Develop a notepad app with custom keypad:

* Top fragment: display the note entered.
* Bottom fragment: display several rows of letters, numbers, and symbols (each as a button) for text input; when a user pushes a button, the corresponding input is appended in the top fragment.

This assignment is about creating an app which has two fragment the top fragment and bottom fragment where the bottom fragment has the all the button with letters, numbers and symbols which when type will be displayed on the top fragment.

MainActivity.java: This is the main class of the app it is responsible for managing the fragments, interactions between UI and the java classes between top fragment and bottom fragment it serves as the entry point for interacting with the user. When the users press or the key or give input to the bottom fragment the MainActivity receives the input and through the method “onkeyEntered” and updates the top fragment with every new input the user enters in the bottom fragment. I am also using some more methods like “oncreate”,”FragmnetTransaction”,”OnKeyInteraction” which helps in initializing the activity, embedding top fragment and bottom fragment and to handle keypresses from the bottom fragemnt