# **Simple Android Application for Native Calculator**

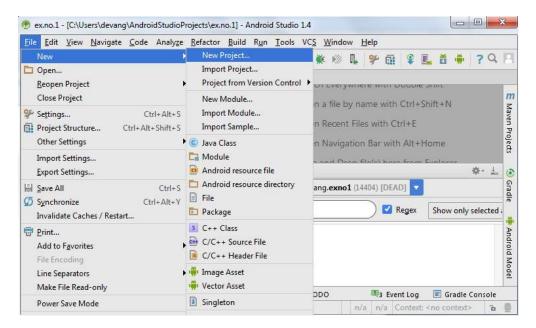
## Aim:

To develop a Simple Android Application for Native Calculator.

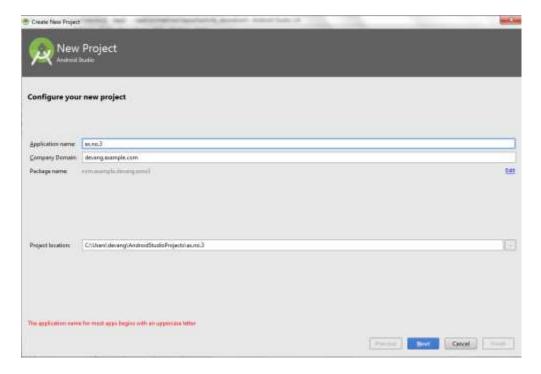
## **Procedure:**

### **Creating a New project:**

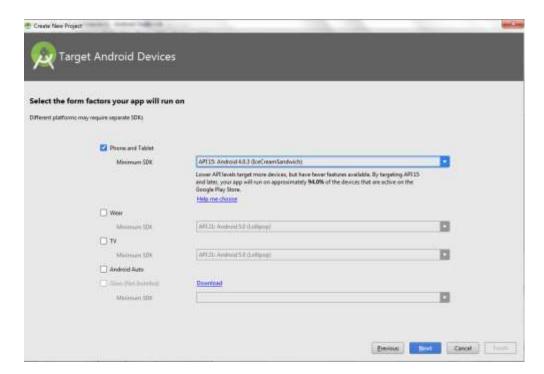
• Open Android Stdio and then click on File -> New -> New project.



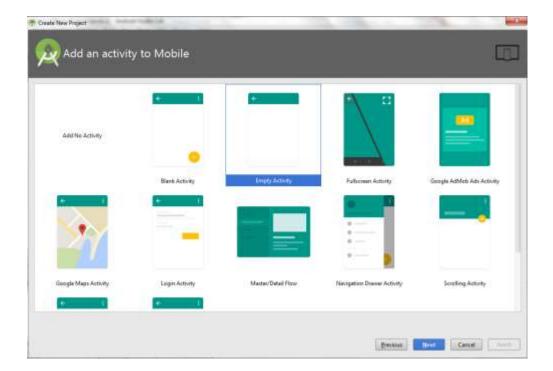
• Then type the Application name as "ex.no.3" and click Next.



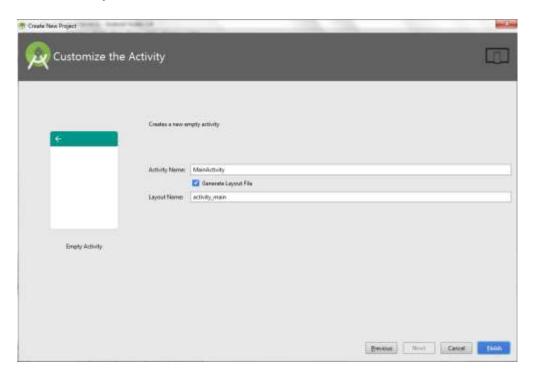
• Then select the **Minimum SDK** as shown below and click **Next**.



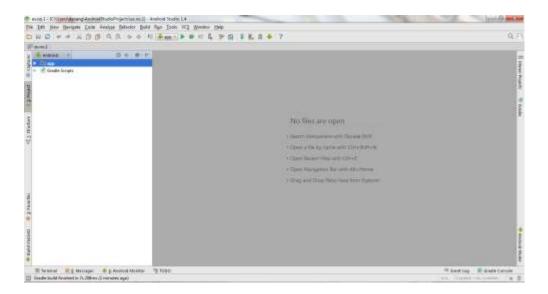
• Then select the **Empty Activity** and click **Next.** 



• Finally click Finish.

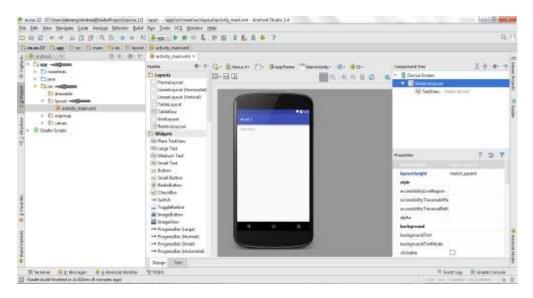


- It will take some time to build and load the project.
- After completion it will look as given below.

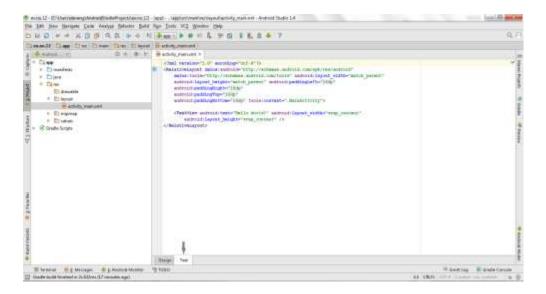


# **Designing layout for the Android Application:**

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.

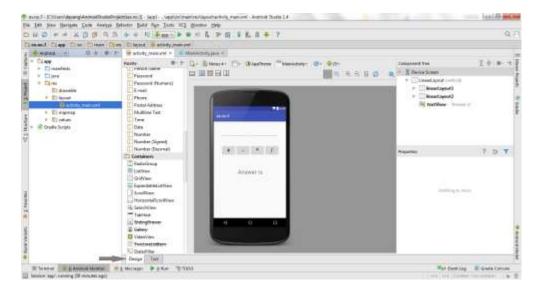
#### **Code for Activity\_main.xml:**

```
<?xml version="1.0" encoding="utf-8"?>
1
  <LinearLayout
2
     xmlns:android="http://schemas.android.com/apk/res/android"
3
      android:orientation="vertical"
      android:layout width="match parent"
4
      android:layout height="match parent"
5
      android:layout margin="20dp">
6
7
      <LinearLayout
8
          android:id="@+id/linearLayout1"
          android:layout_width="match_parent"
9
          android:layout_height="wrap_content"
10
          android:layout_margin="20dp">
11
12
          <EditText
13
              android:id="@+id/editText1"
14
              android:layout width="match parent"
              android:layout height="wrap content"
15
              android:layout weight="1"
16
              android:inputType="numberDecimal"
17
              android:textSize="20sp" />
18
19
          <EditText
20
              android:id="@+id/editText2"
              android:layout width="match parent"
21
              android:layout height="wrap content"
22
              android:layout_weight="1"
23
              android:inputType="numberDecimal"
24
              android:textSize="20sp" />
25
      </LinearLayout>
26
27
      <LinearLayout
28
          android:id="@+id/linearLayout2"
29
          android:layout width="match parent"
```

```
android:layout height="wrap content"
30
          android:layout_margin="20dp">
31
32
          <Button
33
              android:id="@+id/Add"
34
              android:layout width="match parent"
35
              android: layout height="wrap content"
              android:layout weight="1"
36
              android:text="+"
37
              android:textSize="30sp"/>
38
39
          <Button
40
              android:id="@+id/Sub"
              android:layout width="match parent"
41
              android:layout_height="wrap_content"
42
              android:layout_weight="1"
android:text="-"
43
44
              android:textSize="30sp"/>
45
46
          <Button
              android:id="@+id/Mul"
47
               android:layout width="match parent"
48
              android: layout height="wrap content"
49
              android:layout weight="1"
50
               android:text="*"
               android:textSize="30sp"/>
51
52
          <Button
53
              android:id="@+id/Div"
54
              android:layout_width="match_parent"
55
              android:layout_height="wrap_content"
56
              android:layout_weight="1"
              android:text="/"
57
              android:textSize="30sp"/>
58
59
      </LinearLayout>
60
61
      <TextView
62
          android:id="@+id/textView"
          android:layout width="match parent"
63
          android:layout_height="wrap_content"
64
          android:layout_marginTop="50dp"
65
          android:text="Answer is"
66
          android:textSize="30sp"
67
          android:gravity="center"/>
69</LinearLayout>
70
71
72
73
74
75
76
77
78
79
```

82

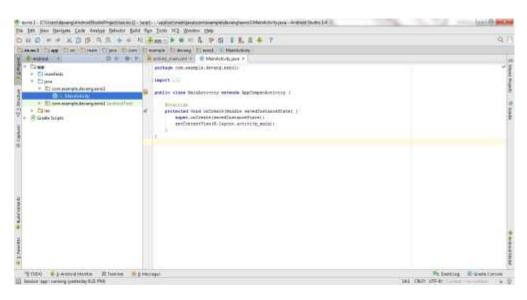
Now click on Design and your application will look as given below.



• So now the designing part is completed.

# Java Coding for the Android Application:

• Click on app -> java -> com.example.exno3 -> MainActivity.



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

## Code for MainActivity.java:

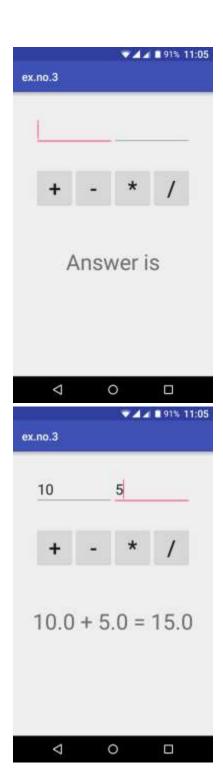
```
?
1 package com.example.devang.exno3;
2
```

```
3 import android.os.Bundle;
4 import android.support.v7.app.AppCompatActivity;
 import android.text.TextUtils;
5 import android.view.View;
6 import android.view.View.OnClickListener;
7 import android.widget.Button;
8 import android.widget.EditText;
{f q} import android.widget.TextView;
10 \atop 	ext{public class MainActivity extends AppCompatActivity implements}
11 OnClickListener
12{
      //Defining the Views
13
      EditText Num1;
14
      EditText Num2;
15
      Button Add;
16
     Button Sub;
17
     Button Mul;
     Button Div;
18
      TextView Result;
19
20
      @Override
21
      public void onCreate (Bundle savedInstanceState)
22
23
          super.onCreate(savedInstanceState);
          setContentView(R.layout.activity_main);
24
25
          //Referring the Views
26
          Num1 = (EditText) findViewById(R.id.editText1);
27
          Num2 = (EditText) findViewById(R.id.editText2);
28
          Add = (Button) findViewById(R.id.Add);
          Sub = (Button) findViewById(R.id.Sub);
29
          Mul = (Button) findViewById(R.id.Mul);
30
          Div = (Button) findViewById(R.id.Div);
31
          Result = (TextView) findViewById(R.id.textView);
32
33
          // set a listener
34
          Add.setOnClickListener(this);
          Sub.setOnClickListener(this);
35
          Mul.setOnClickListener(this);
36
          Div.setOnClickListener(this);
37
      }
38
39
      @Override
      public void onClick (View v)
40
41
42
          float num1 = 0;
43
          float num2 = 0;
44
          float result = 0;
45
          String oper = "";
46
          // check if the fields are empty
47
          if (TextUtils.isEmpty(Num1.getText().toString()) ||
48 TextUtils.isEmpty(Num2.getText().toString()))
                  return;
50
51
          // read EditText and fill variables with numbers
          num1 = Float.parseFloat(Num1.getText().toString());
52
```

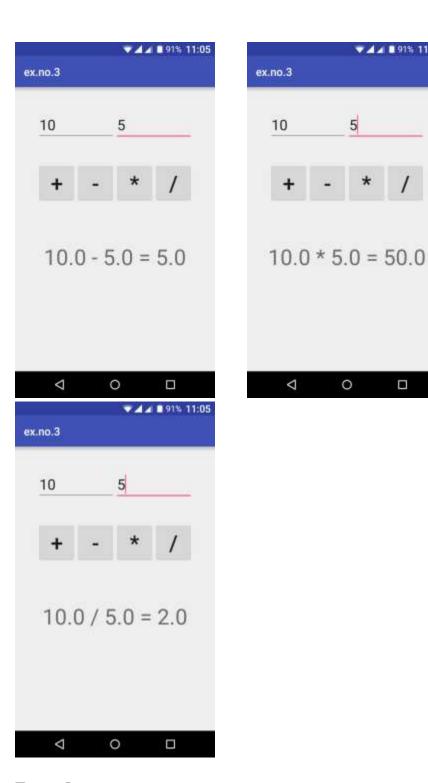
```
num2 = Float.parseFloat(Num2.getText().toString());
53
54
          // defines the button that has been clicked and performs the
55
56 corresponding operation
          // write operation into oper, we will use it later for output
57
          switch (v.getId())
58
              case R.id.Add:
59
                 oper = "+";
60
                  result = num1 + num2;
61
                  break;
62
              case R.id.Sub:
                  oper = "-";
63
                  result = num1 - num2;
64
                  break;
65
              case R.id.Mul:
66
                  oper = "*";
67
                  result = num1 * num2;
                  break;
68
              case R.id.Div:
69
                  oper = "/";
70
                  result = num1 / num2;
71
                  break;
72
              default:
                  break;
73
74
          // form the output line
75
          Result.setText(num1 + " " + oper + " " + num2 + " = " + result);
76
77}
78
79
80
81
82
83
84
85
86
87
88
```

- So now the Coding part is also completed.
- Now run the application to see the output.

# **Output:**







# **Result:**

Thus a Simple Android Application for Native Calculator is developed and executed successfully.

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