

WEB TECHNOLOGY MOBILE APPLICATION

231501067

AIML FA LAB EXPERIMENT : 10

10 Develop an application to change the font and color of the text and display toast message when the user presses

Aim

To develop an Android application that:

Changes the font and color of a TextView.

Displays a Toast message when the user clicks a button.

Algorithm

Design UI (XML Layout):

Add a `TextView` to display the text.

Add a `Button` to trigger the font and color change.

Set up activity (Java or Kotlin):

Access the `TextView` and `Button` using `findViewById()`.

Set a click listener on the button.

On button click:

Change the text color and font.

Display a Toast message.

Add a font to the assets folder (e.g., `fonts/custom_font.ttf`).

Program Code :

1. `activity_main.xml`
Xml

```
<?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:gravity="center"
```

```
    android:padding="16dp">
```

```
    <TextView
```

```
        android:id="@+id/textView"
```

```
        android:text="Hello World"
```

```
        android:textSize="24sp"
```

```
        android:layout_width="wrap_content"
```

```
        android:layout_height="wrap_content"/>
```

```
    <Button
```

```
        android:id="@+id/buttonChange"
```

```
        android:text="Change Font and Color"
```

```
        android:layout_width="wrap_content"
```

```
        android:layout_height="wrap_content"
```

```
        android:layout_marginTop="20dp"/>
</LinearLayout>
```

2. MainActivity.java

```
package com.example.textchanger;

import android.graphics.Color;
import android.graphics.Typeface;
import android.os.Bundle;
import android.widget.Button;
import android.widget.TextView;
import android.widget.Toast;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

    TextView textView;

    Button buttonChange;

    @Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
  
    textView = findViewById(R.id.textView);  
    buttonChange = findViewById(R.id.buttonChange);  
  
    buttonChange.setOnClickListener(v -> {  
        // Change color  
        textView.setTextColor(Color.RED);  
  
        // Change font  
        Typeface typeface = Typeface.createFromAsset(getAssets(),  
"fonts/custom_font.ttf");  
        textView.setTypeface(typeface);  
  
        // Show toast  
        Toast.makeText(this, "Font and color changed!",  
Toast.LENGTH_SHORT).show();  
    });  
}  
}
```

3. Add Font File

Place your font (e.g., `custom_font.ttf`) in the `assets/fonts/` directory.

RESULT :

On running the app and clicking the button:

The text color changes to red.

The font changes to the selected custom font.

A Toast message saying “Font and color changed!” is displayed

OUTPUT :

