****

**UCS1711 - MOBILE APPLICATION DEVELOPMENT LAB**

**Assignment 3**

Name: Jayannthan P T

Dept: CSE ‘A’

Roll No.: 205001049

Create an Android mobile application which simulates a virtual keyboard with following

**Ex. No:3**

**Date:**5/9/2023

**Title of the Program:** Create an Android mobile application which simulates a virtual keyboard

with following features use intents to navigate between multiple activities.

**Objective:**

The objective of the Keyboard Android App project is to create a user-friendly keyboard application that allows users to input text efficiently using a virtual keyboard. Users can switch between letter and symbol modes, type letters and symbols, use capitalization, handle space, backspace, and enter, and eventually submit the typed text to be displayed in another activity.

**Algorithm:**

**Features used:**

**Source code:**

* MainActivity.java
* activity\_main.xml
* DisplayDataActivity.java
* activity\_display\_data.xml

**Output:**

**Result:**

The mobile application was completed successfully

**Best Practices:**

1. Use meaningful variable names and comments for better code readability.

**Learning Outcomes:**

1. Designing Android user interfaces using XML layouts for a virtual keyboard.