

Android Application that uses GUI components, Font and Colors

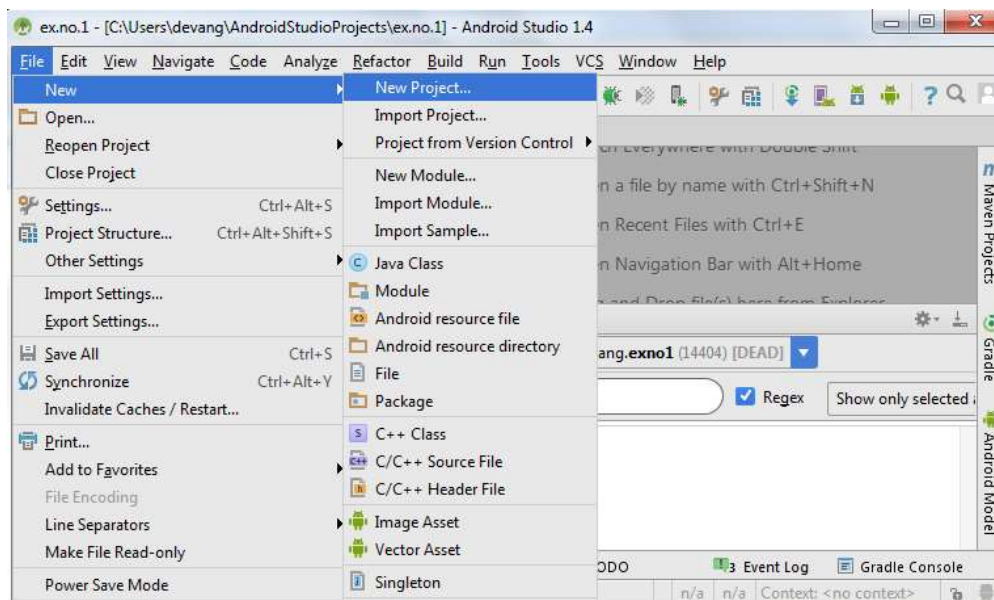
Aim:

To develop a Simple Android Application that uses GUI components, Font and Colors.

Procedure:

Creating a New project:

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



- Then type the Application name as “**ex.no.1**” and click **Next**.

Create New Project

New Project

Android Studio

Configure your new project

Application name:

Company Domain:

Package name: [Edit](#)

Project location:

The application name for most apps begins with an uppercase letter.

[Previous](#) [Next](#) [Cancel](#) [Finish](#)

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

Create New Project

Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet
Minimum SDK:

☐ Wear
Minimum SDK:

☐ TV
Minimum SDK:

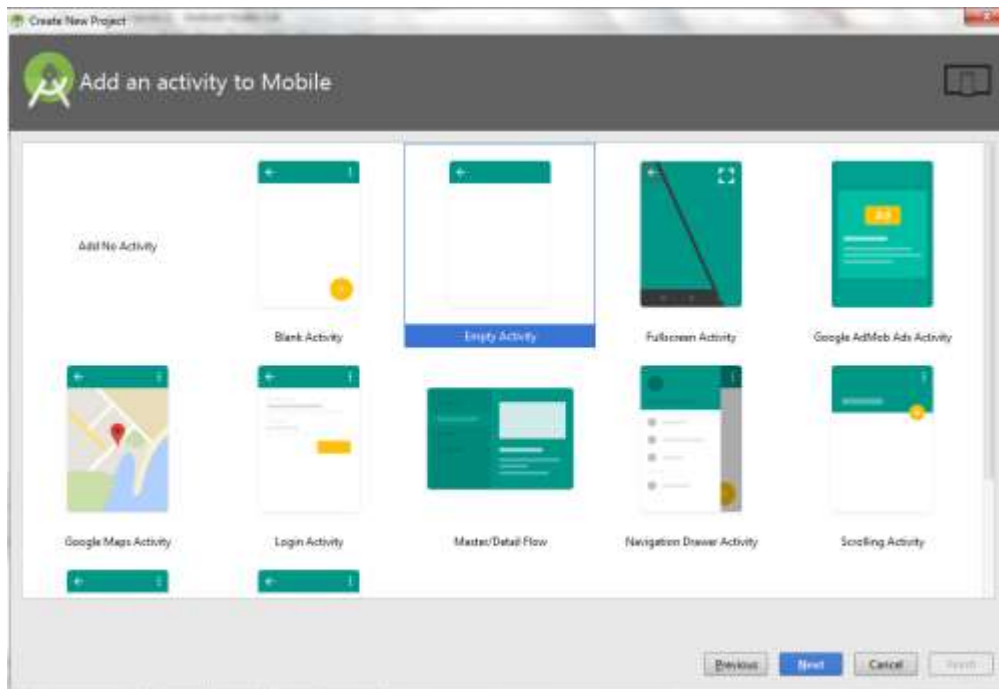
☐ Android Auto

☐ Glass (Not supported)
Minimum SDK:

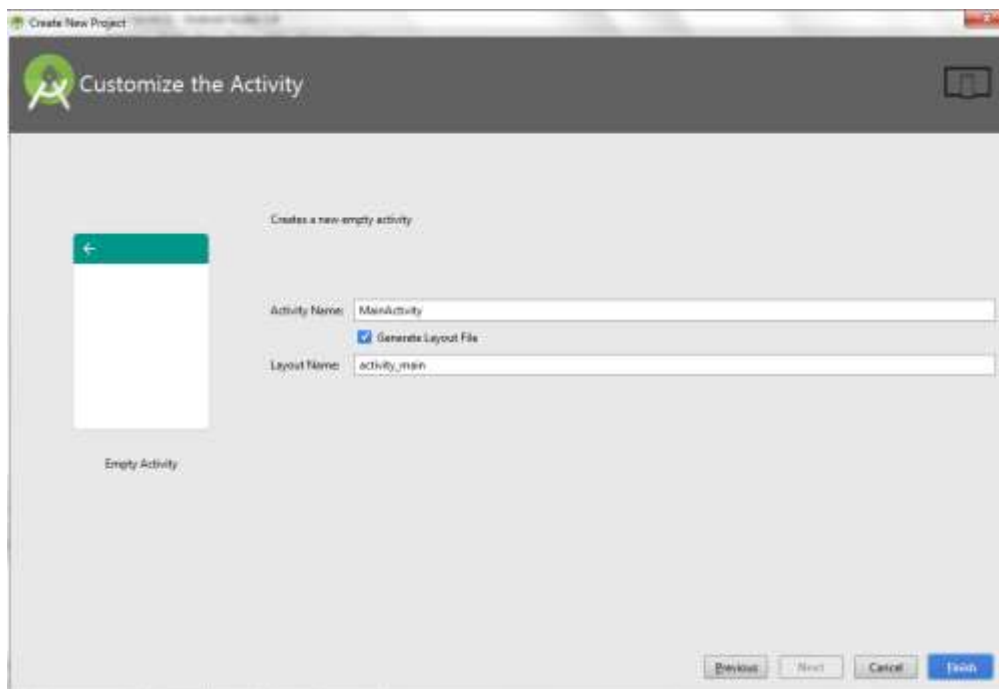
Lower API levels target more devices, but have fewer features available. By targeting API 15 and later, your app will run on approximately 94.0% of the devices that are active on the Google Play Store.
[Help me choose](#)

[Previous](#) [Next](#) [Cancel](#) [Finish](#)

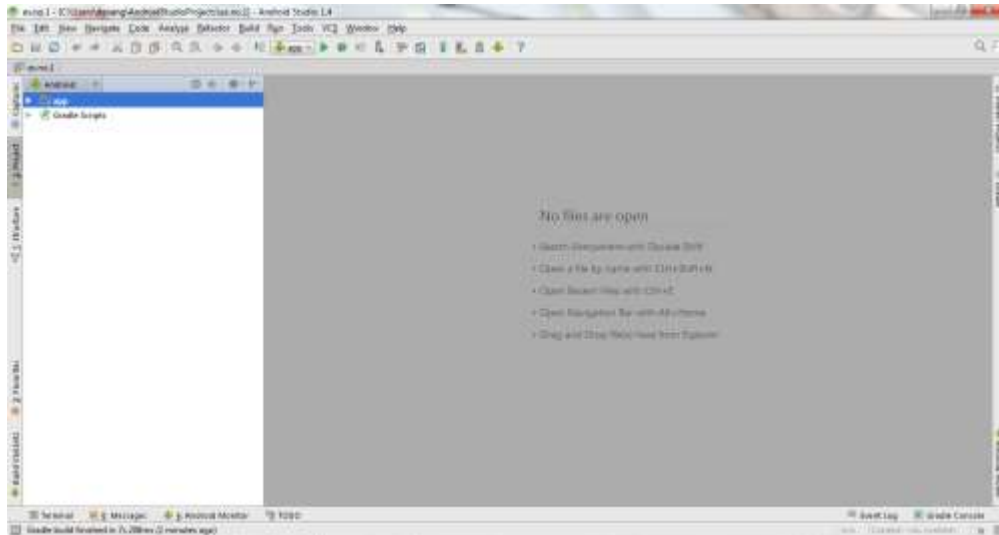
- Then select the **Empty Activity** and click **Next**.



- Finally click **Finish**.

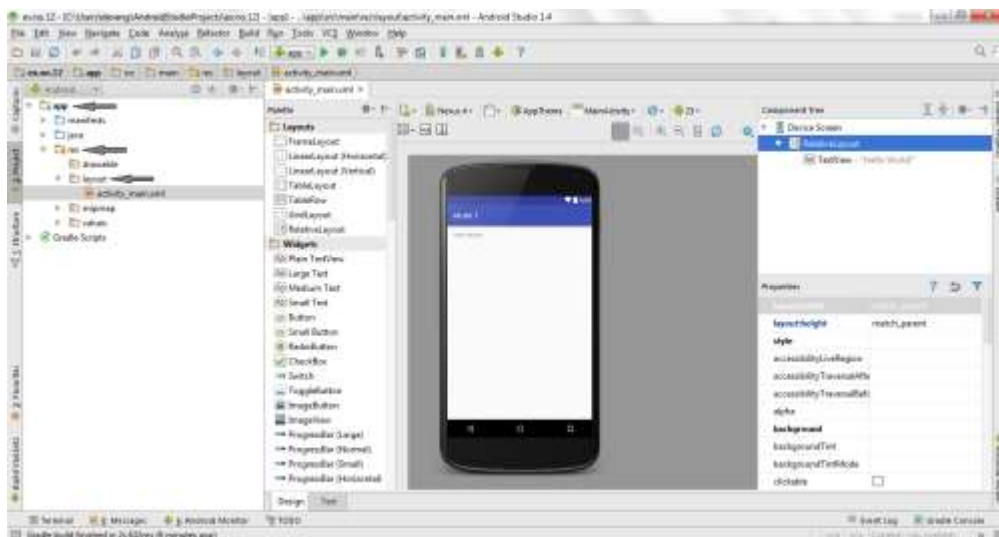


- It will take some time to build and load the project.
- After completion it will look as given below.

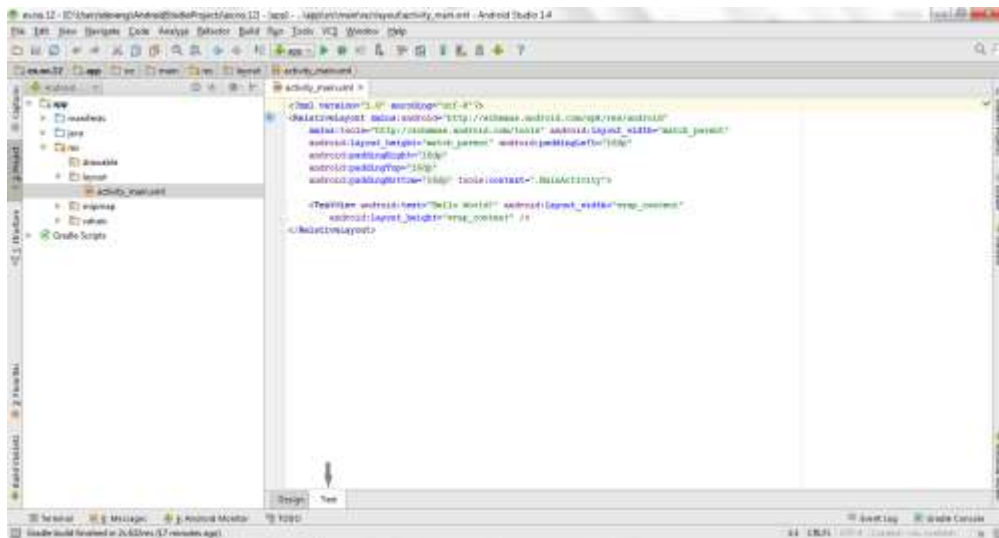


Designing layout for the Android Application:

- 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:

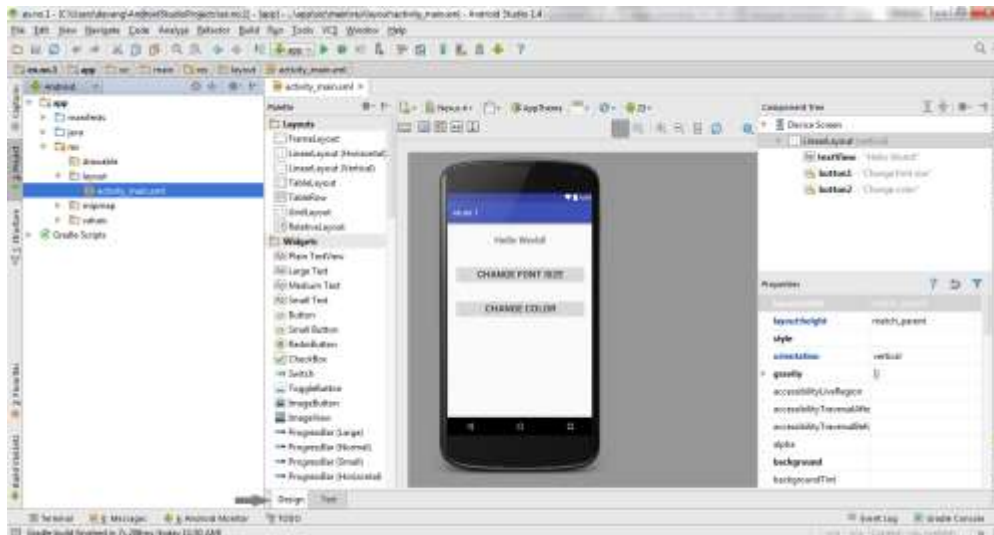
```

1
2 <?xml version="1.0" encoding="utf-8"?>
3 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
4     android:orientation="vertical"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent">
7     <TextView
8         android:id="@+id/textView"
9         android:layout_width="match_parent"
10        android:layout_height="wrap_content"
11        android:layout_margin="30dp"
12        android:gravity="center"
13        android:text="Hello World!"
14        android:textSize="25sp"
15        android:textStyle="bold" />
16
17    <Button
18        android:id="@+id/button1"
19        android:layout_width="match_parent"
20        android:layout_height="wrap_content"
21        android:layout_margin="20dp"
22        android:gravity="center"
23        android:text="Change font size"
24        android:textSize="25sp" />
25
26    <Button
27        android:id="@+id/button2"
28        android:layout_width="match_parent"
29        android:layout_height="wrap_content"
30        android:layout_margin="20dp"
31        android:gravity="center"
32        android:text="Change color"
33        android:textSize="25sp" />
34 </LinearLayout>

```

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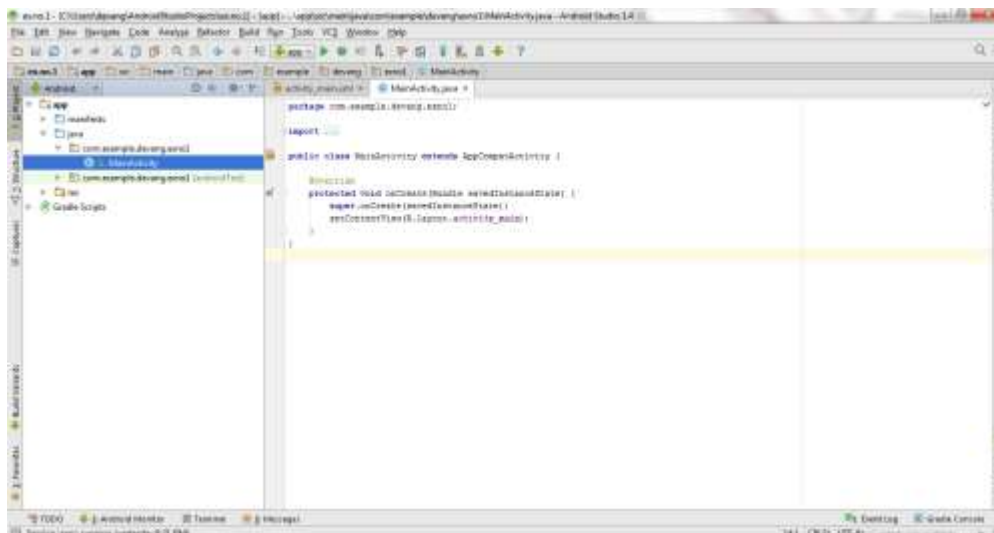
- Now click on Design and your application will look as given below.



- So now the designing part is completed.

Java Coding for the Android Application:

- Click on **app -> java -> com.example.exno1 -> MainActivity**.



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

Code for MainActivity.java:

?
1 package com.example.exno1;

```

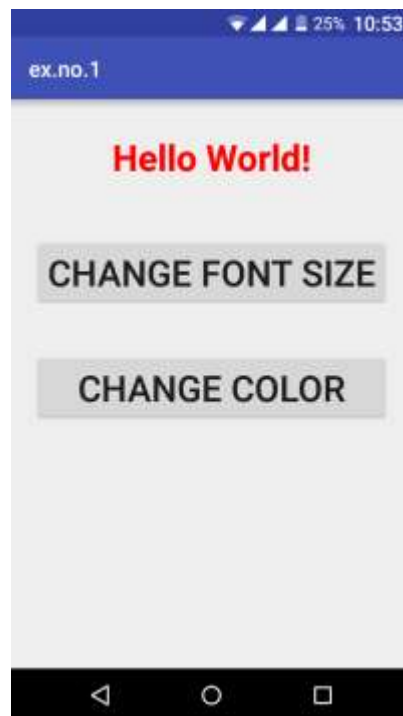
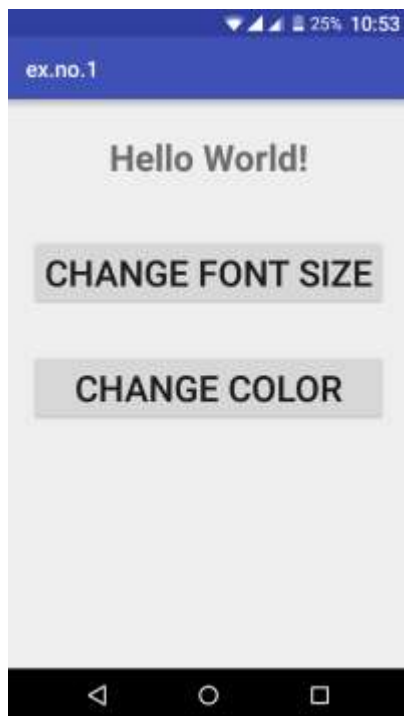
2
3 import android.graphics.Color;
4 import android.support.v7.app.AppCompatActivity;
5 import android.os.Bundle;
6 import android.view.View;
7 import android.widget.Button;
8 import android.widget.TextView;
9
10 public class MainActivity extends AppCompatActivity
11 {
12     int ch=1;
13     float font=30;
14     @Override
15     protected void onCreate(Bundle savedInstanceState)
16     {
17         super.onCreate(savedInstanceState);
18         setContentView(R.layout.activity_main);
19         final TextView t= (TextView) findViewById(R.id.textView);
20         Button b1= (Button) findViewById(R.id.button1);
21         b1.setOnClickListener(new View.OnClickListener() {
22             @Override
23             public void onClick(View v) {
24                 t.setTextSize(font);
25                 font = font + 5;
26                 if (font == 50)
27                     font = 30;
28             }
29         });
30         Button b2= (Button) findViewById(R.id.button2);
31         b2.setOnClickListener(new View.OnClickListener() {
32             @Override
33             public void onClick(View v) {
34                 switch (ch) {
35                     case 1:
36                         t.setTextColor(Color.RED);
37                         break;
38                     case 2:
39                         t.setTextColor(Color.GREEN);
40                         break;
41                     case 3:
42                         t.setTextColor(Color.BLUE);
43                         break;
44                     case 4:
45                         t.setTextColor(Color.CYAN);
46                         break;
47                     case 5:
48                         t.setTextColor(Color.YELLOW);
49                         break;
50                     case 6:
51                         t.setTextColor(Color.MAGENTA);
52                         break;
53                 }
54                 ch++;
55                 if (ch == 7)
56                     ch = 1;
57             }
58         });
59     }
60 }
61

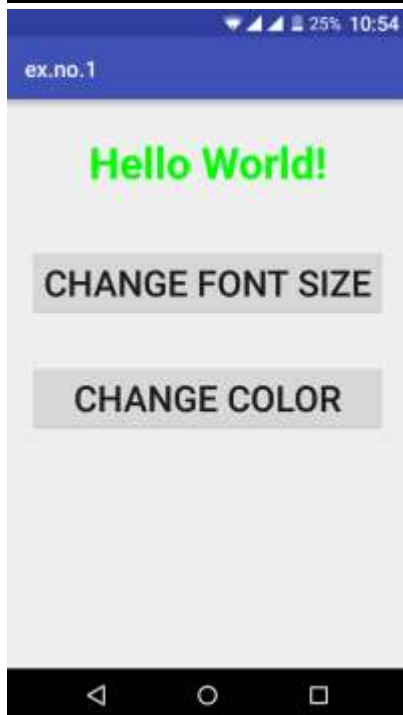
```

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

Output:





Result:

Thus a Simple Android Application that uses GUI components, Font and Colors is developed and executed successfully.