Create a simple application in android studio to demonstrate Event Handlers and Event Listeners in android.

Xml Code:-

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity"  
 android:gravity="center">  
  
 <Button  
 android:id="@+id/but1"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginStart="5dp"  
 android:layout\_marginTop="5dp"  
 android:layout\_marginEnd="5dp"  
 android:layout\_marginBottom="5dp"  
 android:text="Press To Short and Long Press"  
 android:textSize="30dp" />  
  
</RelativeLayout>

Java Code:-

package com.example.event;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.os.Bundle;  
  
import android.view.View;  
import android.widget.Button;  
import android.widget.Toast;  
  
public class MainActivity extends AppCompatActivity {  
 Button b1;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 b1=findViewById(R.id.*but1*);  
  
 b1.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View view) {  
 Toast.*makeText*(getApplicationContext(),"Button clicked for short time",Toast.*LENGTH\_SHORT*).show();  
 }  
 });  
 b1.setOnLongClickListener(new View.OnLongClickListener() {  
 @Override  
 public boolean onLongClick(View view) {  
 Toast.*makeText*(getApplicationContext(),"Button clicked for long time",Toast.*LENGTH\_SHORT*).show();  
 return false;  
 }  
 });  
 }  
}

}  
 });  
 b1.setOnLongClickListener(new View.OnLongClickListener() {  
 @Override  
 public boolean onLongClick(View view) {  
 Toast.makeText(getApplicationContext(),"Button clicked for long time",Toast.LENGTH\_SHORT).show();  
 return false;  
 }  
 });  
 }  
}

O/P:-

Graphical user interface, text, application

Description automatically generated

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