SETHU INSTITUTE OF TECHNOLOGY

(An Autonomous Institution | Accredited with 'A' Grade by NAAC) PULLOOR, KARIAPATTI - 626 115



DEPARTMENT OF COMPUTER SCIENCE & DESIGN

2023 - 24

(ODD SEMESTER)

INTERACTIVE DESIGN LABORATORY

21UCD509

NAME:
REG NO:
Head of the Department
End of Semester Practical Examination held on

External Examiner

Internal Examiner

INDEX

Ex. No	Date	Experiment	Marks		_ Page	
			Observation (10)	Viva (10)	No.	Signature
1.		Static Webpages design for an online book store website				
2.		Design a webpage using HTML and CSS for Yoga Schedule				
3.		Design a webpage using HTML and CSS for Online Ticket Booking for ICC World Cup				
4.		To Create a Quiz Applications Program Using HTML, CSS and Javascript				
5.		Write a Javascript to validate the fileds of the Login page and Registration page				
6.		Write a HTML Page including required Javascript that takes a number from textfield and displays it in Words				
7.		To Develop a Simple Android Application for a Simple Calculator App				
8.		To Develop a Simple Android Application to display different Shapes				
9.		To Develop a Android Application that implements Multithreading				
10.		To Develop a Simple Android Application to Create and Display the Notification				
11.		To Develop a Simple Android Application to Create an Alarm				
12.		To Develop a Simple Android Application to design a Simple BMI Calculator				

Online Bookstore:

You are tasked with creating a web page for an online bookstore. The web page should display a list of books along with their titles, authors and prices. Each book should be clickable, and when clicked, it should open a new page that displays detailed information about the book, including a description and its cover image.

Aim:

To create a webpage for an online bookstore to display a list of books along with their titles, authors and prices.

Coding:

```
home.html:
```

```
<frameset rows="40%,*">
<frame src="top.html" noresize scrolling="NO" name="topframe">
<frameset cols="15%,*">
<frame src="left.html" noresize scrolling="NO" name="leftframe">
<frame src="right.html" noresize name="rightframe" scrolling="auto">
</frameset>
</frameset>
top.html:
<html>
<head>
<title>Top Frame</title>
</head>
<body bgcolor="YellowGreen ">
<img src="images/logo1.png" width="125" height="115" align="left">
<img src="images/cse.png" width="125" height="115" align="right">
<center>
<marquee bgcolor="yellow" width="650" behavior="alternate">
<font face="Brush Script MT" size="8" color="green"><b><i>Online Book Store</i></b>
</font>
</marquee><br>
<font face="Brush Script" size="6" color="white"><b>Created & Maintained By
```

```
MRCET</b></font>
</center>
<br>
<a href="Home.html" target=" parent"><font face="Brush Script" size="6"
color="navy">HOME </a>
<a href="login.html" target="rightframe"><font face="Brush Script" size="6"
color="navy">LOGIN</a>
<a href="registration.html" target="rightframe"><font face="Brush Script"
size="6" color="navy">REGISTER </a>
<a href="catalogue.html" target="rightframe"><font face="Brush Script"
size="6" color="navy">CATALOGUE</a>
</body>
</html>
left.html:
<html>
<body align="center" bgcolor="bisque"><br>
<a href="cse.html" target="rightframe"><font size="6">CSE</font></a><br><br>
<a href="ece.html" target="rightframe"><font size="6">ECE</font></a><br><br>
<a href="eee.html" target="rightframe"><font size="6">EEE</font></a><br>
<a href="mech.html" target="rightframe"><font size="6">MECH</font></a><br>
</body>
</html>
right.html:
<html>
<body bgcolor="orange">
<center>
<img src="images/Books.jpg" height="170"><br>
<font face="Brush Script MT" size="5" color="blue">
<h1><b>Welcome to the Online Book Store!!!</b></font><br/>
<font face="Brush Script MT" size="5" color="red">
```

```
<h2><b> "A Huge Collection Of Engineering E-Books"</b></h2></font>
</center>
</body>
</html>
cse.html:
<html>
<head><title>CSE</title></head>
<body bgcolor="cyan">
<center><font color="blue"><h1>Computer Science and Engineering</h1></font></center>
<br>
Text Books
<select >
<option value="select the book" selected>Select the book
<option value="C&Ds">C&Ds
<option value="Ads">Ads
<option value="Java">Java
<option value="Oracle">Oracle
<option value="Ms SQL Server">Ms SQL Server
<option value="MySql">MySql
</select>
Quantity
<input type="text" id="q">
>
<form method=post action="order.html">
<input type="submit" value=ok />
</form>
```

```
<center>
 Cost of one book is"500" + shipping "100" 
</center>
</body>
</html>
ece.html:
<html>
<body bgcolor="Plum">
<h1><font color="blue">Electronics and Communication Engineering</font></h1>
<h2>
<u1>
Digital CircuitsSignals and SystemsDigital Communication
</h2>
</body>
</html>
eee.html:
<html>
<body bgcolor="Plum">
<h1><font color="blue">Electrical and Electronics Engineering</font></h1>
<h2>
ul type="square">
Concepts in Electric Circuits
Introduction to Electronic Engineering
Electrical Power
</h2>
</body>
</html>
mech.html:
<html>
```

```
<body bgcolor="Plum">
<h1><font color="blue">Mechanical Engineering</font></h1>
<h2>

    type="I">

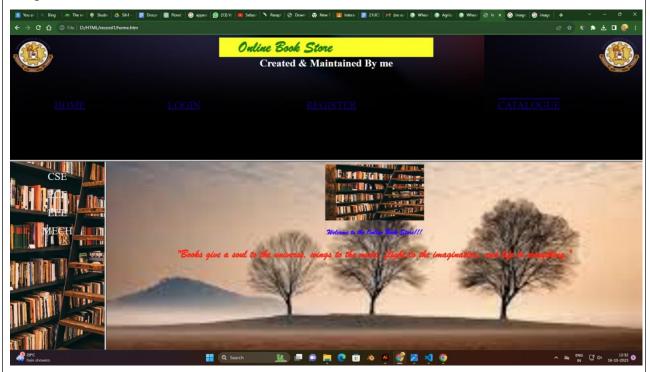
Theory of Machines
Automation and Robotics
Engineering Fluid Mechanics
</h2>
</body>
</html>
catalogue.html:
<html>
<head>
<title> Catalogue </title>
</head>
<body bgcolor="pink">
<form action="order.html">
<img src="images/wt.jpg" width=100 height=100/>
Book: Web Technologies <br/>
Author: Uttam K. Roy <br/>
Publication:Oxford
University Press531    
<input type="submit" value="Add to cart"/>
<img src="images/php.jpg" width=100 height=100/>
Book: PHP & MySQL Web Development <br > Author: Luke Welling & Laura
Thompson <br/> Publication:PEARSON898 &nbsp;&nbsp;&nbsp;
<input type="submit" value="Add to cart"/>
</form>
</body></html>
registration.html:
```

```
<html>
<head><title>Registration Form</title></head>
<body bgcolor="#E4F0F8">
<center><font color="blue" size="6" face="arial">Registration Form</font></center><br/>br />
<form action="right.html">
First Name(Minimum 6 characters)<font color="red">* </font>
<input type='text' id='firstname' /><br /><br />
Last Name<font color="red"><font color="red">* </font></font>&nbsp;&nbsp;
<input type='text' id='lastname' /><br /><br />
EmailAddress<font color="red">* </font>&nbsp;&nbsp;&nbsp;
<input type='text' id='email' /><br />
<font color="red">(one e-mail id only):</font>&nbsp;&nbsp;&nbsp;
<font color="redblue">e.g. smith@hotmail.com</font><br/>br/>
Password(minimum 6 characters)<font color="red">* </font>&nbsp;&nbsp;&nbsp;
<input type='password' id='pass'><br/><br/>
Address<font color="red">* </font>&nbsp;&nbsp;&nbsp;
<textarea rows="2" cols="20" id='addr' /></textarea><br /><br/>
Mobile No<font color="red">* </font>&nbsp;&nbsp;&nbsp;
<input type='text' id='mobileno' /><br />
Gender: <input type='radio' name="gender">male
<input type='radio' name="gender">female<br/><br />
<input type='Submit' value='submit' />
<input type='Reset' value='reset' />
</form></body></html>
order.html:
<html>
<head><title>order conformation</title></head>
<body bgcolor="cyan">
<center>
<strong>
<br/>b>Your order Is Conformed
</strong>
<h2><b>THANK YOU...Visit Again</h2>
</center>
```

</body>

</html>

Output:



Result:

Thus the webpage for an online bookstore, displaying a list of books along with their titles, authors and prices has been created.

Design a webpage using HTML and CSS for Yoga Schedule which includes yoga schedule for week days with various Yoga asana names and information about the yoga.

Aim:

To design a webpage using HTML and CSS that incorporates yoga schedule for week days with various yoga asana names and information about the yoga.

Coding:

Backpain.html

```
<html>
<body>
<center>
<h2><font color="purple" face="Calisto MT"><u>YOGA FOR BACK
PAIN</u></font></h2></center>
<center>
```

>Does yoga help with back pain? It certainly can, if done correctly.

Yoga can not only help you tune in to your body, but many poses are effective in stretching and toning the muscles that support your spine.

br>

The result? Less pain, more balance, and better posture and alignment.

```
<h3>1) Bow Pose</h3>
```

<center>

Send back into the shape of a bow to feel energetically locked, loaded, shr and ready to take aim.</center>

<h3>2) Downward-Facing Dog</h3>

<center>

One of yoga's most widely recognized poses, Downward-Facing Dog Pose, called Adho

Mukha Svanasana in Sanskrit,

works to strengthen the core and improve circulation.

This rejuvenating pose works to provide a delicious,
 full-body stretch.

</center>

<h3>3) Revolved Side Angle Pose</h3>

<center>


```
This revolved variation of Utthita Parsvakonasana requires a lot of flexibility <br/>br>to twist so
deeply and ground the back heel.
</center>
<h3>4) Revolved Triangle Pose</h3>
<center><img src="rt.jpg" width="450" height="250">
A counterpose to Utthita Trikonasana and preparation for seated forward bends<br/>br> and
twists, this pose is key to a skilled practice. 
</center>
</body>
</html>
Feedback.html
<html>
<body>
<img src="feedback.jpg">
<img src="fb.jpg" align="right"width="120" height="100">
<form action="#" method="POST">
<h3>First Name: <input type="text" placeholder="Your name"></h3>
<h3>Last Name: <input type="text" placeholder="Your last name"></h3>
<h3>E-Mail: <input type="text" placeholder="E mail"></h3>
<h3>Country: <select><option>---</option>
<option>India
<option>Canada
<option>USA</option>
<option>Australia
<option>UK</option>
<option>New Zeland
</select></h3>
<h3>Comments: <br><textarea rows="3"cols="60" placeholder="Add your
comments"></textarea></h3>
<h3>Ratings:
<input type="radio">1
<input type="radio">2
<input type="radio">3
<input type="radio">4
```

```
<input type="radio">5</h3>
<br>
<input type="submit" name="Submit" value="Submit">
<input type="reset" name="reset" value="Reset">
</form>
</body>
</html>
Fitness.html
<html>
<body>
<center>
<h2><font color="purple" face="Calisto MT"><u>YOGA FOR
FITNESS</u></font></h2></center>
<center><hr>
<h4>Yoga for fitness poses will work your entire body, burn fat, and tone muscle.<br>
Include these poses into your daily routine for overall improvements in strength and
fitness.</h4></center><br
<h3>1) Boat Pose(Paripurna Navasana)</h3>
<center><img src="boat.jpg" width="450" height="250">
<h4>An ab and deep hip flexor strengthener, Boat Pose, or Paripurna Navasana in Sanskrit,
requires you to balance on <br/> <br/>br>
tripod of your sitting bones and tailbone to build mental and physical focus, inspiring a full-body
awareness.</center>
<h3>2) Dolphin Plank Pose</h3>
<center><img src="dol.jpg" width="450" height="250">
<h4>A modification of Plank Pose, Dolphin Plank Pose strengthens and tones the<br/>br> core,
thighs, and arms..
</center>
<h3>3) Dolphin Pose</h3>
<center><img src="dp.jpg" width="450" height="250">
<h4>Dolphin pose strengthens the core, arms, and legs, while also nicely <br/>br>opening the
shoulders.
</center>
<h3>4) Extended Side Angle Pose</h3>
```

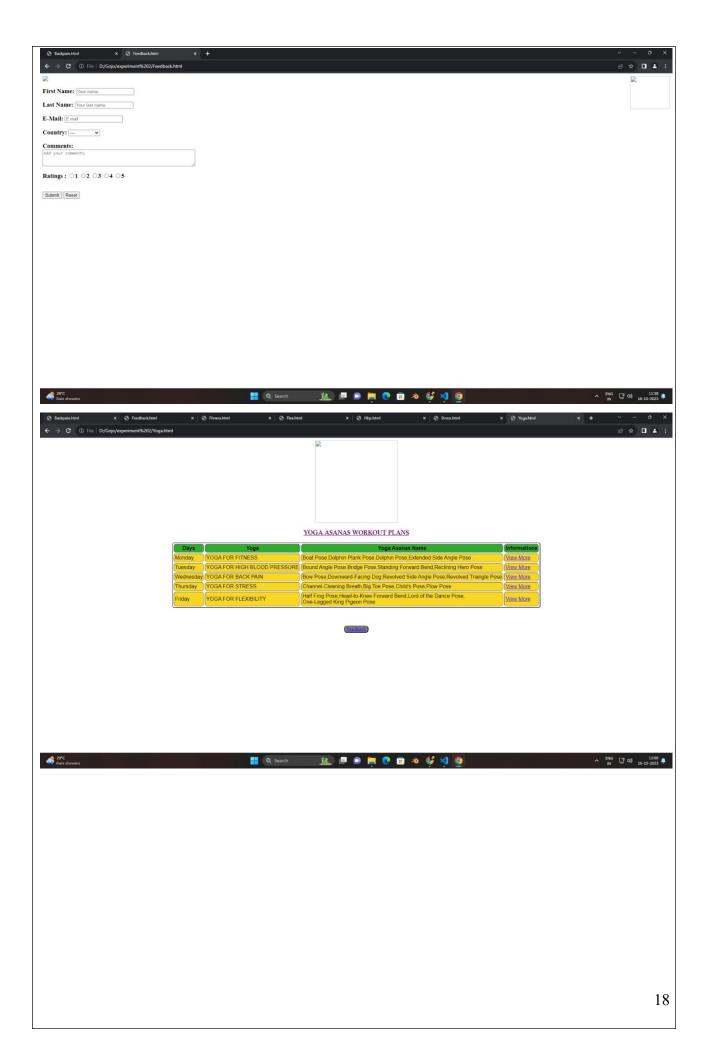
```
<center><img src="esap.jpg" width="450" height="250">
<h4>Find length in your side body, from your heel to your fingertips with<br/>5br> Extended Side
Angle Pose.
</center>
</body>
</html>
Flex.html
<html>
<body>
<center>
<h2><font color="purple" face="Calisto MT"><u>YOGA FOR
FLEXIBILITY</u></font></h2></center><br/>br>
<center>
These yoga poses for flexibility will help you lengthen and stretch your muscles in a safe,
effective way. 
Include these poses in your practice regularly to see improvements.
<h3>1) Half Frog Pose</h3>
<center><img src="hf.jpg" width="450" height="250">
Ease up into Half Frog Pose, called Ardha Bhekasana in Sanskrit.<br>
This pose strengthens the back while gently opening up the shoulders, chest, and thighs—a loving
treat for the entire body.</center>
<h3>2) Head-to-Knee Forward Bend</h3>
<center><img src="head.jpg" width="450" height="250">
Janu Sirsasana or Head-to-Knee Forward Bend is appropriate for all levels <br/>fstudent and
a spinal twist to boot.
</center>
<h3>3) Lord of the Dance Pose</h3>
<center><img src="ldp.jpg" width="450" height="250">
Yant to, like, connect with cosmic energy? Nataraja is another name for Shiva and his dance
symbolizes cosmic energy. <br>
Natarajasana, or Lord of the Dance Pose.
</center>
<h3>4) One-Legged King Pigeon Pose</h3>
<center><img src="kingpigeon.jpg" width="450" height="250">
```

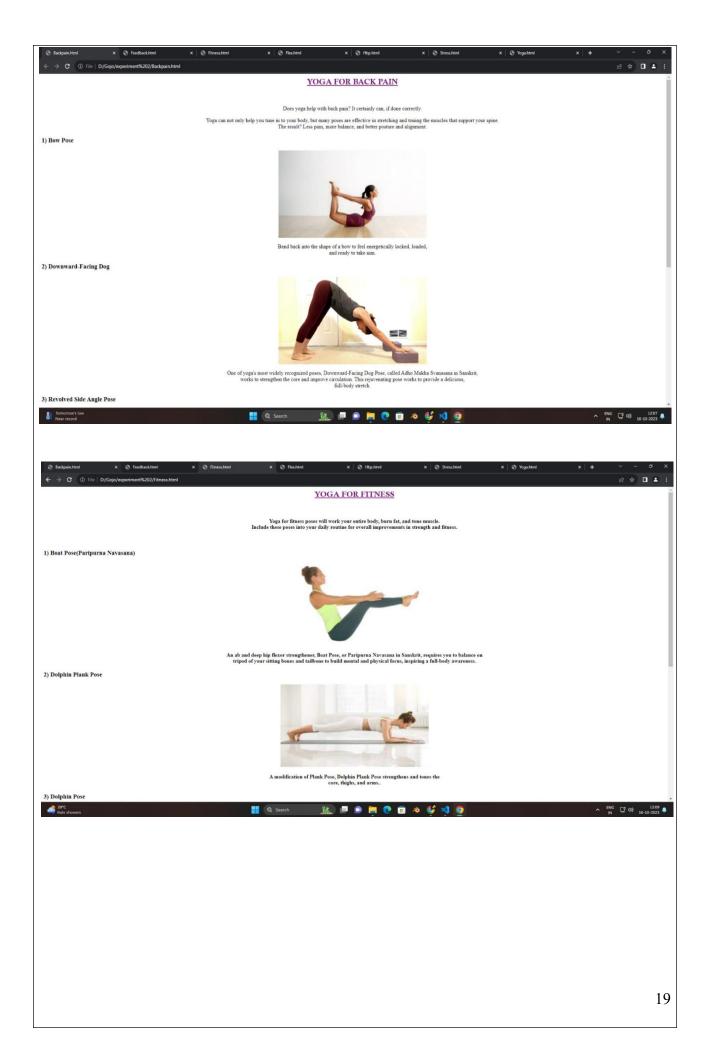
```
One-Legged King Pigeon Pose is a deep backbend that puffs the chest, <br > making a yogi
resemble a pigeon.
</center>
</body>
</html>
Hbp.html
<html>
<body>
<center>
<h2><font color="purple" face="Calisto MT"><u>YOGA FOR HIGH BLOOD
PRESSURE</u></font></h2></center><br>
<center>
Improve your circulation by adding these yoga for high blood pressure poses into your daily
practice.</h3></center><br
<h3>1) Bound Angle Pose</h3>
<center><img src="bap.jpg" width="450" height="250">
<h3>Bound Angle Pose/Cobbler's Pose, calleed Baddha Konasana in Sanskrit, works to open
the deepest part of the hip muscles. <br/> >
It will gently stretch sore hips post-workout while improving postural and body
awareness.</h3></center>
<h3>2) Bridge Pose</h3>
<center><img src="bridge.jpg" width="450" height="250">
<h3>Setu Bandha Sarvangasana can be whatever you need—energizing,<br>> rejuvenating, or
luxuriously restorative.</h3>
</center>
<h3>3) Standing Forward Bend</h3>
<center><img src="sfb.jpg" width="450" height="250">
<h3>Uttanasana will wake up your hamstrings and soothe your mind.</h3>
</center>
<h3>4) Reclining Hero Pose</h3>
<center><img src="hero.jpg" width="450" height="250">
<h3>Virasana is a balm for tired legs at the end of the day, as well as an alternative<br> to
Lotus for seated meditation.</h3>
</center>
```

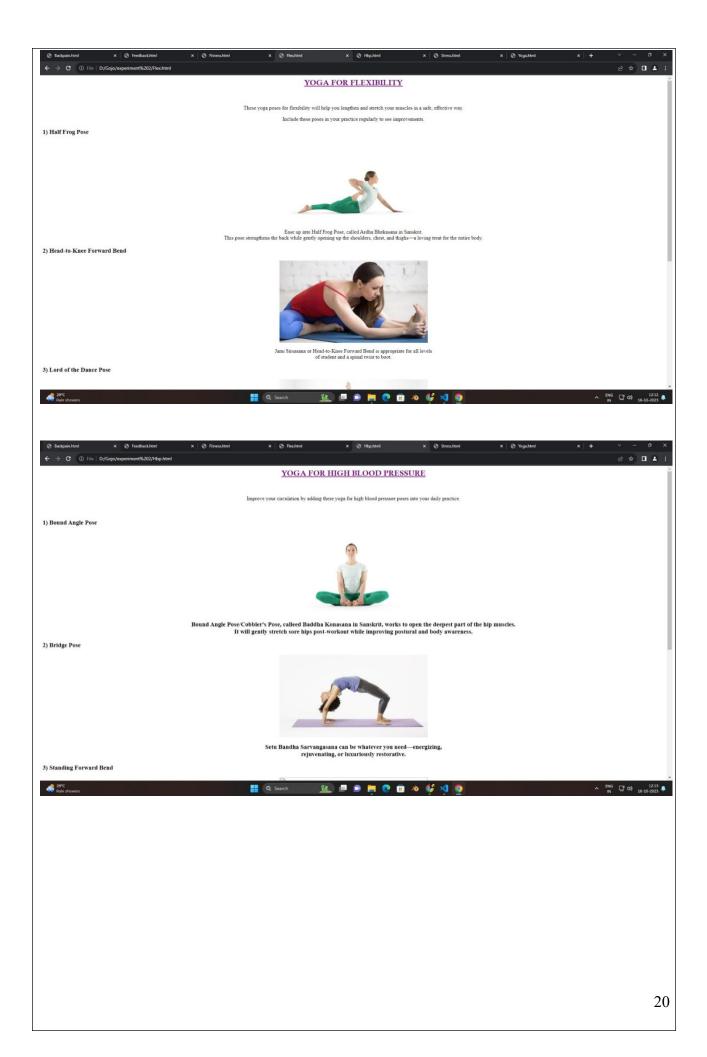
```
</body>
</html>
Stress.html
<html>
<body>
<center>
<h2><font color="purple" face="Calisto MT"><u>YOGA FOR
STRESS</u></font></h2></center><br
<center>
On't miss Yoga Journal's six-week Yoga for Stress and Anxiety course that'll make a
<br/>br>lasting change in the way you work, love, and live.</center>
<h3>1) Channel-Cleaning Breath</h3>
<center><img src="breath.jpg" width="450" height="250">
Sometimes considered a preparation for pranayama, <br/>other times a formal practice in
itself</center>
<h3>2) Big Toe Pose</h3>
<center><img src="bigtoe.jpg" width="450" height="250"><br/>br>
This pose gently lengthens and strengthens even stubbornly tight hamstrings.
</center>
<h3>3) Child's Pose</h3>
<center><img src="childpose.jpg" width="450" height="250">
Take a break. Balasana is a restful pose that can be sequenced between <br/>br>more challenging
asanas.
</center>
<h3>4) Plow Pose</h3>
<center><img src="plowpose.jpg" width="450" height="250"><br>
Plow Pose reduces backache and can help you get to sleep.
</center>
</body>
</html>
Yoga.html
<html>
<body><style>
```

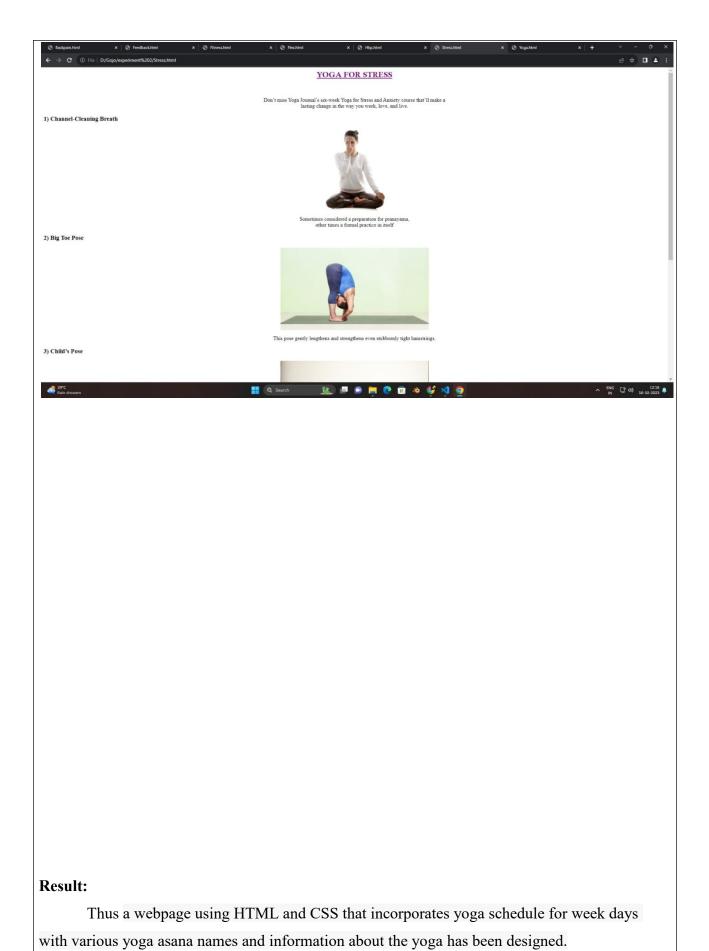
```
td,th,table{
text-align:left-center-left;
font-family:arial;
border-radius:8px;
}
button{background:gray;
font-family:arial;
border-radius:8px;
</style>
<center>
<img src="yogalogo.png" width="250" height="250">
<h3><font color="purple" face="Calisto MT"><u>YOGA ASANAS WORKOUT PLANS
</u></font></h3>
Days
Yoga
Yoga Asanas Name
Informations
Monday
YOGA FOR FITNESS
Boat Pose, Dolphin Plank Pose, Dolphin Pose, Extended Side Angle Pose
<a href="fitness.html">View More</a>
Tuesday
YOGA FOR HIGH BLOOD PRESSURE
Bound Angle Pose, Bridge Pose, Standing Forward Bend, Reclining Hero Pose
<a href="hbp.html">View More</a>
```

```
Wednesday
YOGA FOR BACK PAIN
Bow Pose, Downward-Facing Dog, Revolved Side Angle Pose, Revolved Triangle Pose
<a href="backpain.html">View More</a>
Thursday
YOGA FOR STRESS
Channel-Cleaning Breath, Big Toe Pose, Child's Pose, Plow Pose
<a href="stress.html">View More</a>
Friday
YOGA FOR FLEXIBILITY
Half Frog Pose, Head-to-Knee Forward Bend, Lord of the Dance Pose, <br/>
One-Legged King
Pigeon Pose
<a href="flex.html">View More</a>
<br><br><br><br></ri>
<Button><a href="feedback.html">Feedback</a></button>
</center>
</body>
</html>
Output:
```









Design a website which includes Ticket registration, match Schedule and match venue for ICC World cup Cricket using HTML and CSS

Aim:

To design a website which displays match Schedule, match venue and ticket registration for ICC World cup Cricket using HTML and CSS

Coding:

```
Style.css
```

```
padding:0;
margin:0;
}
ul
list-style:none;
background: blue;
ul li
display:inline-block;
position:relative;
}
ul li a
display:block;
padding:20px; 25px;
color:white;
text-decoration: none;
text-align:center;
font-size:20px;
ul li ul.dropdown li
```

```
display:block;
ul li ul.dropdown
{
width:100%;
background:blue;
position:absolute;
z-index:999;
display:none;
ul li a:hover
background:black;
ul li:hover ul.dropdown
display:block;
ul li ul.team li
display:block;
ul li ul.team
width:100%;
background:blue;
position:absolute;
z-index:999;
display:none;
ul li a:hover
background:black;
```

```
}
ul li:hover ul.team
display:block;
Worldcup.html
<html>
<head>
<title>ICC T20 World Cup 2021</title>
link rel="stylesheet" href="style/style.css"></head>
<body>
<img src="image/inter.png" width="100" height="100"align="right">
<center>
<img src="image/iiccwc.png"><br>
<br>
<nav>
<u1>
<a href="#">Home</a>
<a href="ticket.html">Ticket Registration</a>
<a href="venue.html">Match venue</a>
ul class="dropdown">
<a href="venue.html">Dubai</a>
<a href="venue.html">Abu Dhabi</a>
<a href="venue.html">Sharjah</a>
<a href="#">Teams Squard</a>
ul class="team">
<a href="indiasqu.html">India</a>
<a href="#">New Zealand</a>
<a href="#">Pakistan</a>
<a href="#">Afghanistan</a>
```

```
</nav>
<br>>
<h3><font color="purple" face="Calisto MT"><u>ICC T20 World Cup 2021</u></font></h3>
>
Tournament
T20 World Cup
>
Year
2021
>
Match Type
Twenty-20
>
Host Country
 UAE 
>
Organizer
ICC
>
Starting Date
17 Oct 2021
>
Ending Date
14 Nov 2021
>
```

```
Match Schedule
Check Below
<br>
<h3><font color="purple" face="Calisto MT"><u>T20 World Cup Schedule
2021</u></font></h3>
Mathes
Venue
Date & Time
India Vs Pakistan
Dubai
24 Oct , 7:30 Pm
>
Afghanistan Vs B1
Sharjah
25 Oct , 7:30 Pm
>
Pakistan Vs New Zeland
Sharjah
26 Oct , 7:30 Pm
>
B1 Vs A2
Abu Dhabi
27 Oct , 7:30 Pm
>
```

```
Afghanistan Vs Pakistan
Dubai
29 Oct , 7:30 Pm
>
Afghanistan Vs A2
Abu Dhabi
31 Oct , 3:30 Pm
>
India Vs New Zeland
Dubai
31 Oct , 7:30 Pm
A2 Vs Pakistan
Abu Dhabi
2 Nov , 7:30 Pm
>
B1 Vs New Zeland
Dubai
3 Nov , 3:30 Pm
>
India Vs Afghanistan
Abu Dhabi
<td>3 Nov , 7:30 Pm</td>
New Zeland Vs A2
Sharjah
5 Nov , 3:30 Pm
>
India Vs B1
Dubai
5 Nov , 7:30 Pm
```

```
New Zeland Vs Afghanistan
Abu Dhabi
7 Nov, 3:30 Pm
Pakistan Vs B1
Sharjah
7 Nov , 7:30 Pm
India Vs A2
Dubai
8 Nov, 7:30 Pm
<br>
<h3><font color="purple" face="Calisto MT"><u>Qualifier Rounds</u></font></h3>
>
Date
Team
Match Name
Venue
>
10 Nov 2021
TBC Vs TBC
1st Semi-Finals
Abu Dhabi
>
11 Nov 2021
TBC Vs TBC
2st Semi-Finals
Dubai
```

```
14 Nov 2021
TBC Vs TBC
Finals
Dubai
</body>
</html>
Venue.html
<html>
<body>
<head><title>Venue</title>
</head>
<body><center>
<img src="image/uae.jpg" alt="image map" usemap="#imagemap"></center>
<map name="imagemap">
<area shape="rect" coords="415,330,468,360"
href="https://goo.gl/maps/aZ9Qy12RKBrYNvnY8" >
<area shape="rect" coords="508,228,572,258"</pre>
href="https://goo.gl/maps/yF9MV3a9zaXW9VWA7" >
<area shape="rect" coords="539,185,585,215" href="https://g.page/SCCSCS?share" >
</map>
</body>
</html>
Ticket.html
<html>
<body bgcolor="gold">
<br>
<h1 align="center"><font face="Times New Roman" color="green"><u>TICKET
REGISTRATION</u></font></h1><br/>br>
<h3>Name : <input type="text" placeholder="Enter First name" size="20"></h3>
<h3>Mobile No: <input type="text" placeholder="Enter Mobile No" size="16"></h3>
<h3>Gender : <input type="radio" >Male
```

```
<input type="radio" name="male" value="Male">Female
No Of Tickets
Normal Price for 1 Person
>
<select><option>1
<option>2
<option>3
<option>4
<option>5
<option>6
<option>7
</select>
1300
<br>
<h1><font face="Times New Roman" color="green"><u>Payment Option</u></font></h1><br/>br>
<input type="radio">Credit/Debit Card
<input type="radio">UPI
<input type="radio">Net Banking
<br>
<center><input type="submit" name="Submit" value="Submit">
<input type="reset" name="reset" value="Reset"></center>
</body>
</html>
Indiasqu.html
<html>
<body bgcolor="navy"><center>
<h3><font color="#ffa500" face="Calisto MT"><u>INDIA T20 World Cup 2021
SQUARD</u></font></h3>
<img src="image/indiasqu.jpg" width="600" height="550"></center>
                                                                              30
```





Result:

Thus a website which displays match Schedule, match venue and ticket registration for ICC World cup Cricket has been designed using HTML and CSS.

Quiz Application Program:

Create a web-based quiz application using JavaScript. The application should present a series of questions to the user, allow them to select an answer, and provide immediate feedback on whether the answer was correct or not. At the end of the quiz, the application should display the user's score.

Aim:

To create a web-based quiz application using Java Script.

Coding:

```
index.html
```

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<link rel="stylesheet" href="style.css">
</head>
<body>
<div class="panel">
<h1>Quiz Application Using JavaScript</h1>
<div class="question" id="ques"></div>
<div class="options" id="opt"></div>
<button onclick="checkAns()" id="btn">SUBMIT</button>
<div id="score"></div>
```

```
<script src="script.js"></script>
</div>
</body>
</html>
style.css
body {
  background-color: aliceblue;
.panel {
  margin-top: 8%;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  color: navy;
}
.question {
  font-size: 30px;
  margin-bottom: 20px;
}
.options {
  font-size: 20px;
                                                                                                34
```

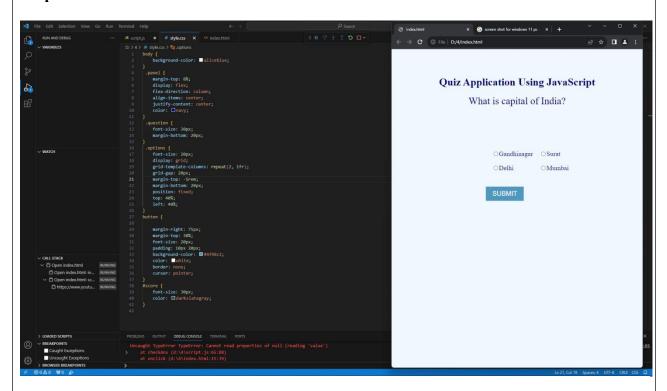
```
display: grid;
  grid-template-columns: repeat(2, 1fr);
  grid-gap: 20px;
  margin-top: 10px;
  margin-bottom: 20px;
  position: fixed;
  top: 40%;
  left: 40%;
}
button {
  margin-right: 75px;
  margin-top: 8%;
  font-size: 20px;
  padding: 10px 20px;
  background-color: #4f98c2;
  color: white;
  border: none;
  cursor: pointer;
#score {
  font-size: 30px;
  color: darkslategray;
                                                                                              35
```

```
}
Script.js
const Questions = [{
  q: "What is capital of India?",
  a: [{ text: "Gandhinagar", isCorrect: false },
  { text: "Surat", isCorrect: false },
  { text: "Delhi", isCorrect: true },
  { text: "Mumbai", isCorrect: false }
  ]
},
{
  q: "What is the capital of Thailand?",
  a: [{ text: "Lampang", isCorrect: false, isSelected: false },
  { text: "Phuket", isCorrect: false },
  { text: "Ayutthaya", isCorrect: false },
  { text: "Bangkok", isCorrect: true }
},
{
  q: "What is the capital of Gujarat",
  a: [{ text: "Surat", isCorrect: false },
  { text: "Vadodara", isCorrect: false },
                                                                                                 36
```

```
{ text: "Gandhinagar", isCorrect: true },
  { text: "Rajkot", isCorrect: false }
  1
let currQuestion = 0
let score = 0
function loadQues() {
  const question = document.getElementById("ques")
  const opt = document.getElementById("opt")
question.textContent = Questions[currQuestion].q;
  opt.innerHTML = ""
 for (let i = 0; i < Questions[currQuestion].a.length; i++) {
    const choicesdiv = document.createElement("div");
    const choice = document.createElement("input");
    const choiceLabel = document.createElement("label");
choice.type = "radio";
    choice.name = "answer";
     choice.value = i;
choiceLabel.textContent = Questions[currQuestion].a[i].text;
choicesdiv.appendChild(choice);
    choicesdiv.appendChild(choiceLabel);
                                                                                             37
```

```
opt.appendChild(choicesdiv);
loadQues();
function loadScore() {
  const totalScore = document.getElementById("score")
  totalScore.textContent = 'You scored ${score} out of ${Questions.length}'
}
function nextQuestion()
{
  if (currQuestion < Questions.length - 1) {
    currQuestion++;
    loadQues();
  } else {
    document.getElementById("opt").remove()
    document.getElementById("ques").remove()
    document.getElementById("btn").remove()
    loadScore();
function checkAns() {
  const selectedAns = parseInt(document.querySelector('input[name="answer"]:checked').value);
                                                                                            38
```

```
if (Questions[currQuestion].a[selectedAns].isCorrect) {
    score++;
    console.log("Correct")
    nextQuestion();
} else {
    nextQuestion();
}
```



Result:

Thus a web-based quiz application using Java Script has been developed.

JavaScript Field Validation for Login and Registration Pages

You want to implement field validation using JavaScript for both the login and registration pages of a website. The validation should ensure that the required fields are not empty, and the user has entered a valid email address.

Aim:

To implement a field validation using Java Script for both login and registration pages of a website.

Coding:

registration.html

```
<html>
<head>
<script type="text/javascript">
function checkfield(){
if(document.regfrm.fname.value.length==0){
alert("fill firstname field")
document.regfrm.fname.focus();
return;
if(document.regfrm.lname.value.length==0){
alert("fill lastname field")
document.regfrm.lname.focus();
return;
if(document.regfrm.eid.value.length==0){
alert("fill email-id")
document.regfrm.eid.focus();
return;
if(document.regfrm.zip.value.length==0){
alert("fill zip field")
document.regfrm.zip.focus();
```

```
return;
if(document.regfrm.phonenumber.value.length==0){
alert("fill phone number field")
document.regfrm.phonenumber.focus();
return;
}
else{
alert("Succesfull");
}
</script>
</head>
<body>
<center>
<form name="regfrm" method="post">
<b>
<i><font face="monotype corsiva" color="black" size="7">
<u>Personal Registration Form</u>
</font>
</i>
</b>
<font face="arial" color="bluishgreen" >
<br/>
<br/>
b>You must complete fields marked with </b></font>
<font color="bluishgreen" face="times newroman">
*(star)</font>
Firstname</font>
<input type="text" name="fname" size="20">
<font color="red"> * </font>
                                                                      41
```

```
<font face="timesnew roman" size="4">
Lastname
</font>
<input type="text" name="lname" size="20">
<font color="red"> * </font>
<font face="timesnewroman" size="4">
Jobtitle
</font>
<fort face="timesnewroman" size="20" >
<select size="1" name="jobsinfo">
<option value>choose..</option>
<option value="Engineer">Engineer</option>
<option value="Lecturer">Lecturer</option>
</select></font>
<font face="timesnewroman" size="4">
Industry
</font>
<fort face="timesnewroman"size="20" >
                                                            42
```

```
<select size="1" name="industry">
<option value>Choose..</option>
<option value="Acadamic">Acdamic</option>
<option value="Corporate">Corporate</option>
<option value="Finantial">Finantial
<option value="Government">Government</option>
<option value="Millatory">Millatory</option>
<option value="Research">Research</option>
<option value="Technology">Technology</option>
<option value="Transportation">Transportation</option>
</select></font>
<font face="timesnewroman" size="4">
Email-id
</font>
<input type="text" name="eid" size="20">
<font color="red"> * </font>
<font face="timesnewroman" size="4">
Country
</font>
<font face="timesnewroman" size="20">
<select size="1" name="country">
<option value>Choose..
```

```
<option value="IND">INDIA</option>
<option value="US">AMERICA</option>
<option value="JPN">JAPAN</option>
<option value="AUS">AUSTRALIA</option>
<option value="FRN">FRANCE</option>
</select></font>
<font face="timesnewroman" size="4">
Organization
</font>
<input type="text" name="org" size="20">
>
<font face="timesnewroman" size="4">
Address
</font>
<textarea rows="2" cols="16"></textarea>
>
<font face="timesnewroman" size="4">
Town/city
</font>
44
```

```
<input type="text" name="city" size="20">
<fort face="timesnewroman" size="4">
State
</font>
<input type="text" name="state" size="20">
<fort face="timesnewroman" size="4">
zip/Postalcode
</font>
<input type="text" name="zip" size="20">
<font color="red">
</font>
>
<font face="timesnewroman" size="4">
Phonenumber
</font>
<input type="text" name="phonenumber" size="20">
                                                      45
```


*
<pre></pre>
<input name="submit" type="radio"/>
I agree terms and Conditions
<input name="b1" onclick="checkfield()" type="button" value="submit"/>
<pre><input name="b2" type="reset" value="cancel"/></pre>

Personal Registration Form

You must complete fields marked with *(star)

Firstname		•	
Lastname		•	
Jobtitle	choose. 🗸		
Industry	Choose 🗸		
Email-id			
	Choose V		
Organization			
Address			
Town/city			
State			
zip/Postalcode]•	
Phonenumber]*	

Result:

Thus a field validation using Java Script for both login and registration pages of a website has been implemented.

I agree terms and Conditions

Create a HTML page that includes a text field where the user can enter a number. Upon clicking a button, the entered number should be converted to words and displayed on the page.

Aim:

To create a HTML page that includes a text field where the user can enter a number and upon clicking the button, the entered number should be converted to words and displayed on the page.

```
<html>
<head>
<title>HTML - Convert numbers to words using JavaScript</title>
<SCRIPT language=Javascript>
<!--
function is Number Key(evt)
var charCode = (evt.which) ? evt.which : evt.keyCode;
if (charCode != 46 && charCode > 31
&& (charCode < 48 \parallel charCode > 57))
return false;
return true;
//-->
</SCRIPT>
<script>
function NumToWord(inputNumber, outputControl)
{
var str = new String(inputNumber)
var splt = str.split("");
var rev = splt.reverse();
var once = ['Zero', 'One', 'Two', 'Three', 'Four', 'Five', 'Six', 'Seven', 'Eight', 'Nine'];
var twos = ['Ten', 'Eleven', 'Twelve', 'Thirteen', 'Fourteen', 'Fifteen', 'Sixteen', '
```

```
Seventeen', 'Eighteen', 'Nineteen'];
var tens = [", 'Ten', 'Twenty', 'Thirty', 'Forty', 'Fifty', 'Sixty', 'Seventy', 'Eighty', '
Ninety'];
numLength = rev.length;
var word = new Array();
var j = 0;
for (i = 0; i < numLength; i++) {
switch (i) {
case 0:
if\left((rev[i] == 0) \parallel (rev[i+1] == 1)\right) \{
word[j] = ";
}
else {
word[j] = once[rev[i]];
word[j] = word[j];
break;
case 1:
aboveTens();
break;
case 2:
if (rev[i] == 0) {
word[j] = ";
else if ((rev[i-1] == 0) || (rev[i-2] == 0)) {
word[j] = once[rev[i]] + " Hundred ";
}
else {
word[j] = once[rev[i]] + " Hundred and";
break;
default: break;
}
j++;
                                                                                                      48
```

```
}
function aboveTens() {
if(rev[i] == 0) \{ word[j] = "; \}
else if (rev[i] == 1) { word[j] = twos[rev[i - 1]]; }
else { word[j] = tens[rev[i]]; }
word.reverse();
var finalOutput = ";
for (i = 0; i < numLength; i++) {
finalOutput = finalOutput + word[i];
document.getElementById(outputControl).innerHTML = finalOutput;
</script>
</head>
<body>
<h1>HTML - Convert numbers to words using JavaScript</h1>
<input id="Text1" type="text" onkeypress="return isNumberKey(event)"</pre>
onkeyup="NumToWord(this.value,'divDisplayWords');" maxlength="3" style="backgroundcolor:
#efefef; border: 2px solid #CCCCC; font-size: large" />
<br /><br />
<div id="divDisplayWords" style="font-size: 30; color: Teal; font-family: Arial;">
</div>
</body>
</html>
```

⊗ Number to Words Converter x +	v - o x
← → C © File C/User/SIT/Desktop/anand.html	년 🌣 🏞 🕹 🗖 🛜 🗄
P1 Groud 18. YouTube 👶 Privary error 😲 Mags	All Bookmarks
Number to Words Converter	
Enter a number below and click the button to convert it to words: 2009 Cenvert Two Thousand	
	2000 C
	Seguitation The seguing tool X
	Screenshot copied to clipboard and saved Select here to mark up and share the image

Result:

Thus a HTML page that includes a text field where the user can enter a number has been created. Also, upon clicking the button, the entered number has been converted to words and displayed on the page.

Implement a simple calculator application for Android. The application should allow users to perform basic arithmetic operations such as addition, subtraction, multiplication, and division.

Aim:

To develop a Simple Android Application to design a Simple Calculator App.

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "CalcApp", change the project location and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Finally click Finish.

Designing layout for the Android Application:

- Click on app -> res -> layout -> activity_main.xml.
- Now click on **Text** shown below.
- Then delete the code which is there and type the code as given below.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
android:orientation="vertical"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:layout_margin="20dp">
<LinearLayout
android:id="@+id/linearLayout1"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_height="wrap_content"
android:layout_margin="20dp">
<EditText
android:id="@+id/editText1"
android:layout_width="match_parent"</pre>
```

```
android:layout_height="wrap_content"
android:layout weight="1"
android:inputType="numberDecimal"
android:textSize="20sp" />
<EditText
android:id="@+id/editText2"
android:layout width="match parent"
android:layout height="wrap content"
android:layout weight="1"
android:inputType="numberDecimal"
android:textSize="20sp" />
</LinearLayout>
<LinearLayout
android:id="@+id/linearLayout2"
android:layout width="match parent"
android:layout height="wrap content"
android:layout margin="20dp">
<Button
android:id="@+id/Add"
android:layout width="match parent"
android:layout height="wrap content"
android:layout weight="1"
android:text="+"
android:textSize="30sp"/>
<Button
android:id="@+id/Sub"
android:layout width="match parent"
android:layout height="wrap content"
android:layout_weight="1"
android:text="-"
android:textSize="30sp"/>
<Button
android:id="@+id/Mul"
android:layout width="match parent"
```

```
android:layout height="wrap content"
android:layout_weight="1"
android:text="*"
android:textSize="30sp"/>
<Button
android:id="@+id/Div"
android:layout width="match parent"
android:layout height="wrap content"
android:layout weight="1"
android:text="/"
android:textSize="30sp"/>
</LinearLayout>
<TextView
android:id="@+id/textView"
android:layout width="match parent"
android:layout height="wrap content"
android:layout marginTop="50dp"
android:text="Answer is"
android:textSize="30sp"
android:gravity="center"/>
</LinearLayout>
```

Java Coding for the Android Application:

- Click on app -> java -> com.example. calcapp -> MainActivity.
- Then delete the code which is there and type the code as given below.

```
package com.example.cse.calcapp;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.text.TextUtils;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
```

```
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity implements view.OnClickListener
//Defining the Views
EditText Num1;
EditText Num2;
Button Add;
Button Sub;
Button Mul;
Button Div;
TextView Result;
@Override
public void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
//Referring the Views
Num1 = (EditText) findViewById(R.id.editText1);
Num2 = (EditText) findViewById(R.id.editText2);
Add = (Button) findViewById(R.id.Add);
Sub = (Button) findViewById(R.id.Sub);
Mul = (Button) findViewById(R.id.Mul);
Div = (Button) findViewById(R.id.Div);
Result = (TextView) findViewById(R.id.textView);
// set a listener
Add.setOnClickListener(this);
Sub.setOnClickListener(this);
Mul.setOnClickListener(this);
Div.setOnClickListener(this);
}@Override
public void onClick (View v)
float num1 = 0;
```

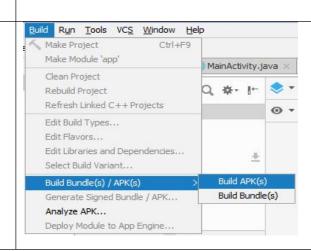
```
float num2 = 0;
float result = 0;
String oper = "";
// check if the fields are empty
if (TextUtils.isEmpty(Num1.getText().toString()) ||
TextUtils.isEmpty(Num2.getText().toString()))
return;
// read EditText and fill variables with numbers
num1 = Float.parseFloat(Num1.getText().toString());
num2 = Float.parseFloat(Num2.getText().toString());
// defines the button that has been clicked and performs the corresponding operation
// write operation into oper, we will use it later for output
switch (v.getId())
case R.id.Add:
oper = "+";
result = num1 + num2;
break;
case R.id.Sub:
oper = "-";
result = num1 - num2;
break;
case R.id.Mul:
oper = "*";
result = num1 * num2;
break;
case R.id.Div:
oper = "/";
result = num1 / num2;
break;
default:
break;
// form the output line
```

```
Result.setText(num1 + " " + oper + " " + num2 + " = " + result);
}
```

Emulator will be loaded and displays the output of the app developed as shown below.

Select Build APK(s) from Build Menu and build the .apk file for this application. Locate the apk file created and copy it to the mobile Phone to install it and run it from it for verification.





Result:

Thus a Simple Android Application to design a Simple Calculator App has been developed and executed successfully in emulator and Mobile device.

Implement an Android application that can display different shapes such as circles, rectangles, and triangles on the screen. The application should allow users to select a shape from a dropdown menu and then show the selected shape on the screen.

Aim:

To develop a Simple Android Application to display different shapes.

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "Shapes", change the project location and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Finally click Finish.

Designing layout for the Android Application:

- Click on app -> res -> layout -> activity_main.xml.
- Delete the text there and type the below xml code.

Coding:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
xmlns:android="http://schemas.android.com/apk/res/android"
android:layout_width="match_parent"
android:layout_height="match_parent">
<ImageView
android:layout_width="match_parent"
android:layout_height="match_parent"
android:layout_height="match_parent"
android:id="@+id/imageView"/>
</RelativeLayout>
```

- Now click on MainActivity.java shown below.
- Delete the system generated java code and type the below code

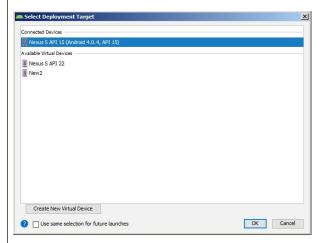
coding:

package com.example.cse.shapes;

```
import android.app.Activity;
import android.graphics.Bitmap;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.drawable.BitmapDrawable;
import android.os.Bundle;
import android.widget.ImageView;
public class MainActivity extends Activity
@Override
public void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
//Creating a Bitmap
Bitmap bg = Bitmap.createBitmap(720, 1280, Bitmap.Config.ARGB 8888);
//Setting the Bitmap as background for the ImageView
ImageView i = (ImageView) findViewById(R.id.imageView);
i.setBackgroundDrawable(new BitmapDrawable(bg));
//Creating the Canvas Object
Canvas canvas = new Canvas(bg);
//Creating the Paint Object and set its color & TextSize
Paint paint = new Paint();
paint.setColor(Color.BLUE);
paint.setTextSize(50);
//To draw a Rectangle
canvas.drawText("Rectangle", 420, 150, paint);
canvas.drawRect(400, 200, 650, 700, paint);
paint.setColor(Color.GREEN);
//To draw a Circle
canvas.drawText("Circle", 120, 150, paint);
canvas.drawCircle(200, 350, 150, paint);
paint.setColor(Color.MAGENTA);
```

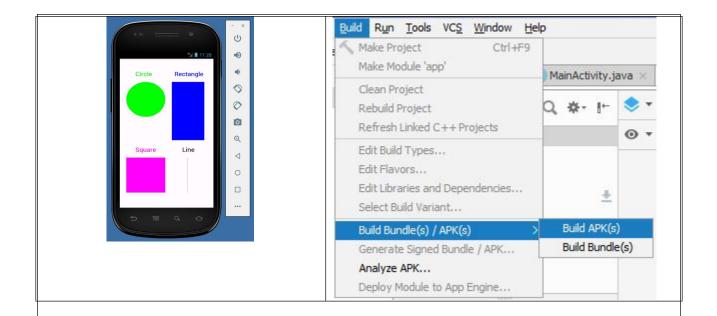
```
//To draw a Square
canvas.drawText("Square", 120, 800, paint);
canvas.drawRect(50, 850, 350, 1150, paint);
paint.setColor(Color.BLACK);
//To draw a Line
canvas.drawText("Line", 480, 800, paint);
canvas.drawLine(520, 850, 520, 1150, paint);
}
```

Click Play icon or press Shift+F10 and select any of the Available Virtual devices from the list or create a New AVD.



Emulator will be loaded and display the output of the app developed as show below.

Select Build APK(s) from Build Menu and build the .apk file for this application. Locate the apk file created and copy it to the mobile Phone to install it and run it from it for verification.



Result:

Thus a Simple Android Application that displays different shapes has been developed and executed successfully in emulator and Mobile device.

Implement an Android application that demonstrates multi-threading by performing tasks concurrently in separate threads. The application should include a button that triggers the execution of multiple tasks concurrently using different threads.

Aim:

To develop an Android Application that implements Multi threading.

Procedure:

Creating a New project:

Open Android Studio and then click on File -> New -> New project.

Then type the Application name as "ex.no.7" and click Next.

Then select the Minimum SDK as shown below and click Next.

Then select the Empty Activity and click Next.

Finally click Finish.

Designing layout for the Android Application:

```
Click on app -> res -> layout -> activity main.xml
```

Then delete the code which is there and type the code as given below.

```
<?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" >

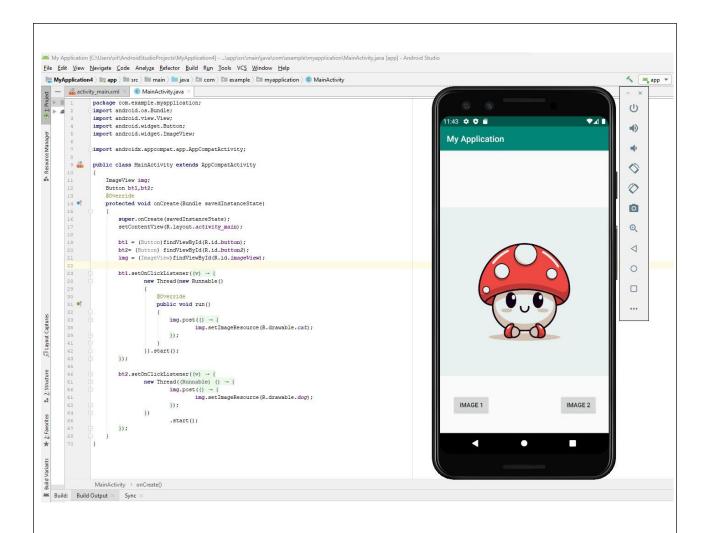
<ImageView
   android:layout_width="250dp"
   android:layout_height="250dp"
   android:layout_height="250dp"
   android:layout_margin="50dp"
   android:layout_gravity="center" />
```

```
<Button
    android:id="@+id/button"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout margin="10dp"
    android:layout gravity="center"
    android:text="Load Image 1" />
<Button
    android:id="@+id/button2"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:layout margin="10dp"
    android:layout gravity="center"
    android:text="Load image 2" />
</LinearLayout>
Code for MainActivity.java:
package com.example.exno7;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
public class MainActivity extends AppCompatActivity
{
  ImageView img;
  Button bt1,bt2;
  @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
```

```
bt1 = (Button)findViewById(R.id.button);
    bt2= (Button) findViewById(R.id.button2);
    img = (ImageView)findViewById(R.id.imageView);
    bt1.setOnClickListener(new View.OnClickListener()
       @Override
       public void onClick(View v)
         new Thread(new Runnable()
           @Override
           public void run()
              img.post(new Runnable()
                @Override
                public void run()
                  img.setImageResource(R.drawable.india1);
                }
              });
         }).start();
    });
    bt2.setOnClickListener(new View.OnClickListener()
       @Override
       public void onClick(View v)
         new Thread(new Runnable()
                                                                                         63
```

```
@Override
                          public void run()
                               img.post(new Runnable()
                                     @Override
                                     public void run()
                                          img.setImageResource(R.drawable.india2);
                               });
                    })
                   .start();
          });
Output:
<u>File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help</u>
 ■ MyApplication4 > ■ app > ■ src > ■ main > ■ java > ■ com > ■ example > ■ myapplication > ⑤ MainActivity
       activity_main.xml × © MainActivity.java
                மு
                                                                                                                                     11:42 🗢 🕶 🖀
                                                                                                                                                                                                  •
                                                                                                                                      My Application
                import androidx.appcompat.app.AppCompatActivity;
                    ImageView img;
Button bt1,bt2;
                                                                                                                                                                                                  0
                     protected void onCreate(Bundle savedInstanceState)
                                                                                                                                                                                                  0
                         super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
                                                                                                                                                                                                  Q
                         bt1 = (Button) findViewById(R.id.button);
bt2= (Button) findViewById(R.id.button2);
img = (ImageView) findViewById(R.id.imageView);
                                                                                                                                                                                                   4
                                                                                                                                                                                                  0
                         bt1.setOnClickListener((v) -> {
    new Thread(new Runnable()
                                                                                                                                                                                                  @Override
public void run()
                                         img.post(() -> {
   img.setImageResource(R.drawable.cat);
                                        });
                                 }).start();
                        bt2.setOnClickListener((v) - (
    new Thread((Runnable) () - {
    img.post(() - {
        img.setImageResource(R.drawable.dog);
    ...
                                         .start();
                 MainActivity > onCreate()
```

➤ Build: Build Output × Sync ×



Result:

Thus an Android Application that implements Multi threading has been developed and executed successfully in emulator and Mobile device.

Implement an Android application that allows users to create and display notifications on their devices. The application should provide a user interface where users can input notification details such as title, content, and icon, and then show the created notification when a button is clicked.

Aim:

To develop a Simple Android Application to create and display the Notification

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "Notification", change the project location and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Create the Second Activity with the name "SecondAcitivity"
- Click on File -> New -> Activity -> Empty Activity.
- Finally click Finish.

Designing layout for the Android Application:

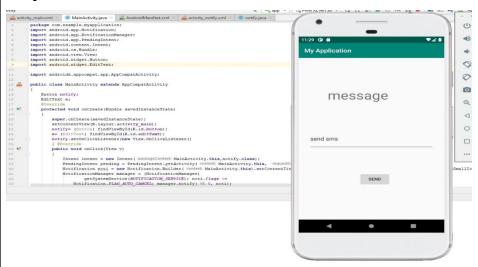
- Click on app -> res -> layout -> activity main.xml.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

```
<?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:layout_margin="10dp"
android:orientation="vertical">
<TextView android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="Message" android:textSize="30sp" />
<EditText android:id="@+id/editText"
android:layout_width="match_parent"
android:layout_height="wrap_content"</pre>
```

```
android:singleLine="true"
android:textSize="30sp" />
<Button android:id="@+id/button"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="30dp"
android:layout gravity="center"
android:text="Notify"
android:textSize="30sp"/>
</LinearLayout>
Designing Layout for Second Activity:
• Click on app -> res -> layout -> acivity second.xml.
• Then delete the code which is there and type the code as given below.
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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=".SecondActivity">
</android.support.constraint.ConstraintLayout>
Java Coding for Main Activity
package com.example.cse.notification;
import android.app.Notification;
import android.app.NotificationManager;
import android.app.PendingIntent;
import android.content.Intent;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
public class MainActivity extends AppCompatActivity
```

```
Button notify;
EditText e;
@Override
protected void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
notify= (Button) findViewById(R.id.button);
e= (EditText) findViewById(R.id.editText);
notify.setOnClickListener(new View.OnClickListener()
{ @Override
public void onClick(View v)
Intent intent = new Intent(MainActivity.this, SecondActivity.class);
PendingIntent pending = PendingIntent.getActivity(MainActivity.this, 0, intent, 0);
Notification noti = new Notification.Builder(MainActivity.this).setContentTitle("New
Message").setContentText(e.getText().toString()).setSmallIcon(R.mipmap.ic launcher).setConten
tIntent(pending).build();
NotificationManager manager = (NotificationManager)
getSystemService(NOTIFICATION SERVICE); noti.flags |=
Notification.FLAG AUTO CANCEL; manager.notify(0, noti);
}
});
Java Coding for Second Activity:
package com.example.cse.notification;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle; public class SecondActivity extends AppCompatActivity
{
@Override
protected void onCreate(Bundle savedInstanceState)
{
                                                                                           68
```

```
super.onCreate(savedInstanceState); setContentView(R.layout.activity_second);
}
```



Result:

Thus a Simple Android Application to display the notification has been developed and executed successfully in emulator and Mobile device.

Implement an Android application that allows users to set an alarm and trigger a notification at the specified time. The application should provide a user interface where users can input the alarm time and set it to activate. When the alarm time is reached, the application should display a notification to alert the user.

Aim:

To develop a Simple Android Application to creating an Alarm

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "Notification", change the project location and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Create the Second Activity with the name "activity_alarm_receiver"
- Click on File -> New -> Activity -> Empty Activity.
- Finally click Finish.

Designing layout for the Android Application:

```
<?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">
<TimePicker
android:id="@+id/timePicker"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_gravity="center" />
<ToggleButton
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_width="wrap_content"</pre>
```

```
android:layout gravity="center"
android:layout margin="20dp"
android:checked="false"
android:onClick="OnToggleClicked" />
</LinearLayout>
Designing Layout for Second Activity:
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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=".AlarmReceiver">
</android.support.constraint.ConstraintLayout>
Java Coding for the Android Application:
package com.example.cse.alarm;
import android.app.AlarmManager;
import android.app.PendingIntent;
import android.content.Intent;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.TimePicker;
import android.widget.Toast;
import android.widget.ToggleButton;
import java.util.Calendar;
public class MainActivity extends AppCompatActivity
TimePicker alarmTimePicker;
PendingIntent pendingIntent;
AlarmManager alarmManager;
@Override
protected void onCreate(Bundle savedInstanceState)
```

```
{
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
alarmTimePicker = (TimePicker) findViewById(R.id.timePicker);
alarmManager = (AlarmManager) getSystemService(ALARM SERVICE);
}
public void OnToggleClicked(View view)
long time;
if (((ToggleButton) view).isChecked())
Toast.makeText(MainActivity.this, "ALARM ON", Toast.LENGTH SHORT).show();
Calendar calendar = Calendar.getInstance();
calendar.set(Calendar.HOUR OF DAY, alarmTimePicker.getCurrentHour());
calendar.set(Calendar.MINUTE, alarmTimePicker.getCurrentMinute());
Intent intent = new Intent(this, AlarmReceiver.class);
pendingIntent = PendingIntent.getBroadcast(this, 0, intent, 0);
time=(calendar.getTimeInMillis()-(calendar.getTimeInMillis()%60000));
if(System.currentTimeMillis()>time)
if (calendar.AM PM == 0)
time = time + (1000*60*60*12);
else
time = time + (1000*60*60*24);
alarmManager.setRepeating(AlarmManager.RTC WAKEUP, time, 10000, pendingIntent);
}
else
alarmManager.cancel(pendingIntent);
Toast.makeText(MainActivity.this, "ALARM OFF", Toast.LENGTH SHORT).show();
}
```

```
Java Coding for Second Activity:
package com.example.cse.alarm;
import android.content.BroadcastReceiver;
import android.content.Context;
import android.content.Intent;
import android.media.Ringtone;
import android.media.RingtoneManager;
import android.net.Uri;
import android.widget.Toast;
public class AlarmReceiver extends BroadcastReceiver
@Override
public void onReceive(Context context, Intent intent)
Toast.makeText(context, "Alarm! Wake up! Wake up!", Toast.LENGTH LONG).show();
Uri alarmUri = RingtoneManager.getDefaultUri(RingtoneManager.TYPE ALARM);
if (alarmUri == null)
{
alarmUri = RingtoneManager.getDefaultUri(RingtoneManager.TYPE NOTIFICATION);
}
Ringtone ringtone = RingtoneManager.getRingtone(context, alarmUri);
ringtone.play();
}
XML Coding for Android Manifest file:
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</p>
package="com.example.cse.alarm" >
<application
android:allowBackup="true"
android:icon="@mipmap/ic launcher"
android:label="@string/app name"
android:supportsRtl="true"
android:theme="@style/AppTheme" >
```

<activity android:name=".MainActivity" >

<intent-filter>

<action android:name="android.intent.action.MAIN" />

<category android:name="android.intent.category.LAUNCHER" />

</intent-filter>

</activity>

<receiver android:name=".AlarmReceiver" >

</receiver>

</application>

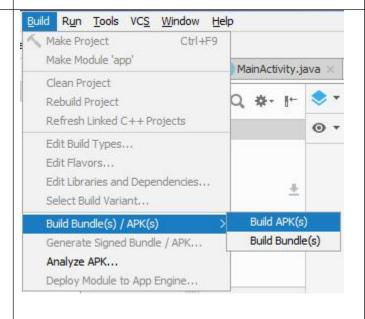
</manifest>

Output:

Emulator will be loaded and displays the output of the app developed as shown below. (If the analog clock is not supported, then the digital clock will be displayed.)

Select Build APK(s) from Build Menu and build the .apk file for this application. Locate the apk file created and copy it to the mobile Phone to install it and run it from it for verification.





Result:

Thus a Simple Android Application to simulate the alarm has been developed and executed successfully in emulator and Mobile device.

Implement an Android application that calculates the Body Mass Index (BMI) based on the user's weight and height. The application should provide a user interface where users can input their weight and height, and upon clicking a button, the BMI value should be calculated and displayed.

Aim:

To develop a Simple Android Application to design a Simple BMI Calculator

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "BMICalc", change the project location and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Finally click Finish.

Designing layout for the Android Application:

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
xmlns:tools="http://schemas.android.com/tools"
android:layout width="fill parent"
android:layout height="fill parent"
android:background="@drawable/images1"
android:fadingEdge="horizontal"
android:orientation="vertical" >
<TextView
android:id="@+id/tv1"
android:layout width="124dp"
android:layout height="wrap content"
android:layout gravity="center"
android:paddingLeft="15dp"
android:paddingTop="40dp"
android:shadowColor="@android:color/black"
android:shadowDx="4"
```

```
android:shadowDy="4"
android:text="BMI"
android:textAppearance="?android:attr/textAppearanceLarge"
android:textColor="@android:color/white"
android:textSize="50sp"
android:typeface="serif" />
<TextView android:id="@+id/tv2"
android:layout width="wrap content"
android:layout_height="wrap_content"
android:layout gravity="center"
android:text="Calculator"
android:textColor="@android:color/white"
android:textSize="20dp"
android:textStyle="bold" />
<TextView android:id="@+id/tv3"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout gravity="center"
android:paddingTop="30dp"
android:text="WEIGHT (KG)"
android:textAppearance="?android:attr/textAppearanceMedium"
android:textColor="@android:color/white"
android:textStyle="bold|italic"
android:typeface="serif" />
<EditText android:id="@+id/et1"
android:layout width="96dp"
android:layout height="wrap content"
android:layout gravity="center"
android:hint="IN KGs"
android:ems="10"
android:fadingEdgeLength="10dp"
android:inputType="numberDecimal"
android:textAlignment="center" >
<requestFocus />
```

```
</EditText>
<TextView android:id="@+id/tv4"
android:layout_width="151dp"
android:layout_height="wrap content"
android:layout gravity="center"
android:foregroundGravity="center horizontal"
android:gravity="center horizontal"
android:paddingTop="30dp"
android:text="HEIGHT (CM)"
android:textAppearance="?android:attr/textAppearanceMedium"
android:textColor="@android:color/white"
android:textStyle="bold|italic"
android:typeface="serif" />
<EditText android:id="@+id/et2"
android:layout_width="96dp"
android:layout height="wrap content"
android:layout gravity="center"
android:hint="IN CMs"
android:ems="10"
android:inputType="numberDecimal" >
</EditText>
<Button
android:id="@+id/ib1"
android:layout width="158dp"
android:layout height="51dp"
android:layout gravity="center"
android:layout marginTop="20dp"
android:fadingEdge="vertical"
android:longClickable="true"
android:nextFocusRight="@android:color/holo orange dark"
android:text="Calculate"
android:visibility="visible" />
<TextView
android:id="@+id/tv5"
```

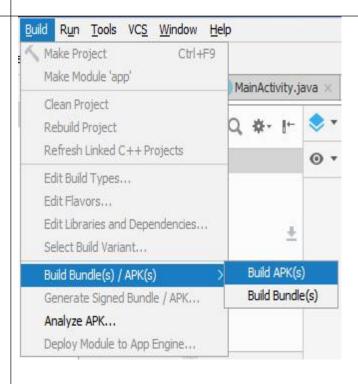
```
android:layout width="278dp"
android:layout height="wrap content"
android:layout gravity="center"
android:gravity="center"
android:paddingTop="20dp"
android:text=""
android:textColor="@android:color/holo orange dark"
android:textSize="20dp"
android:textStyle="bold" />
</LinearLayout>
Java Coding for the Android Application:
package akn.bmicalc;
//Import necessary package and file
import android.os.Bundle;
import android.app.Activity;
import android.text.TextUtils;
import android.view.Menu;
import android.view.View;
import android.widget.EditText;
import android.widget.TextView;
//Main activity class start here
public class MainActivity extends Activity
//Define layout
@Override
protected void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
// Get the references to the widgets
final EditText e1 = (EditText) findViewById(R.id.et1);
final EditText e2 = (EditText) findViewById(R.id.et2);
final TextView tv5 = (TextView) findViewById(R.id.tv5);
findViewById(R.id.ib1).setOnClickListener(new View.OnClickListener()
                                                                                            78
```

```
// Logic for validation, input can't be empty
@Override
public void onClick(View v)
String str1 = e1.getText().toString();
String str2 = e2.getText().toString(); if(TextUtils.isEmpty(str1))
e1.setError("Please enter your weight");
e1.requestFocus(); return;
if(TextUtils.isEmpty(str2))
e2.setError("Please enter your height");
e2.requestFocus();
return:
//Get the user values from the widget reference
float weight = Float.parseFloat(str1);
float height = Float.parseFloat(str2)/100;
//Calculate BMI value
float bmiValue = calculateBMI(weight, height);
//Define the meaning of the bmi value
String bmiInterpretation = interpretBMI(bmiValue);
tv5.setText(String.valueOf(bmiValue + " - " + bmiInterpretation));
}
});
//Calculate BMI
private float calculateBMI (float weight, float height)
return (float) Math.round((weight / (height * height))*100)/100;
}
// Interpret what BMI means
                                                                                                 79
```

```
private String interpretBMI(float bmiValue)
if (bmiValue < 16)
return "Severely underweight";
else if (bmiValue < 18.5)
return "Underweight";
else if (bmiValue < 25)
return "Normal";
else if (bmiValue < 30)
return "Overweight";
else
return "Obese";
```

Emulator will be loaded and displays the output of the app developed as shown below. Select Build APK(s) from Build Menu and build the .apk file for this application. Locate the apk file created and copy it to the mobile Phone to install it and run it from it for verification.





Result:

Thus a Simple Android Application to calculate the Body Mass Index (BMI) has been developed and executed successfully in emulator and Mobile device.