PROGRAM 1: SAMPLE APPLICATION ABOUT ANDROID RESOURCES

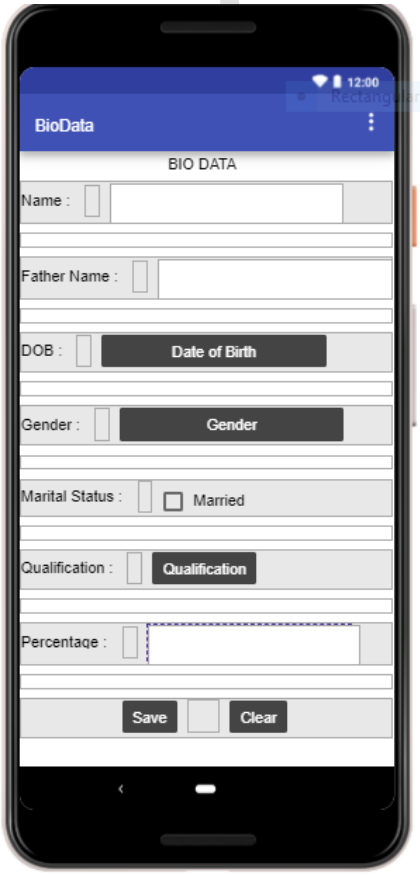
AIM:

To create a sample android application about Android resources.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values)

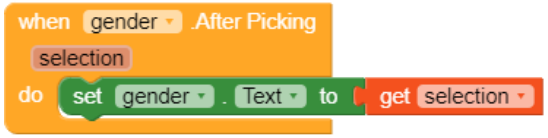
S.No.	Component	Property	Value
1.	Label	Text	BioData
		Width	FillParent
		TextAlignment	Center
2.	Label	Text	Name
3.	TextBox	Name	name_text
		Hint	<leave blank>
4.	Label	Text	fatherName
5.	TextBox	Name	fname_text
		Hint	<leave blank>
6.	Label	Text	Date of Birth
7.	DatePicker	Name	dob_date
		Text	Date of Birth
8.	Label	Text	Gender
9.	ListPicker	Name	gender
		Text	Gender
10.	Label	Text	Marital Status
11.	CheckBox	Name	Married
12.	Label	Text	qualification
13.	ListPicker	Name	quali
		Text	Qualification
14.	Label	Text	Percentage
15.	TextBox	Name	Percent_text
		Hint	<leave blank>
16.	Button	Name	Save
		Text	Save
17.	Button	Name	Clear
		Text	Clear
18.	*Notifier*		

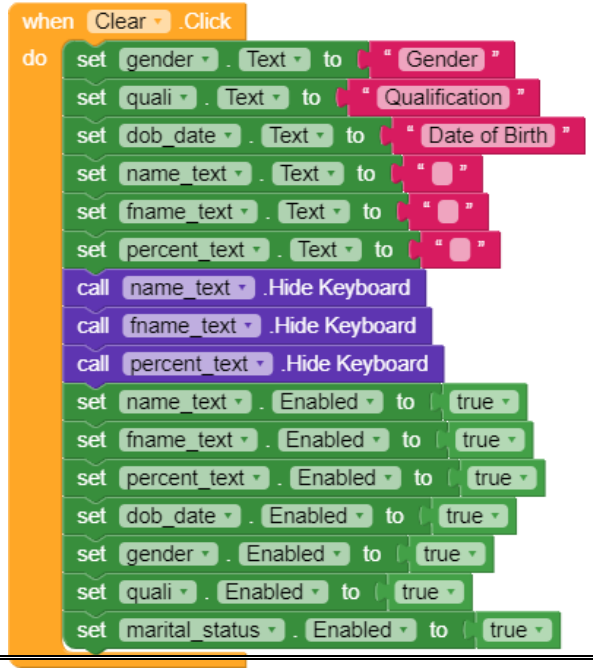


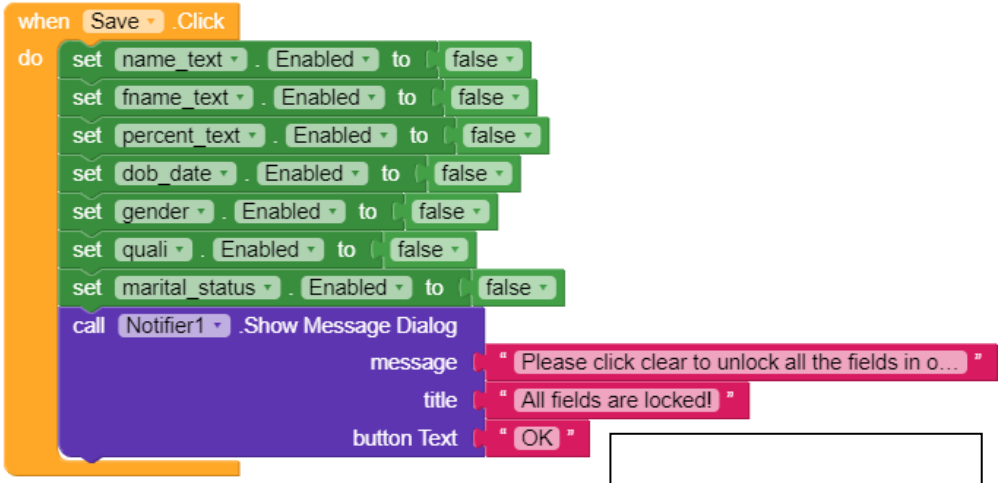
(Layouts have been added to make form design look good, Add Layouts wherever necessary)

Place the components in the same given order.

5. Switch to “Blocks” View (at top right part of the screen) and configure the blocks accordingly.







Please click clear to clear and unlock all the fields in output screen are locked.

6. To Run the program,
    (a). Click on "Test" menu→Click on connect to companion →
    On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
    (Wait till you see the form design on your Android Phone)
    The changes you make can be seen live on your Mobile Phone in some time.
    (b). Click on "Export" Menu→Click on "Save .apk to my computer"→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.
    The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project.

PROGRAM 2: SAMPLE APPLICATION ABOUT LAYOUTS

AIM:

To create a sample android application about Layouts.

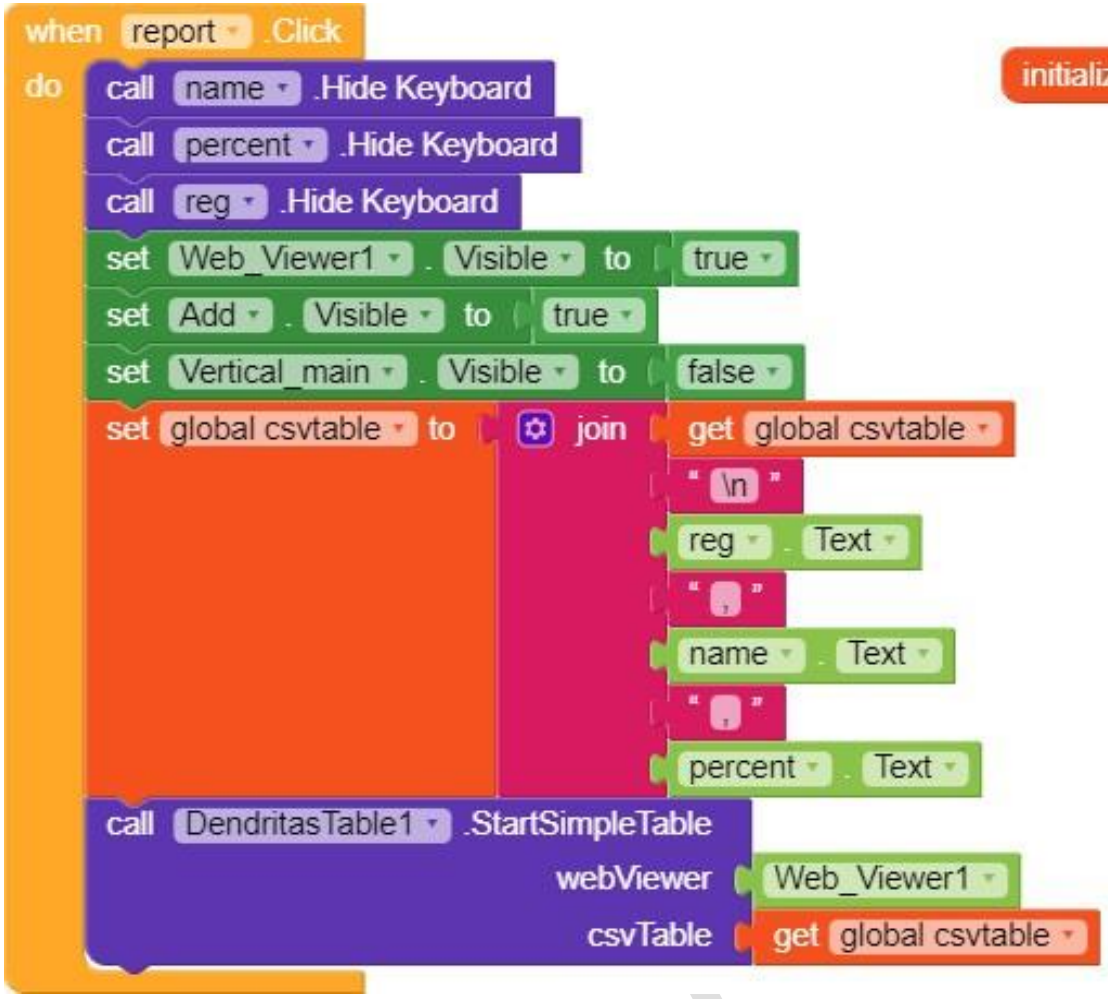
PROCEDURE:

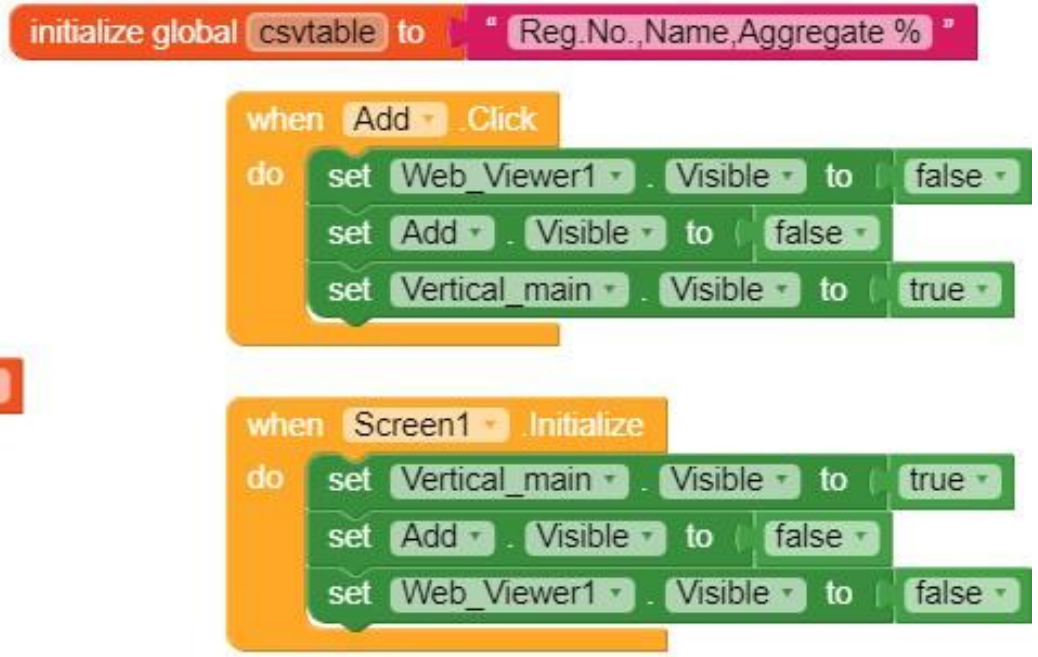
1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values)

S.No.	Component	Property	Value
1.	WebViewer	Height	65%
		Visible	(untick)
2.	Button	Name	Add
		Text	Add
		Visible	(untick)
3.	VerticalArrangement	Name	Vertical_main
3.a.	Label	Text	Student Name
3.b.	TextBox	Name	name
		Hint	<leave blank>
3.c.	Label	Text	Reg.No.
3.d.	TextBox	Name	reg
		Hint	<leave blank>
3.e.	Label	Text	Aggregate Percentage
3.f.	TextBox	Name	Percent
		Hint	<leave blank.
3.g.	Button	Name	Report
		Text	Report
4.(EXT)	***DendritasTable***		

5. **To add the Extension "DendritasTable"** ,
   (a) Download the file from ***http://bit.ly/dendritas***
   (b) Navigate to Palette → Extension
   (c) Click on Import Extension.
   (d) Click on "NO FILE CHOSEN" and select the downloaded file.
   (e) Once you see the file name Click on the "Import from file".
   (f) DendritasTable extension will be visible in palette, drag and Drop into the form design.
   (g) You can see the added extension in "Components" as "DendritasTable1"

6. Switch to “Blocks” View (at top right part of the screen) and configure the blocks accordingly,





7. To Run the program,

(a). Click on “Test” menu→Click on connect to companion →
On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
(Wait till you see the form design on your Android Phone)
The changes you make can be seen live on your Mobile Phone in some time.

(b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.
The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project.

PROGRAM 3: SAMPLE APPLICATION ABOUT INTENTS

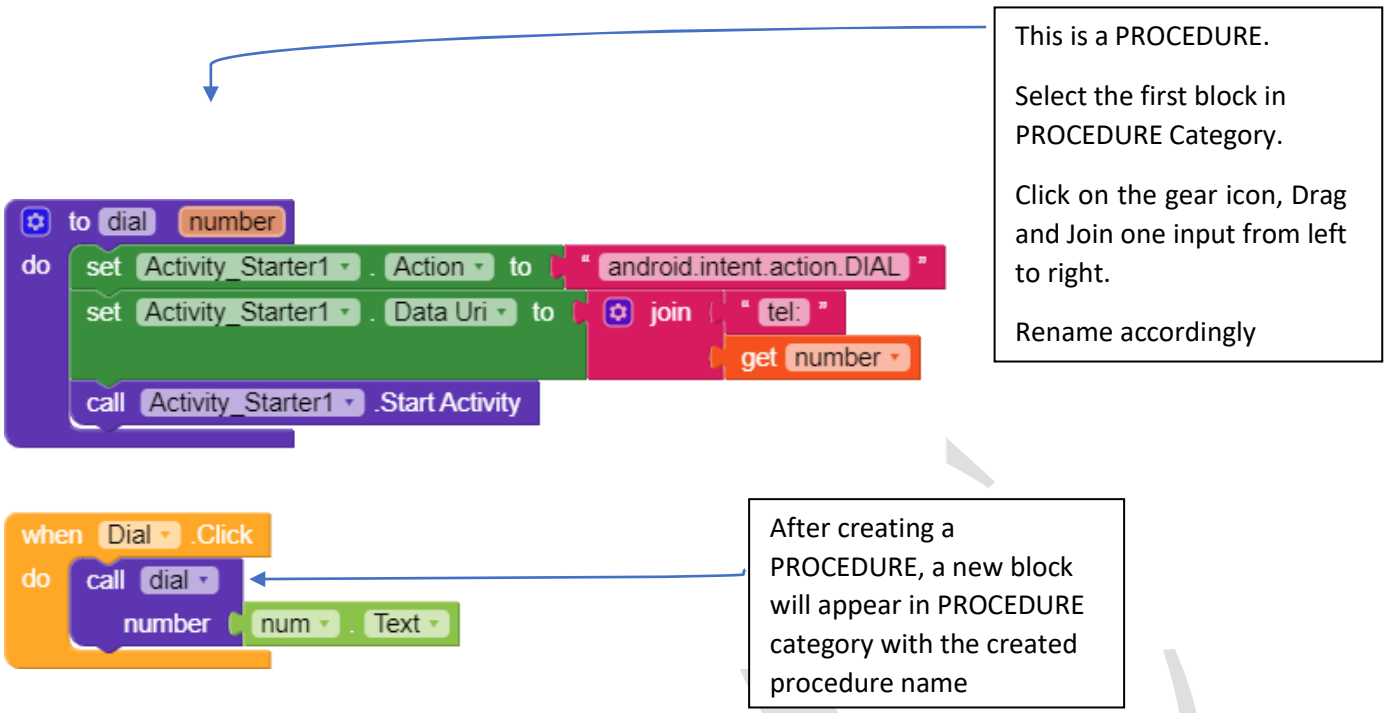
AIM:

To create a sample android application about Intents.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
(Components with no Property and Value need to be left with default values)

S.No.	Component	Property	Value
1.	*ActivityStarter*		
2.	Label	Text	Phone number
3.	TextBox	Hint	Enter mobile number without country code
		Name	num
		InputType	Number
4.	Button	Name	dial
		Text	Dial



5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly
6. To Run the program,
   (a). Click on "Test" menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)
   The changes you make can be seen live on your Mobile Phone in some time.
   (b). Click on "Export" Menu→Click on "Save .apk to my computer"→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.
   The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project.

PROGRAM 4: SAMPLE APPLICATION ABOUT USER INTERFACES

AIM:

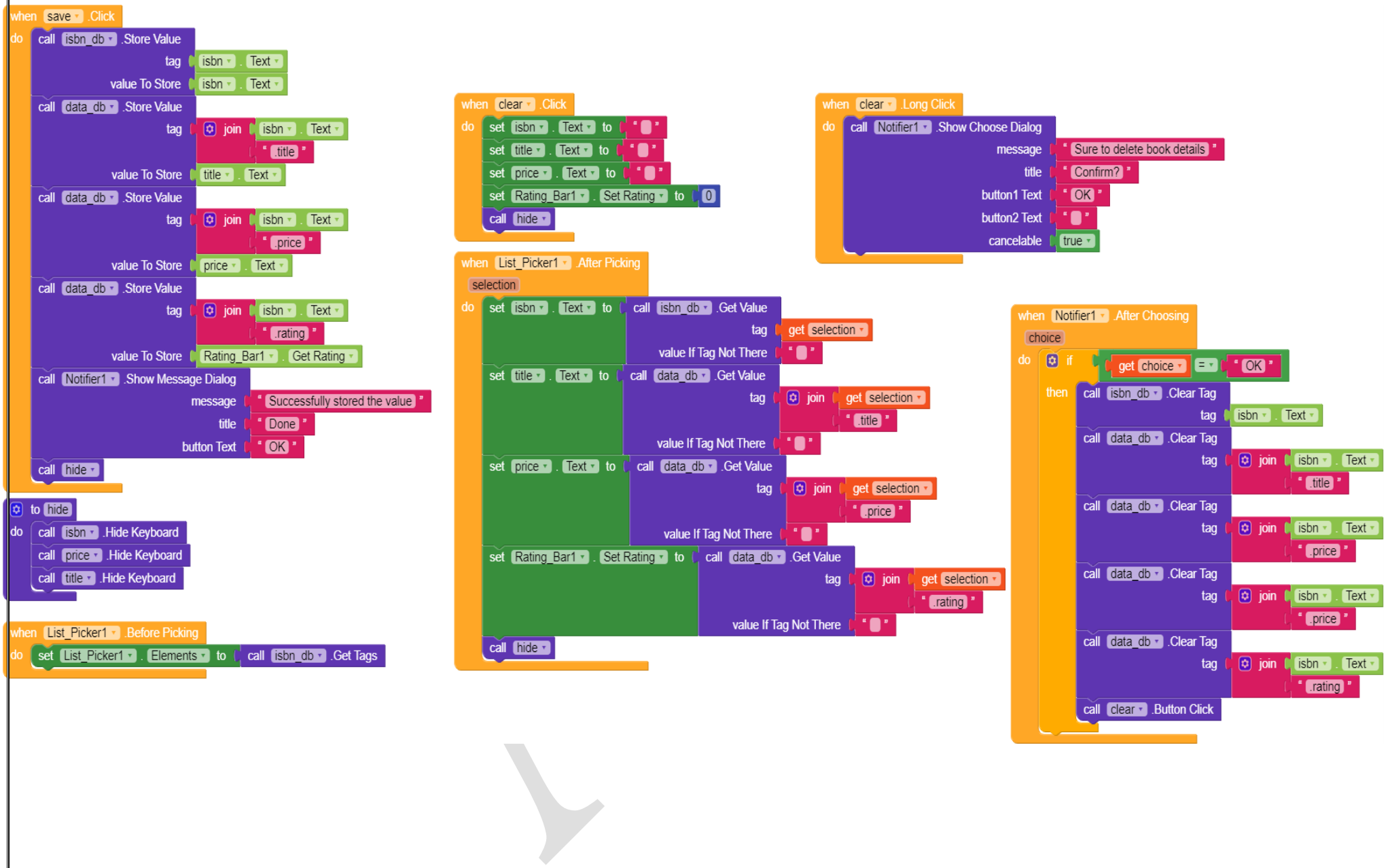
To create a sample Application about user interfaces.

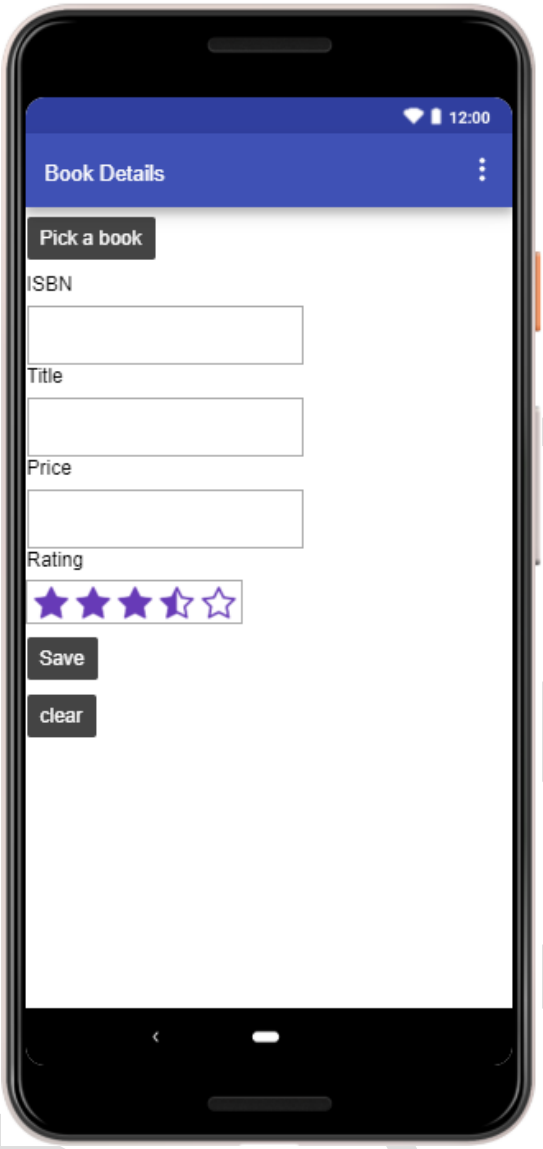
PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values)

S.No.	Component	Property	Value
1.	ListPicker	Text	Pick a Book
2.	Label	Text	ISBN
3.	TextBox	Name	Isbn
		Hint	<leave blank>
4.	Label	Text	Title
5.	TextBox	Name	title
		Hint	<leave blank>
6.	Label	Text	Price
7.	TextBox	Name	Price
		Hint	<leave blank>
		InputType	Number:5
8.	Label	Text	Rating
9.	RatingBar	NumberOfStars	5
		StepSize	1
10.	Button	Name	Save
		Text	Save
11.	Button	Name	Clear
		Text	Clear
12.	*Notifier*		
13.	*TinyDB*	Name	isbn_db
14.	*TinyDB*	Name	data_db

5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly


when save .Click
do call isbn_db .Store Value
tag isbn . Text
value To Store isbn . Text
call data_db .Store Value
tag join isbn . Text
" .title "
value To Store title . Text
call data_db .Store Value
tag join isbn . Text
" .price "
value To Store price . Text
call data_db .Store Value
tag join isbn . Text
" .rating "
value To Store Rating_Bar1 . Get Rating
call Notifier1 .Show Message Dialog
message " Successfully stored the value "
title " Done "
button Text " OK "
call hide
to hide
do call isbn .Hide Keyboard
call price .Hide Keyboard
call title .Hide Keyboard
when List_Picker1 .Before Picking
do set List_Picker1 . Elements to call isbn_db .Get Tags
when clear .Click
do set isbn . Text to " "
set title . Text to " "
set price . Text to " "
set Rating_Bar1 . Set Rating to 0
call hide
when clear .Long Click
do call Notifier1 .Show Choose Dialog
message " Sure to delete book details "
title " Confirm? "
button1 Text " OK "
button2 Text " "
cancelable true
when List_Picker1 .After Picking
selection
do set isbn . Text to call isbn_db .Get Value
tag get selection
value If Tag Not There " "
set title . Text to call data_db .Get Value
tag join get selection
" .title "
value If Tag Not There " "
set price . Text to call data_db .Get Value
tag join get selection
" .price "
value If Tag Not There " "
set Rating_Bar1 . Set Rating to call data_db .Get Value
tag join get selection
" .rating "
value If Tag Not There " "
call hide
when Notifier1 .After Choosing
choice
do if get choice = " OK "
then call isbn_db .Clear Tag
tag isbn . Text
call data_db .Clear Tag
tag join isbn . Text
" .title "
call data_db .Clear Tag
tag join isbn . Text
" .price "
call data_db .Clear Tag
tag join isbn . Text
" .price "
call data_db .Clear Tag
tag join isbn . Text
" .rating "
call clear .Button Click



6. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.

The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project

PROGRAM 5: SAMPLE APPLICATION ABOUT ANIMATIONS

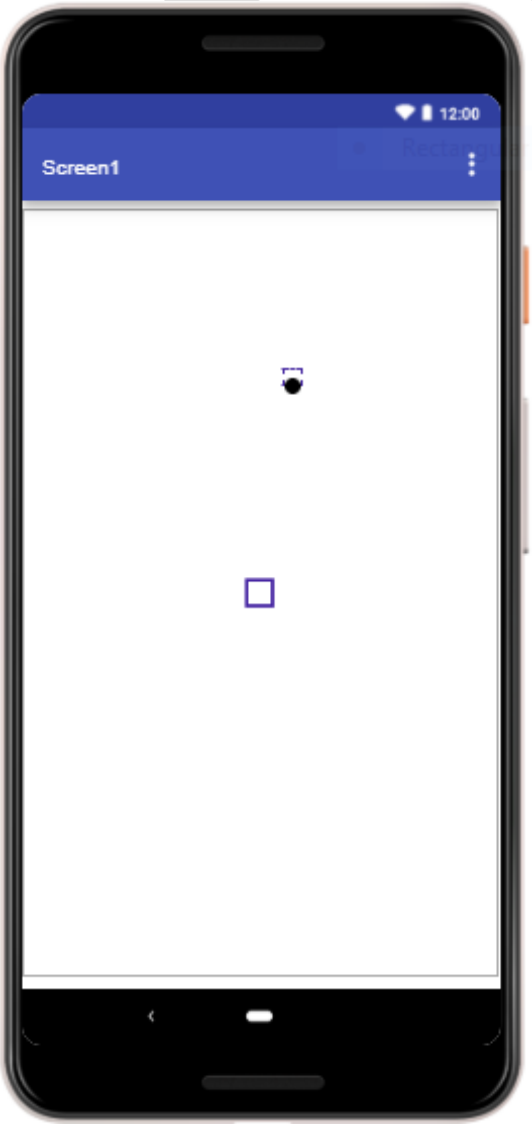
AIM:

To create a Sample Application about Animations.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values)

S.No.	Component	Property	Value
1.	Canvas	Height	Fill Parent
		Width	Fill Parent
2.	Ball	Color	Any color



5. Switch to “Blocks” View (at top right part of the screen) and configure the blocks accordingly

6. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.

The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project

PROGRAM 6: SAMPLE APPLICATION ABOUT SQLITE I

AIM:

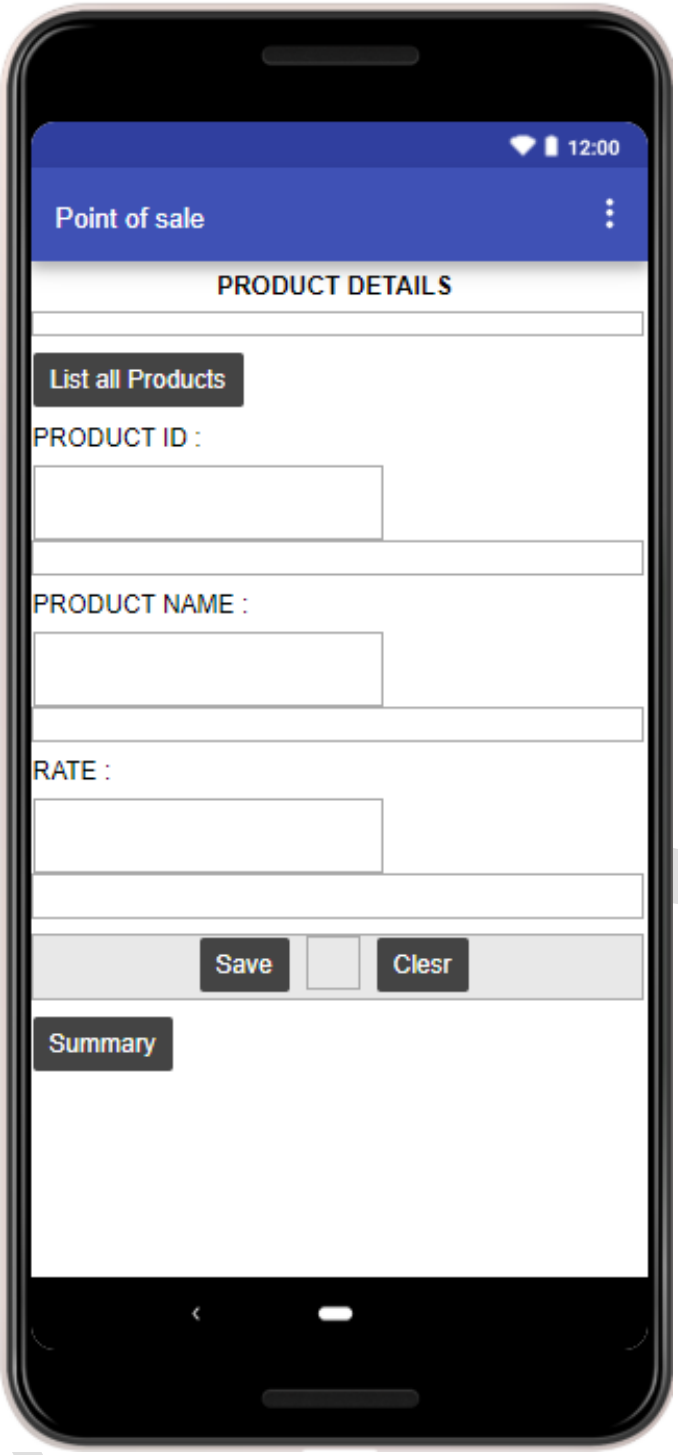
To create a Sample Application about SQLite I.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values)

S.No.	Component	Property	Value
EXT	***DendritasTable***		
1.	Label	Text	PRODUCT DETAILS
2.	ListPicker	Name	List
		Text	List all Products
3.	Label	Text	PRODUCT ID :
4.	TextBox	Name	pid_text
		Hint	<leave blank>
5.	Label	Text	PRODUCT NAME :
6.	TextBox	Name	PNAME_TEXT
		Hint	<leave blank>
7.	Label	Text	RATE :
8.	TextBox	Name	rate_text
		Hint	<leave blank>
		Input Type	Number:5
9.	Button	Name	Save
		Text	Save
10.	Button	Name	Clear
		Text	Clear
11.	Button	Name	Summary
		Text	Summary
12.	*WebViewer*	Visible	FALSE(untick in Visible Box)
13.	*TinyDB*	Name & NameSpace	PID
14.	*TinyDB*	Name & NameSpace	PNAME
15.	*TinyDB*	Name & NameSpace	PRATE
16.	*Notifier*		

5. **To add the Extension "DendritasTable"** ,
   (a) Download the file from ***http://bit.ly/dendritas***
   (b) Navigate to Palette → Extension
   (c) Click on Import Extension.
   (d) Click on "NO FILE CHOSEN" and select the downloaded file.
   (e) Once you see the file name Click on the "Import from file".
   (f) DendritasTable extension will be visible in palette, drag and Drop into the form design.
   (g) You can see the added extension in "Components" as "DendritasTable1"


12:00
Point of sale
PRODUCT DETAILS
List all Products
PRODUCT ID :
PRODUCT NAME :
RATE :
Save
Clesr
Summary


when save .Click
do if is in list? thing pid_text . Text = false
list call PID .Get Tags
then call pid_text .Hide Keyboard
call PNAME_TEXT .Hide Keyboard
call rate_text .Hide Keyboard
call PID .Store Value
tag pid_text . Text
value To Store pid_text . Text
call PNAME .Store Value
tag pid_text . Text
value To Store PNAME_TEXT . Text
call PRATE .Store Value
tag pid_text . Text
value To Store rate_text . Text
call Notifier1 .Show Message Dialog
message " Product Details Stored "
title " Success! "
button Text " OK "
set pid_text . Text to " "
set PNAME_TEXT . Text to " "
set rate_text . Text to " "
set Web_Viewer1 . Visible to false
else call Notifier1 .Show Message Dialog
message " Duplicate Record ! Product ID must be unique "
title " ERROR! "
button Text " OK "
when List .Before Picking
do set List . Elements to call PID .Get Tags
initialize global csv to " PID,PRODUCT NAME,RATE\n "
when clear .Click
do call pid_text .Hide Keyboard
call PNAME_TEXT .Hide Keyboard
call rate_text .Hide Keyboard
set pid_text . Text to " "
set PNAME_TEXT . Text to " "
set rate_text . Text to " "
set Web_Viewer1 . Visible to false
when clear .Long Click
do call PID .Clear Tag
tag pid_text . Text
call PNAME .Clear Tag
tag pid_text . Text
call PRATE .Clear Tag
tag pid_text . Text
set pid_text . Text to " "
set PNAME_TEXT . Text to " "
set rate_text . Text to " "
when List .After Picking
selection
do set pid_text . Text to call PID .Get Value
tag get selection
value If Tag Not There " "
set PNAME_TEXT . Text to call PNAME .Get Value
tag get selection
value If Tag Not There " "
set rate_text . Text to call PRATE .Get Value
tag get selection
value If Tag Not There " "
when summary .Click
do for each item in list call PID .Get Tags
do set global csv to join get global csv
call PID .Get Value
tag get item
value If Tag Not There " "
" , "
call PNAME .Get Value
tag get item
value If Tag Not There " "
" , "
call PRATE .Get Value
tag get item
value If Tag Not There " "
" \n "
call DendritasTable1 .StartSimpleTable
webViewer Web_Viewer1
csvTable get global csv
set Web_Viewer1 . Visible to true
set global csv to " PID,PRODUCT NAME,RATE\n "

6. Switch to “Blocks” View (at top right part of the screen) and configure the blocks accordingly.
7. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.

The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project

PROGRAM 7: Create Calculator App in ANDROID

AIM:

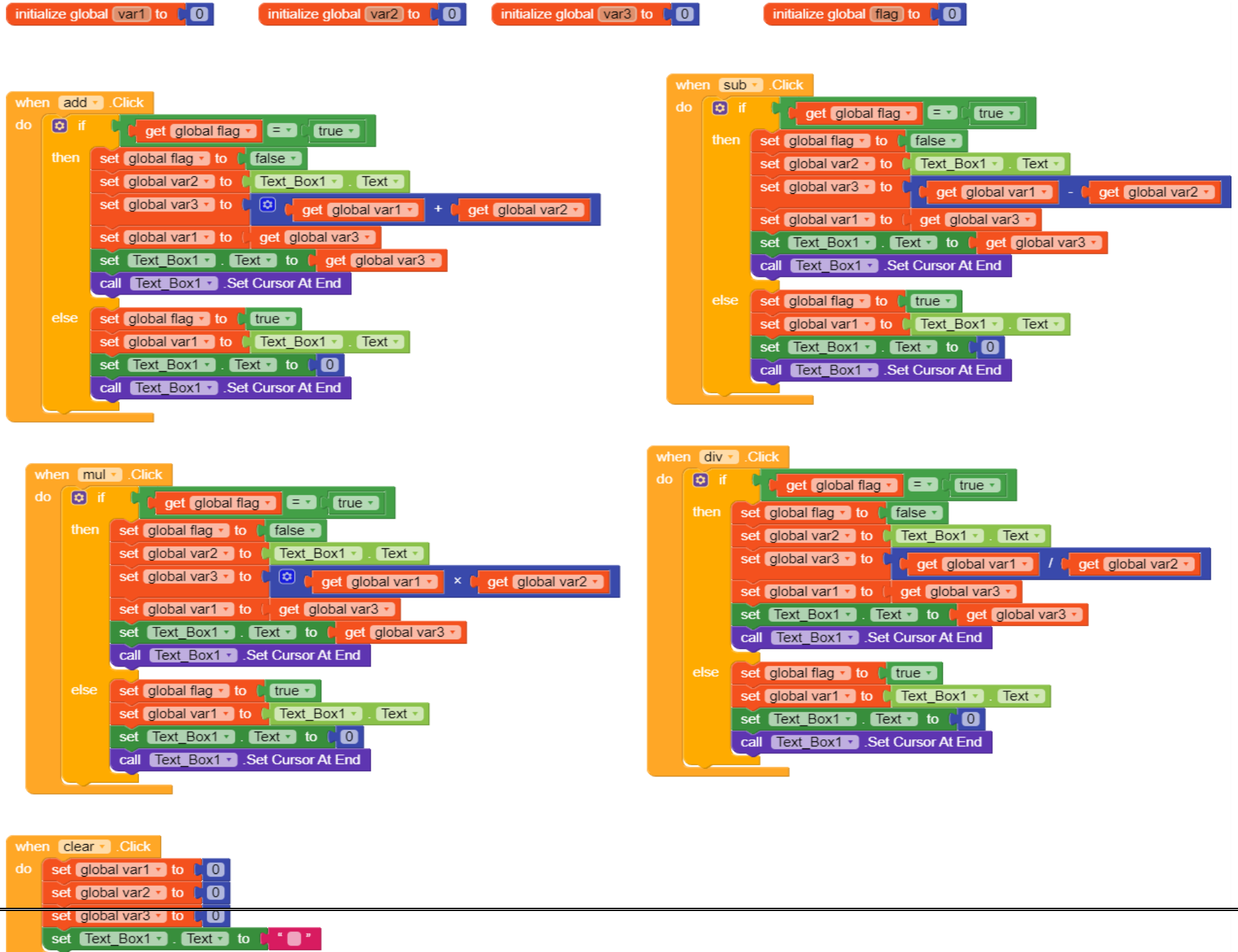
To Create Calculator App in Android.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values).

S.No.	Component	Property	Value
1.	TextBox	Hint	-
2.	Button	Name	Add
		Text	+
3.	Button	Name	Sub
		Text	-
4.	Button	Name	Mul
		Text	*
5.	Button	Name	Div
		Text	/
6.	Button	Name	Clear
		Text	Clear

5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly.

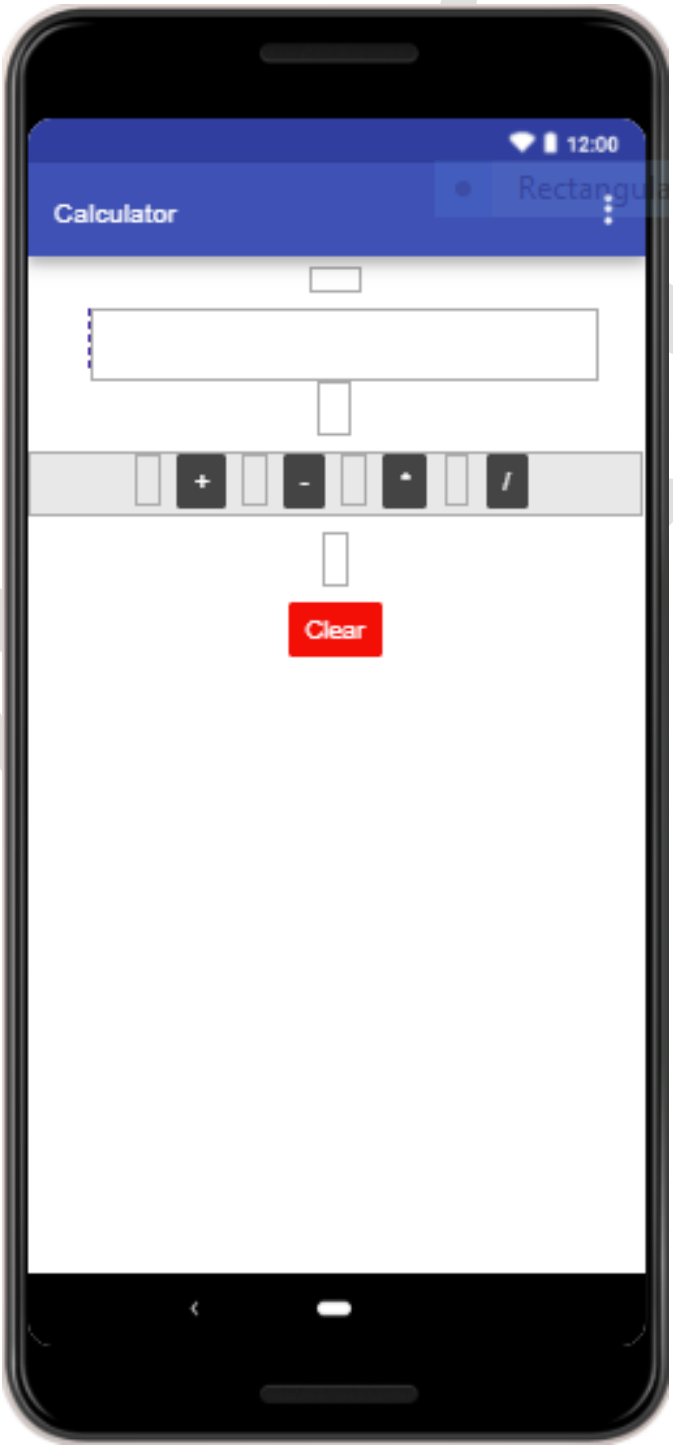

initialize global var1 to 0
initialize global var2 to 0
initialize global var3 to 0
initialize global flag to 0
when add .Click
do if get global flag = true
then set global flag to false
set global var2 to Text_Box1 . Text
set global var3 to get global var1 + get global var2
set global var1 to get global var3
set Text_Box1 . Text to get global var3
call Text_Box1 .Set Cursor At End
else set global flag to true
set global var1 to Text_Box1 . Text
set Text_Box1 . Text to 0
call Text_Box1 .Set Cursor At End
when sub .Click
do if get global flag = true
then set global flag to false
set global var2 to Text_Box1 . Text
set global var3 to get global var1 - get global var2
set global var1 to get global var3
set Text_Box1 . Text to get global var3
call Text_Box1 .Set Cursor At End
else set global flag to true
set global var1 to Text_Box1 . Text
set Text_Box1 . Text to 0
call Text_Box1 .Set Cursor At End
when mul .Click
do if get global flag = true
then set global flag to false
set global var2 to Text_Box1 . Text
set global var3 to get global var1 × get global var2
set global var1 to get global var3
set Text_Box1 . Text to get global var3
call Text_Box1 .Set Cursor At End
else set global flag to true
set global var1 to Text_Box1 . Text
set Text_Box1 . Text to 0
call Text_Box1 .Set Cursor At End
when div .Click
do if get global flag = true
then set global flag to false
set global var2 to Text_Box1 . Text
set global var3 to get global var1 / get global var2
set global var1 to get global var3
set Text_Box1 . Text to get global var3
call Text_Box1 .Set Cursor At End
else set global flag to true
set global var1 to Text_Box1 . Text
set Text_Box1 . Text to 0
call Text_Box1 .Set Cursor At End
when clear .Click
do set global var1 to 0
set global var2 to 0
set global var3 to 0
set Text_Box1 . Text to " "

7. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.

The changes you make in the project will not reflect live. You need to re-generate apk files every time you make any changes to the project



PROGRAM 8: CREATE SIMPLE ANDROID CAMERA APPLICATION.

AIM:

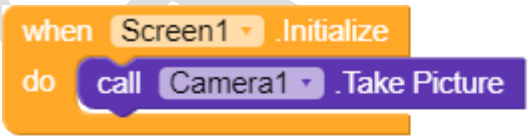
To Create Calculator App in Android.

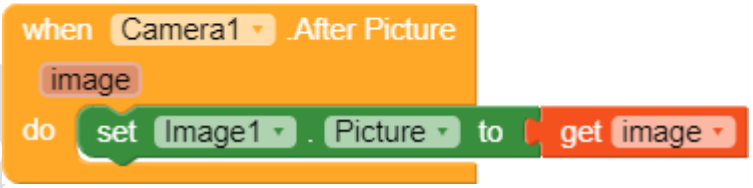
PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values).

S.No.	Component	Property	Value
1.	Image		
2.	*Camera*		

5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly.





6. To Run the program,
   (a). Click on "Test" menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on "Export" Menu→Click on "Save .apk to my computer"→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.

PROGRAM 9: CREATE BASIC LIST VIEW DEMO IN ANDROID.

AIM:

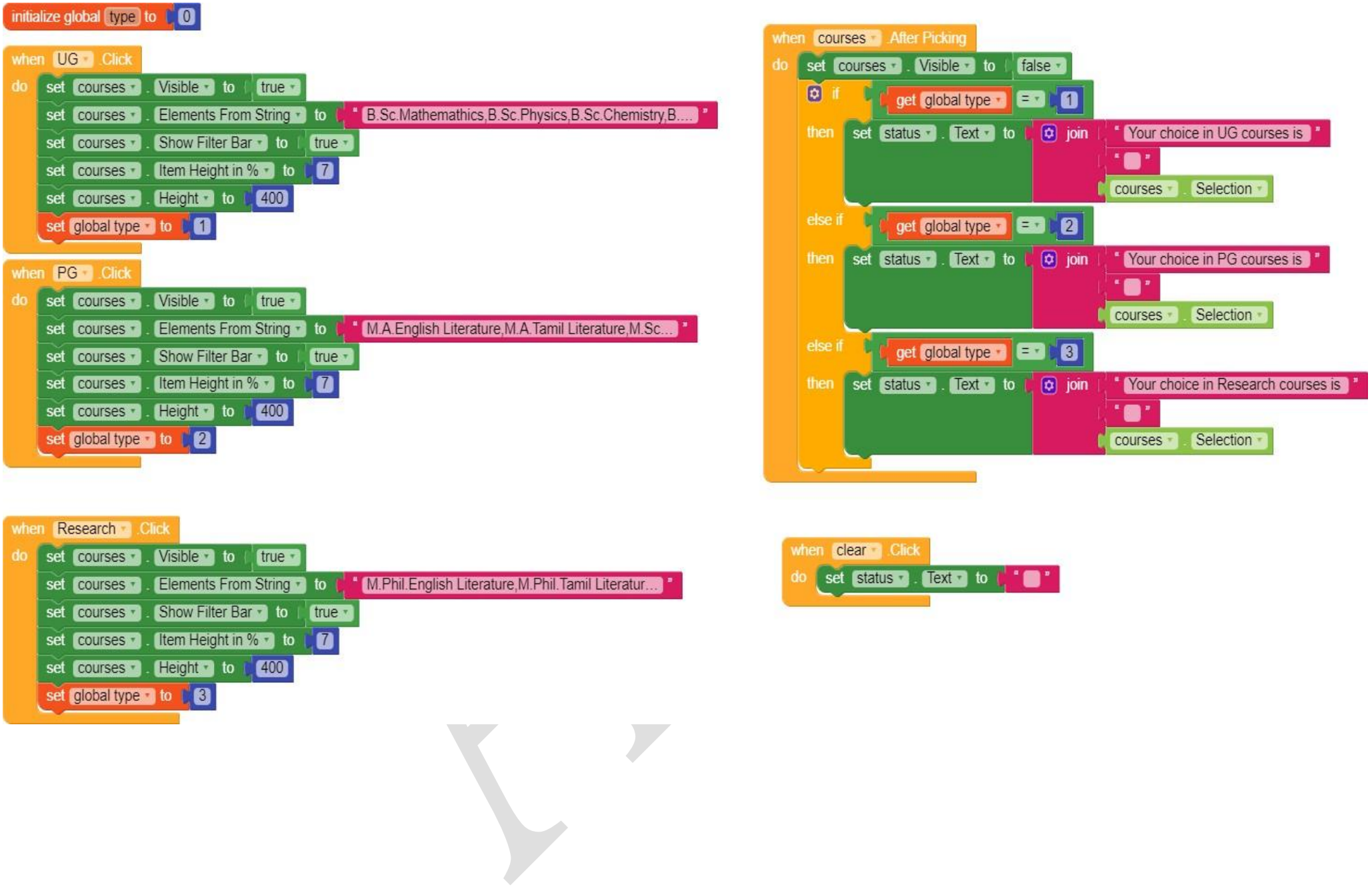
To Create Basic List View Demo in Android.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values).

S.No.	Component	Property	Value
1.	Label	Text	Arignar Anna College(Arts&Science)
		Width	FillParent
		FontSize	23
2.	Label	Text	Krishnagiri
		Width	FillParent
		FontSize	20
3.	Label	Text	Available Courses
4.	Button	Name	UG
		Text	UG
5.	Button	Name	PG
		Text	PG
6.	Button	Name	Research
		Text	Research
7.	ListView	Name	courses
		Item Height in %	10
8.	Label	Text	Selection
9.	Label	Name	Status
		Text	<leave blank>
10.	Button	Name	Clear
		Text	Clear

5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly.


initialize global type to 0
when UG .Click
do set courses . Visible to true
set courses . Elements From String to B.Sc.Mathemathics,B.Sc.Physics,B.Sc.Chemistry,B....
set courses . Show Filter Bar to true
set courses . Item Height in % to 7
set courses . Height to 400
set global type to 1
when PG .Click
do set courses . Visible to true
set courses . Elements From String to M.A.English Literature,M.A.Tamil Literature,M.Sc...
set courses . Show Filter Bar to true
set courses . Item Height in % to 7
set courses . Height to 400
set global type to 2
when Research .Click
do set courses . Visible to true
set courses . Elements From String to M.Phil.English Literature,M.Phil.Tamil Literatur...
set courses . Show Filter Bar to true
set courses . Item Height in % to 7
set courses . Height to 400
set global type to 3
when courses .After Picking
do set courses . Visible to false
if get global type = 1
then set status . Text to join Your choice in UG courses is
courses . Selection
else if get global type = 2
then set status . Text to join Your choice in PG courses is
courses . Selection
else if get global type = 3
then set status . Text to join Your choice in Research courses is
courses . Selection
when clear .Click
do set status . Text to

UG :

B.Sc.Mathemathics,B.Sc.Physics,B.Sc.Chemistry,B.Sc.Botany, B.Sc. Zoology, B.Sc. Biotechnology,B.Sc.Hotel Management & Catering Science,B.Com.Commerce, B.Com. Computer Application,B.B.A. Bussiness Administration, B.C.A. Computer Application,B.Sc.Computer Science,B.A. English Literature ,B.A. Tamil Literature,B.A. History

PG :

M.A.English Literature,M.A.Tamil Literature,M.Sc.Mathemathics,M.Sc.Physics,M.Sc.Chemistry,M.Sc.Computer Science,M.Sc.Bio Technology,M.Com.,MSW

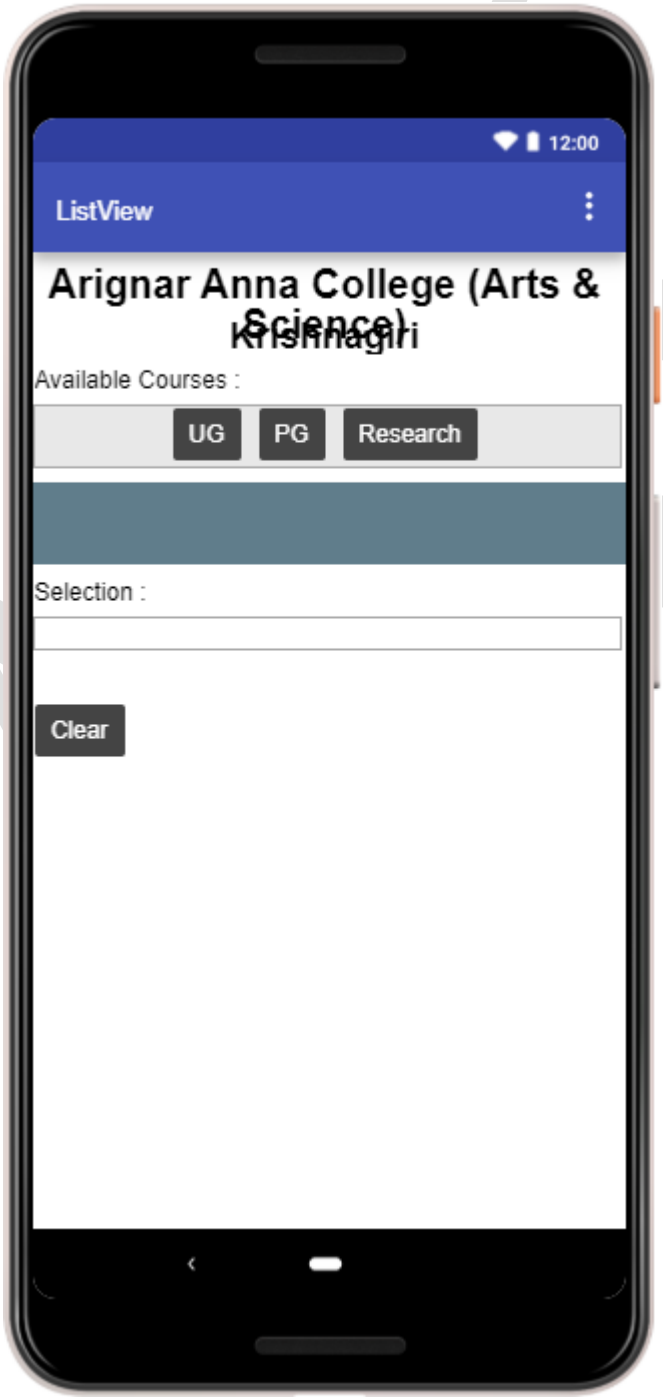
Research :

M.Phil.English Literature,M.Phil.Tamil Literature,M.Phil. Mathemathics,M.Phil.Physics,M.Phil.Chemistry,M.Phil.Computer Science,M.Phil.Bio Technology,M.Phil.Commerce,Ph.D.English Literature,Ph.D.Tamil Literature,Ph.D.Commerce,Ph.D.Bio Technology

6. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.



PROGRAM 10: CREATE GOOGLE MAP IN ANDROID.

AIM:

To create google map in android.

PROCEDURE:

1. Open a web browser, navigate to https://creator.kodular.io and Create a new account or Login in with your registered email address and password.
2. In the following screen Click on Create Project →Give a name for your Project [Name can contain only characters, numbers and _]→Click on Next→Set "Min SDK (Min. Android Version)" to "Android 7.0(API 24)".
3. By default, you are presented with "Designer" view.
4. Drag and Drop the Components into the workspace and Change the values of respective properties to the values given in the following table:
   (Components with no Property and Value need to be left with default values).

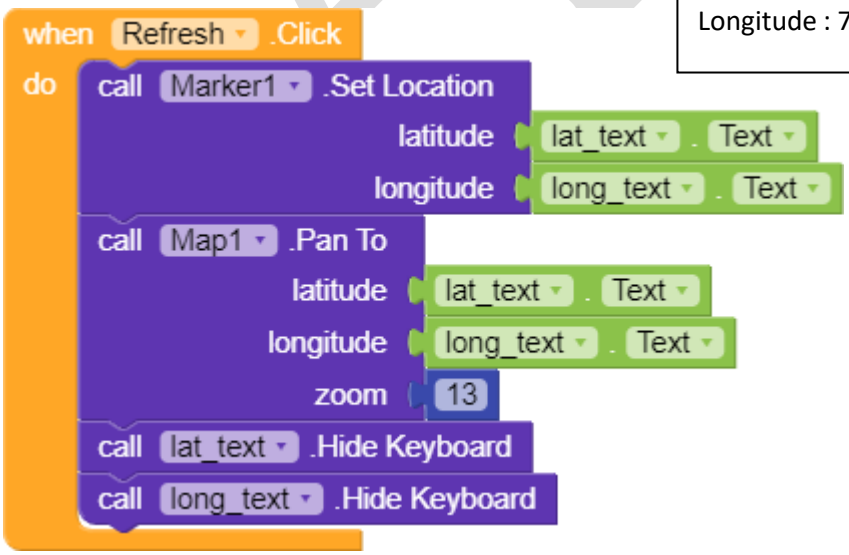
S.No.	Component	Property	Value
1.	Label	Text	Latitude
2.	TextBox	Hint	<leave blank>
		Name	lat_text
3.	Label	Text	Longitude
4.	TextBox	Hint	<leave blank>
		Name	long_text
5.	Button	Text	Refresh
		Name	refresh
6.	Map	MapsType	Roads
7.	Marker		

5. Switch to "Blocks" View (at top right part of the screen) and configure the blocks accordingly.

Sample Latitude and Longitude(Testing values)

Latitude : 12.523665

Longitude : 78.214848



6. To Run the program,
   (a). Click on “Test” menu→Click on connect to companion →
   On your Android mobile, open the Kodular Companion App and enter the code shown on the computer screen.
   (Wait till you see the form design on your Android Phone)

The changes you make can be seen live on your Mobile Phone in some time.

   (b). Click on “Export” Menu→Click on “Save .apk to my computer”→A file with .apk extension will be generated and downloaded with your project name as your filename→Transfer and Install the .apk file on your Android Mobile Phone.