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| A picture containing drawing, stop, room  Description automatically generated | Mobile Programming  Practical #6 | | |
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| **Name** |  | **Roll Number** |  |
| **Subject/Course:** | Mobile Programming | | |
| **Topic** | User Defined Functions | | |
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| User Defined Functions | | | |
| 1. Create a button called "mathematics". When you click on the button it should provide the information of arithmetic operator. 2. Write a program to implement user defined function for checking whether the entered number is even or odd. | | | |
| **b)**  package com.example.samthing  import androidx.appcompat.app.AppCompatActivity import android.os.Bundle import android.widget.Button import android.widget.EditText import android.widget.TextView import android.widget.Toast import org.w3c.dom.Text  class MainActivity : AppCompatActivity() {  override fun onCreate(savedInstanceState: Bundle?) {  super.onCreate(savedInstanceState)  setContentView(R.layout.activity\_main)   val butt1=findViewById<Button>(R.id.battan) as Button  val dikh1=findViewById<EditText>(R.id.edattaxt) as EditText  val likh1=findViewById<TextView>(R.id.taxtview) as TextView  val butt2=findViewById<Button>(R.id.battandusra) as Button    butt1?.setOnClickListener **{** val b =dikh1.*text*.toString()  val c = *even\_odd*(b)  likh1.*text* = c  **}** butt2?.setOnClickListener()**{** val tv=arith(100,200)  Toast.makeText(this, tv, Toast.*LENGTH\_LONG*).show()  **}** **// butt2?.setOnClickListener(){** **//** **// Toast.makeText(this,"-,+,\*,/ are the arithematic operations", Toast.LENGTH\_LONG).show()** **// }** }  fun arith(i: Int, i1: Int): String {  val add=i+i1  return "$add"  } } fun even\_odd(a:String):String{  val bb = a.*toInt*()  if (bb%2==0) {  return "Number is Even"  }  else {  return "Number is Odd"  } } | | | |
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