input type="text" id="username" name="username" required>

<Label 10,="password">Password</label>

<input type="password" id="password" name="passworct" r uired>

<!-• Buttons 04>

<button type="reset" ctass="buttotl reset-button">Reset<lbutton>

<button type="submit" ct.ass="button submit-button">Submit</button>

</1orm>

</div>

<!--Add your Cordova script-·>

<script src="oordova.js"></Script>

<script src="js/app.js"></sctipt>

**</bocly>**

</html>

Step4: Style the Login screen withCSS

Create a new CSS file namedwww/csststytes.css and add the following styles:

#### l

Margin: O; Padding: O;

BOX•Si2ing: bOrder•bOX;

*r* Basic Container Style"/ BOdy{

Font.ramily: Arial, sans.serif; Display: llex;

Align.items:center; Justify.content: center; Height: 100Vh; Bacl(grOuncs-ootor: #tOIOIO;

#### l

*r* Login Container ,

.login.container{ Width:90%;

Max-width: 400px; Padding: 20px; Bac)(grouncs: #rtf;

Box.shadow: 0 4px8pxrgba(O, 0,0, 0.2); Text.align: center;

Border-radius: Spx;

*r* Header Image *·1*

.header-image width: 100%;

max-height: 1oopx;

margin-bottom: 20px.;

*r* Form and LabelS·/ rorm{

display: lle:x;

ne:x-direction:column;

lab•l{

margin-top: 1Opx; text-align: telt; inpu t[type="text"),

input[type="password"J{ padding: 1Opx;

margin-top: Spx;

border-radius: 4px; border. 1px solid #ccc; *r* Buttons *•1*

.button{ padding: 1Opx; margin-top: 1Spx; border. none;

border-radius: 4px; cotor: #Ill;

cursor: pointer;

#### l

.reset•buttOf'I{

Bac)(grouM-ootor: #3d9S34t%;B

.submit•button { Bacl(grOUM-ootor: #5cb8SC;

l