**Step 1: Set Up Your Project**

1. Open Android Studio and create a new project.
2. Choose an empty activity template and Kotlin as the programming language.

**Step 2: Add Permissions to Manifest**

Open **AndroidManifest.xml** and add the required permissions for accessing airplane mode information:

### Step 2: Add Permissions to Manifest

Open **AndroidManifest.xml** and add the required permissions for accessing airplane mode information:

<uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE"/>

<uses-permission android:name="android.permission.READ\_PHONE\_STATE"/>

### Step 3: Create Broadcast Receiver

Create a new Kotlin class for the broadcast receiver:

#### AirplaneModeReceiver.kt

import android.content.BroadcastReceiver

import android.content.Context

import android.content.Intent

import android.widget.Toast

class AirplaneModeReceiver : BroadcastReceiver() {

override fun onReceive(context: Context?, intent: Intent?) {

if (intent?.action == Intent.ACTION\_AIRPLANE\_MODE\_CHANGED) {

val isAirplaneModeEnabled = intent.getBooleanExtra("state", false)

val message = if (isAirplaneModeEnabled) "Airplane mode is turned on" else "Airplane mode is turned off"

Toast.makeText(context, message, Toast.LENGTH\_SHORT).show()

}

}

}

### Step 4: Register Receiver in Manifest

Add the receiver declaration inside the **<application>** tag in **AndroidManifest.xml**:

<receiver android:name=".AirplaneModeReceiver">

<intent-filter>

<action android:name="android.intent.action.AIRPLANE\_MODE\_CHANGED"/>

</intent-filter>

</receiver>

### Step 5: Register Receiver Dynamically (Optional)

You can also register the receiver dynamically in your activity if you prefer:

#### MainActivity.kt

import android.content.IntentFilter

import android.os.Bundle

import androidx.appcompat.app.AppCompatActivity

class MainActivity : AppCompatActivity() {

private val receiver = AirplaneModeReceiver()

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

// Register receiver

registerReceiver(receiver, IntentFilter(Intent.ACTION\_AIRPLANE\_MODE\_CHANGED))

}

override fun onDestroy() {

// Unregister receiver

unregisterReceiver(receiver)

super.onDestroy()

}

}

### Step 6: Test Your Application