

This successfully implemented calculator app handles all four basic operations (+, -, ×, ÷) with a clean interface. It successfully implemented real-time calculations, error handling for division by zero, and a clear function. The responsive design successfully implemented smooth operation with instant results.

Ex No: 10

Date:

## **DYNAMIC TEXT STYLING INTERFACE**

### **AIM:**

To develop an Android application that allows users to change the font style and colour of displayed text, and shows a toast notification when a button is pressed.

### **ALGORITHM:**

#### **1. Setup Project:**

- Create a new Android Studio project with Empty Activity
- Set minimum SDK version to support most devices

#### **2. Design UI Layout (activity\_main.xml):**

- Add a textView to display the text to be styled
- Add buttons for different font styles (e.g., normal, bold, italic)
- Add buttons for different text colours (e.g., red, blue, green)
- Add a submit button that triggers the toast message

#### **3. Implement Functionality (MainActivity.java):**

- Initialize UI components using findViewById()
- Set on Click listeners for all buttons
- For font style buttons:
  - Change TextView's typeface using setTypeface()
- For colour buttons:
  - Change TextView's text colour using setTextColor()
- For submit button:
  - Display toast message using Toast.makeText()
  - Show confirmation of text styling changes

#### **4. Test Application:**

- Run on emulator/real device
- Verify all buttons change text style/colour as expected
- Confirm toast appears when submit button is pressed

## CODE:

### KOTLIN:

```
package com.example.webtech

import android.os.Bundle
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.lazy.LazyRow
import androidx.compose.material3.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.webtech.ui.theme.WebtechTheme

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            var isDarkMode by remember { mutableStateOf(false)

            WebtechTheme(darkTheme = isDarkMode) {
                Surface(
                    modifier = Modifier.fillMaxSize(),
                    color =
MaterialTheme.colorScheme.background
                ) {
                    MainScreen(isDarkMode) { newMode ->
                        isDarkMode = newMode
                    }
                }
            }
        }
    }
}
```

```

        }
    }
}

@Composable
fun MainScreen(isDarkMode: Boolean, onThemeChange: (Boolean) -
> Unit) {

    var textColor by remember { mutableStateOf(Color.Blue) }
    var currentFontFamily by remember {
mutableStateOf(FontFamily.Default) }
    var currentFontWeight by remember {
mutableStateOf(FontWeight.Normal) }
    val context = LocalContext.current

    val fontStyles = listOf(
        Triple(FontFamily.Default, FontWeight.Normal,
"Default"),
        Triple(FontFamily.Serif, FontWeight.Normal, "Times New
Roman")
    )

    val colors = listOf(
        Color.Blue to "Blue",
        Color.Red to "Red"
    )

    Column(
        modifier = Modifier
            .fillMaxSize()
            .padding(16.dp),
        horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center
    ) {

        ElevatedButton(
            onClick = { onThemeChange(!isDarkMode) },
            modifier = Modifier.padding(bottom = 16.dp)
        ) {
            Text(if (isDarkMode) "Switch to Light Mode" else
"Switch to Dark Mode")
        }

        Text(
            text = "Webtech Experiment",
            fontSize = 24.sp,
            color = textColor,

```

```

        fontFamily = currentFontFamily,
        fontWeight = currentFontWeight,
        modifier = Modifier.padding(bottom = 32.dp)
    )

    ElevatedButton(
        onClick = {
            Toast.makeText(context, "Button Clicked!",
                Toast.LENGTH_SHORT).show()
        }
    ) {
        Text("Show Toast")
    }
}

```

XML:

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/
    android "
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"

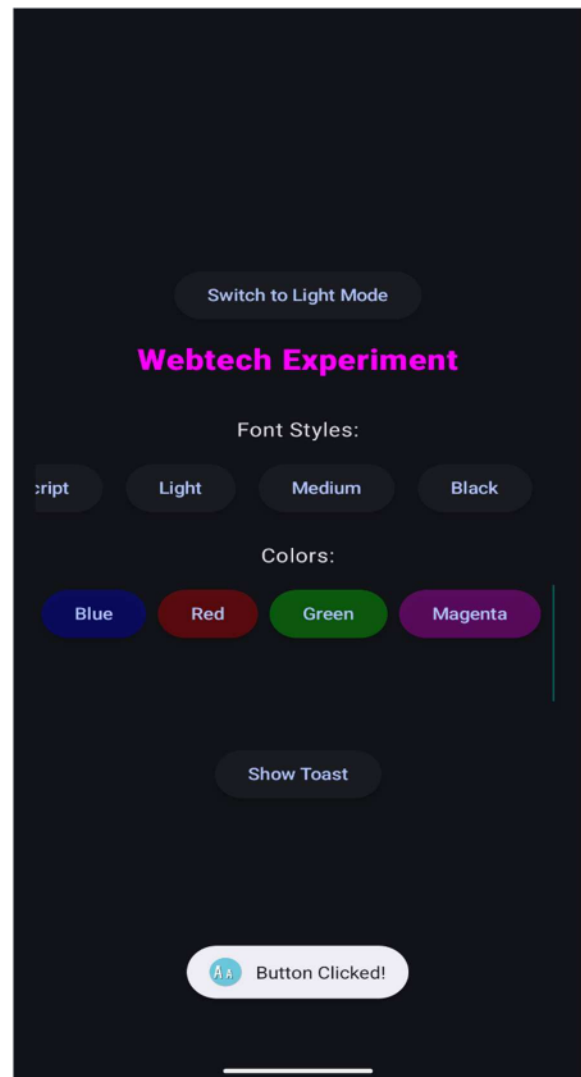
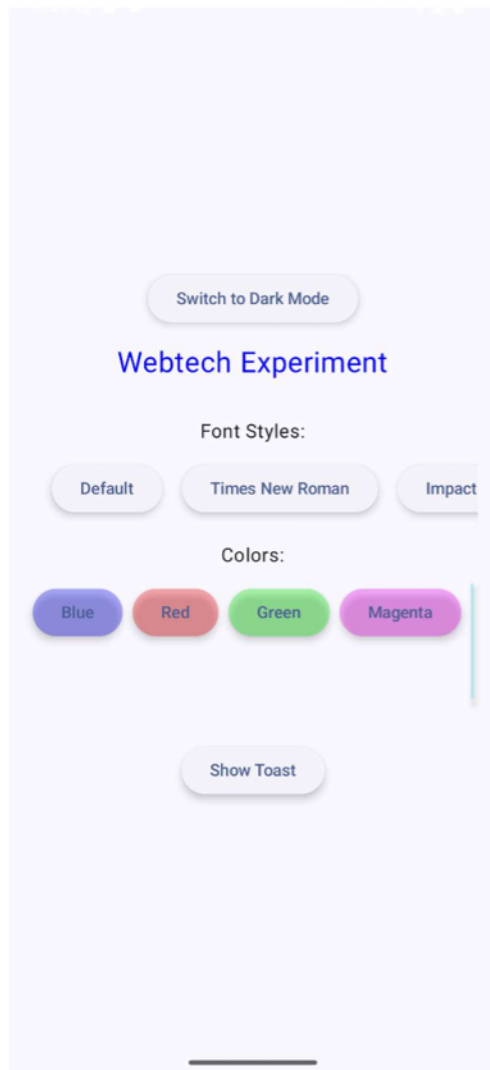
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.Webtech"
        tools:targetApi="31">
        <activity
            android:name=".MainActivity"
            android:exported="true"
            android:label="@string/app_name"
            android:theme="@style/Theme.Webtech">
            <intent-filter>
                <action
                    android:name="android.intent.action.MAIN" />

                <category
                    android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </manifest>

```

```
</application>  
</manifest>
```

## OUTPUT:



## RESULT:

The Android app successfully lets users change text fonts and colours instantly displaying modifications. A confirmation toast appears when applying changes, and the intuitive interface works smoothly across Android devices. Thus, the app is implemented successfully with all required functionalities working as intended.