## CHANDIGARH UNIVERSITY

## UNIVERSITY INSTITUTE OF NGINEERING

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**



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| **Submitted By: Submitted To:**  Vivek Kumar(21BCS8129) Er. Himanshi (13362) | |
| **Subject Name** | Web and Mobile Security Lab |
| **Subject Code** | 20CSP-338 |
| **Branch** | Computer Science and Engineering |
| **Semester** | 5th |

**Experiment - 9**

**Student Name: Vivek Kumar UID: 21BCS8129**

**Branch: BE-CSE(LEET) Section/Group: WM-20BCS-616/A**

**Semester: 5th Date of Performance: 02/11/2022**

**Subject Name: Web and Mobile Security Lab Subject Code: 20CSP-338**

1. **Aim/Overview of the practical:**

Develop a Mobile application to create a notification in Android

1. **Task to be done/ Which logistics used:**

To draw 2D graphics and Animation in android application.

**3. Apparatus / Simulator Used:**

* Windows 7 & above version.
* Google Chrome
* Android Studio

**Introduction:**

Android Notification

Android Notification provid s short, timely information about the action happened in the

application, even it is not running. The notification displays the icon, title and some amount of the content text.

Set Android Notification Pro The properties of Android notification are set using NotificationCompat.Builder object.

Some of the notification properties are mention below:

o setSmallIcon(): It sets the icon of notification.

o setContentTitle(): It is used to set the title of notification.

o setContentText(): It is used to set the text message.

o setAutoCancel(): It s

o setPriority(): It sets tts the cancelable property of notification. e priority of notification.

**Reading Material (add reference links along with material):**

**Android Simple Graphics Example**

The android.graphics.Canvas can be used to draw graphics in android. It provides methods to draw oval, rectangle, picture, text, line etc.

The android.graphics.Paint class is used with canvas to draw objects. It holds the information of color and style.

**Canvas**

● Android graphics provides low level graphics tools such as canvases, color, filters, points and rectangles which handle drawing to the screen directly.

● The Android framework provides a set of 2D-DRAWING APIs which allows user to provide own custom graphics onto a canvas or to modify existing views to customize their look and feel.

There are two ways to dra 2D graphics,

1. Draw your animation into a View object from your layout.

2. Draw your animation directly to a Canvas.

Some of the important met

i) drawText()

ii) drawRoundRect()

iii) drawCircle()

iv) drawRect()

v) drawBitmap()

vi) drawARGB()

● You can use these methods I ods of Canvas Class are as follows onDraw() method to create your own custom user interface.

● Drawing an animation with a View is the best option to draw simple grap ics that do not

need to change dynamically nd are not a part of a performance-intensive game. It is used

when user wants to display a static graphic or predefined animation.

● Drawing an animation with a Canvas is better option when your application needs to re-draw itself regularly.

**4. Program/ Steps/ Method:**

<?xml version="1.0" encoding="utf-8"?>

<android.support.constraint.ConstraintLayout 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="example.javatpoint.com is.androidnotification.MainActivity">

<TextView

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintLeft\_toLeftOf="parent"

app:layout\_constraintRight\_toRightOf="parent"

app:layout\_constraintTop\_toTopOf="parent"

app:layout\_constraintVertical\_bias="0.091" android:textAppearance="@style/Base.TextAppearance.AppCompat.Medium"/>

<Button

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:id="@+id/button"

android:layout\_marginBottom="112dp"

android:layout\_marginEnd="8dp"

android:layout\_marginStart="8dp"

android:text="Notify"

app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintStart\_toStartOf="parent" />

</android.support.constraint.ConstraintLayout>

Create an activity named as activity\_notification\_view.xml and add the following code. This activity will be launched on clicking the notification. TextView is used to display the notification message.

activity\_notification\_view.xml

<?xml version="1.0" encoding="utf-8"?>

<android.support.constraint.ConstraintLayout 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="example.javatpoint.com.androidnotification.NotificationView">

<TextView

android:id="@+id/textView2"

android:layout\_width="fill\_parent"

android:layout\_height="wrap\_content"

android:gravity="center"

android:text="your detail of notification..." android:textAppearance="@style/Base.TextAppearance.AppCompat.Medium" />

<TextView

android:id="@+id/textView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_marginBottom="8dp"

android:layout\_marginEnd="8dp"

android:layout\_marginStart="8dp"

android:layout\_marginTop="8dp"

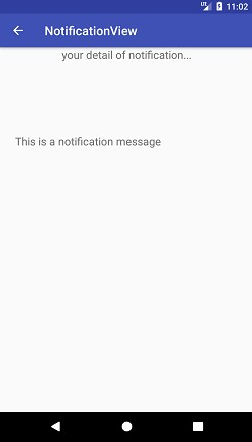
app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintHorizontal\_bias="0.096"

app:layout\_constraintTop\_toBottomOf="@+id/textView2" app:layout\_constraintVertical\_bias="0.206" android:textAppearance="@style/Base.TextAppearance.AppCompat.Medium"/>

</android.support.constraint.ConstraintLayout>

**5. Result/Output/Writing Summary:**



**Learning outcomes (What I have learnt):**

A notification is a message you can display to the user outside of your application's normal UI. When you tell the system to issue a notification, it first appears notification area

**Evaluation Grid (To be created per the faculty's SOP and Assessment guidelines):**

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| --- | --- | --- | --- |
| Sr. No. | Parameters | Marks Obtained | Maximum Marks |
| 1. | Worksheet completion including writing learning objectives/Outcomes.  (To be submitted at the end of the day). |  |  |
| 2. | Post-Lab Quiz Result. |  |  |
| 3. | Student Engagement in  Simulation/Demonstration/Performance and Controls/Pre-Lab Questions. |  |  |
|  | Signature of Faculty (with Date): | Total Marks Obtained: |  |