Components of the Application

1.MainActivity.java

The MainActivity class is the entry point of the application. It is responsible for handling the user input and performing the currency conversions. Below is the detailed explanation of the code.

```
shape1.xml

♦ shape2.xml

                                                                       package com.example.myapplication;
                                                                                        A5 A1 x4 ^
 16 ▷ ♦ public class MainActivity extends AppCompatActivity {
             String operation;
             protected void onCreate(Bundle savedInstanceState) {
                EdgeToEdge.enable( $this$enableEdgeToEdge: this);
                ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) -> {
                    Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());
                    v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);
                 Button num0 = findViewById(R.id.num0);
                Button num1 = findViewById(R.id.num1);
                 Button num2 = findViewById(R.id.num2);
                 Button num3 = findViewById(R.id.num3);
                 Button num4 = findViewById(R.id.num4);
                 Button num5 = findViewById(R.id.num5);
                 Button num6 = findViewById(R.id.num6);
                 Button num7 = findViewById(R.id.num7);
                 Button num8 = findViewById(R.id.num8);
                 Button num9 = findViewBvId(R.id.num9)
```

```
♦ shape1.xml

♦ shape2.xml

⟨→ colors.xml

                 Button on = findViewById(R.id.on);
                                                                                         ∆5 ∆1 ≾4 ^
                 Button ac = findViewById(R.id.ac);
                 Button plus = findViewById(R.id.plus);
                 Button min = findViewById(R.id.min);
                 Button mult = findViewById(R.id.mult);
                 Button off = findViewById(R.id.off);
                 Button equals = findViewById(R.id.equals);
                 Button div = findViewById(R.id.div);
                 Button del = findViewById(R.id.del);
                 Button point = findViewById(R.id.point);
                 TextView screen = findViewById(R.id.screen);
                 TextView answer = findViewById(R.id.panel);
                 on.setOnClickListener(view -> {
                 ac.setOnClickListener(view -> {
                 ArrayList<Button> nums = new ArrayList<>();
                 nums.add(num0);
                 nums.add(num1);
                 nums.add(num2);
                 nums.add(num3);
                 nums.add(num4);
```

```
shape1.xml

♦ shape2.xml

⟨→ colors.xml

                 nums.add(num6);
                                                                                          ∆5 ∆1 ≾4 ∧
                 nums.add(num7);
                 nums.add(num8);
                 nums.add(num9);
                 for(Button b: nums){
                     b.setOnClickListener(view -> {
                         if (!screen.getText().toString().equals(0)){
                             screen.setText(screen.getText() + b.getText().toString());
                             screen.setText(b.getText().toString());
                 ArrayList<Button> opers = new ArrayList<>();
                 opers.add(div);
                 opers.add(min);
                 opers.add(plus);
                 opers.add(equals);
                 opers.add(mult);
                 for(Button b: opers){
                     b.setOnClickListener( view -> {
                         firstnum = Double.parseDouble(<u>screen</u>.getText().toString());
                         operation = b.getText().toString();
                 del.setOnClickListener(view -> {
                     String num = screen.getText().toString();
```

```
♦ shape1.xml

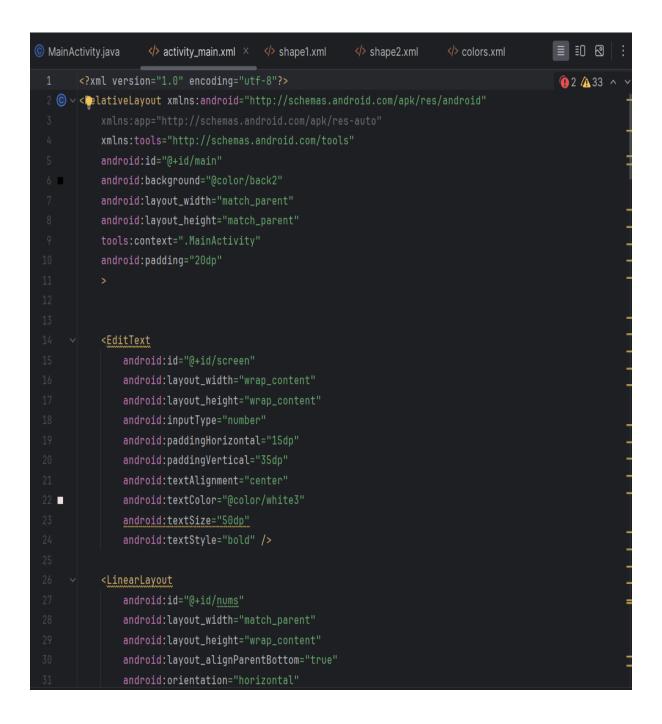
♦ shape2.xml

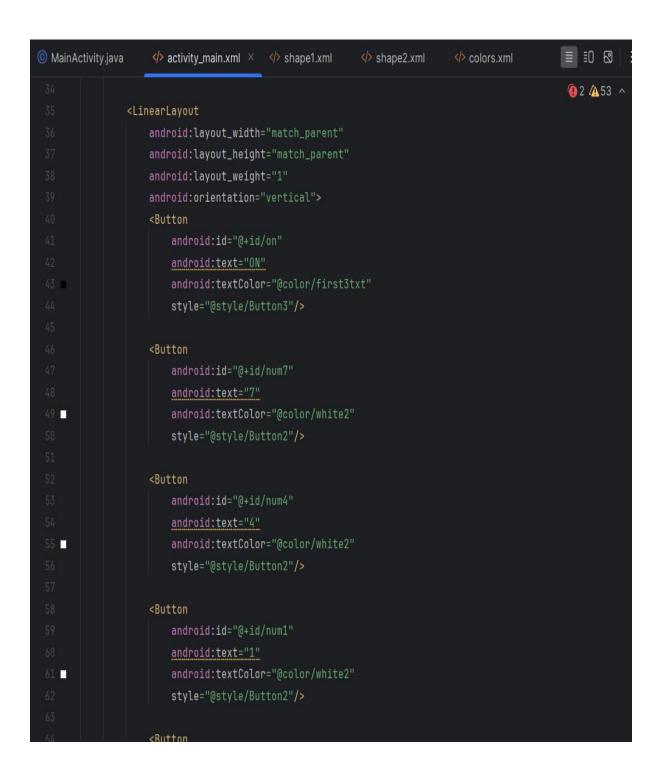
⟨→ colors.xml

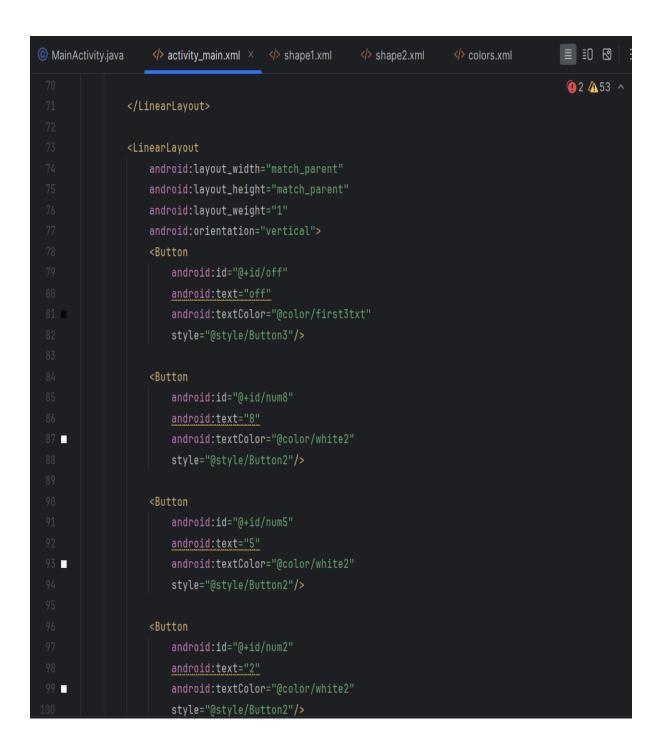
                                                                                        ∆5 ∆1 ½4 ∧
                 point.setOnClickListener( view -> {
                     if(!screen.getText().toString().contains(".")){
                        screen.setText(screen.getText().toString()+".");
                 equals.setOnClickListener( view -> {
                     double secondNum = Double.parseDouble(screen.getText().toString());
                     switch (operation){
                            result = firstnum/secondNum;
                            result = firstnum*secondNum;
                            break;
                            result = firstnum+secondNum;
                            result = firstnum-secondNum;
                            break;
                        default:
                            result = firstnum+secondNum;
                            break;
                     answer.setText(String.valueOf(result));
                     firstnum = result;
```

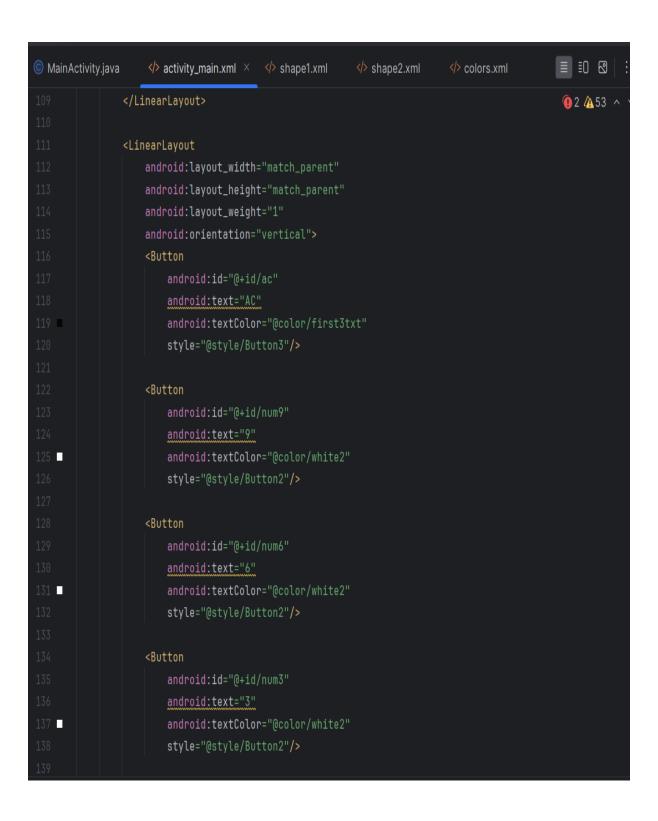
2. activity_main.xml

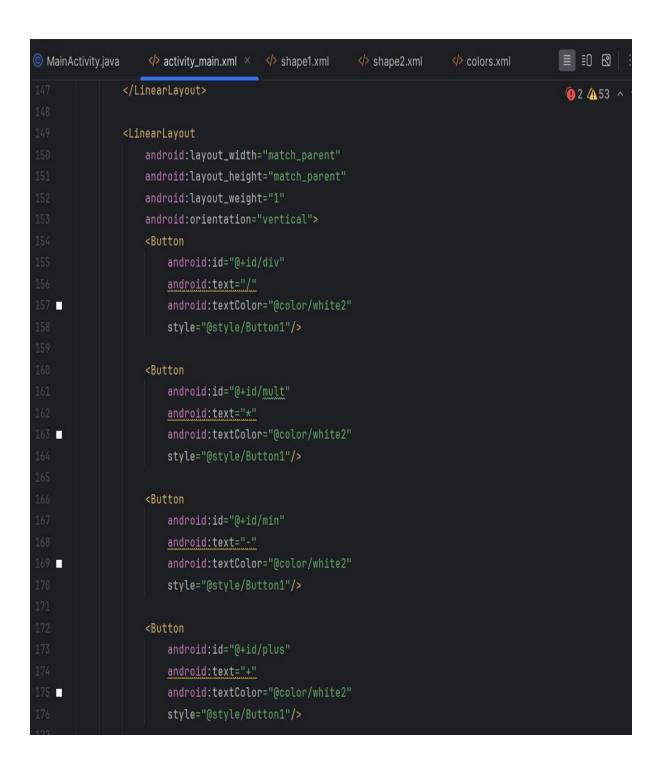
The activity_main.xml file defines the user interface for MainActivity.





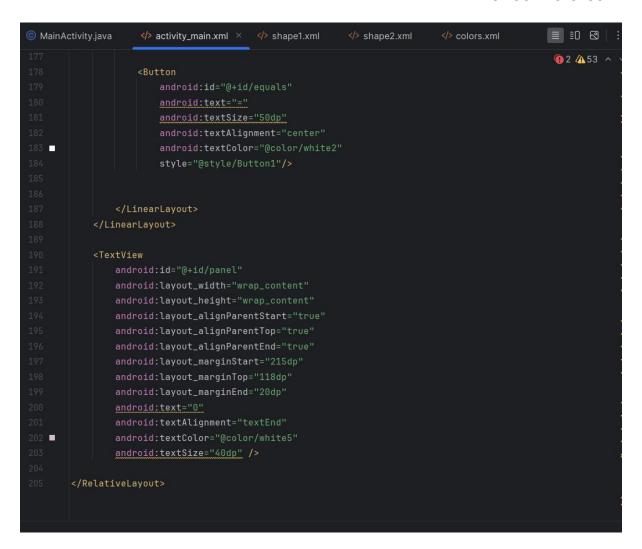






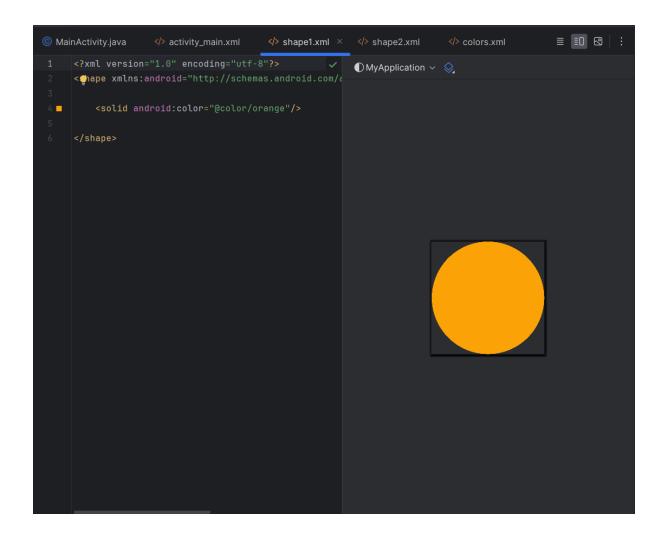
CALCULATOR APPLICATION

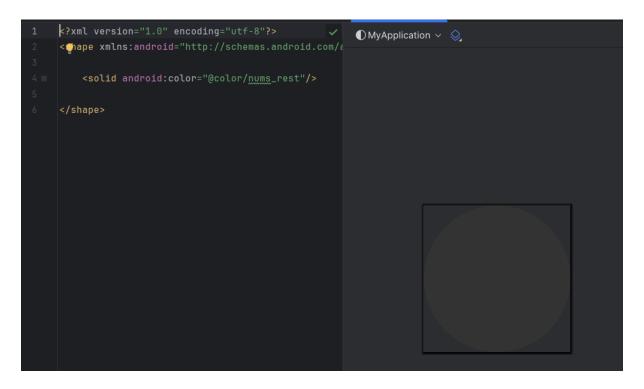
Muhammed Nifal V CB.SC.P2CYS23017



3. Shape1.xml

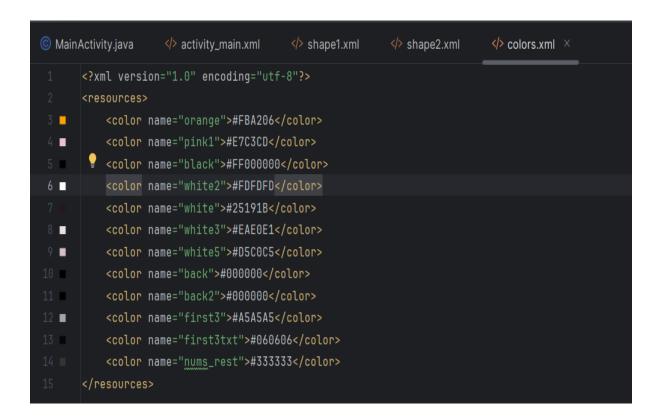
IT gives the essential information of shape of the button





4.Colors.xml

It gives the essential information on the color code.



5. Android's Manifest.xml

```
■ AndroidManifest.xml ×
y.java

♦ shape1.xml

♦ shape2.xml

                                                              <?xml version="1.0" encoding="utf-8"?>
       <manifest xmlns:android="http://schemas.android.com/apk/res/android"
           xmlns:tools="http://schemas.android.com/tools">
           <application
               android:allowBackup="true"
               android:dataExtractionRules="@xml/data_extraction_rules"
               android:fullBackupContent="@xml/backup_rules"
 9 📥
               android:icon="@mipmap/ic_launcher"
               android:label="CALCULATOR"
 11 🖴
               android:roundIcon="@mipmap/ic_launcher_round"
               android:supportsRtl="true"
               android:theme="@style/Theme.MyApplication"
               tools:targetApi="31">
               <activity
                   android:name=".MainActivity"
                   android:exported="true">
                   <intent-filter>
                       <action android:name="android.intent.action.MAIN" />
                       <category android:name="android.intent.category.LAUNCHER" />
                   </intent-filter>
               </activity>
           </application>
       </manifest>
```

Output:

