

Ex.No: 13

Date :

## Develop a mobile application to send an email.

### Aim:

To develop an Android Application to send an Email.

### Procedure:

#### Creating a New project:

- Open Android Studio and then click on **File -> New -> New project**.
- Then type the Application name as **“exno11”** and click Next.
- Then **select the Minimum SDK** as shown below and click Next.
- Then **select the Empty Activity** and click Next.
- Finally click **Finish**.
- It will take some time to build and load the project.
- After completion it will look as given below.

#### Designing layout for the Android Application:

- Click on **app -> res -> layout -> activity\_main.xml**.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

#### Code for Activity\_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/
    res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="20dp"
    android:paddingRight="20dp"
    android:orientation="vertical"
    >
    <EditText
        android:id="@+id/
        txtTo"
        android:layout_width="ma
        tch_parent" an-
        droid:layout_height="wrap_content"
        android:hint="To"/>
```

```

<EditText
    android:id="@+id/txt
    Sub"
    android:layout_width
    ="match_parent" an
    droid:layout_height="wrap_content"
    android:hint="Subject"/>
<EditText
android:id="@+id/txtM
sg"
android:layout_width=
"match_parent"
android:layout_height
="0dp"
android:layout_weight
="1"
android:gravity="top"
android:hint="Message
"/>
<Button
    android:layout_width
    ="100dp"
    android:layout_heigh
    t="wrap_content"
    android:layout_gravi
    ty="right"
    android:text="Send"
    android:id="@+id/btn
    Send"/>
<
/L
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t>

```

### **Adding permissions in Manifest for the Android Application:**

- Click on **app -> manifests -> AndroidManifest.xml**. • Now include the INTERNET permissions in the AndroidManifest.xml file as shown below.

### **Code for AndroidManifest.xml:**

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

```

<manifest
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"
  xmlns:tools="http://schemas.android.com/tools"
  package="com.example.exno11" >
  <uses-permission android:name="android.permission.INTERNET" />
  <application
    android:allowBackup="true
    "
    android:icon="@mipmap/ic_
    launcher"
    android:label="@string/ap
    p_name"
    android:theme="@style/App
    Theme"
    tools:ignore="GoogleAppIn
    dexingWarning">

    <activity
      android:name="com.example.exno11.MainAct
      ivity" android:label="@string/app_name">

      <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
      </intent-filter>
    </activity>
  </applicati
on>
</manifest>

```

- So now the Permissions are added in the Manifest.

### Java Coding for the Android Application:

- Click on **app -> java -> com.example.exno10 -> MainActivity**.
- Then delete the code which is there and type the code as given below.

### Code for MainActivity.java:

```

package com.example.exno11;
import
android.content
.Intent;
//import
android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View; import
android.widget.Button; import
android.widget.EditText; import
androidx.appcompat.app.AppCompatActivity;
public class MainActivity
extends AppCompatActivity {

    private
    EditText
    eTo;
    private
    EditText
    eSubject;
    private
    EditText
    eMsg;
    private
    Button
    btn;
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        eTo = (EditText)findViewById(R.id.txtTo);
        eSubject = (EditText)findViewById(R.id.txtSub);
        eMsg = (EditText)findViewById(R.id.txtMsg);
        btn = (Button)findViewById(R.id.btnSend);
        btn.setOnClickListener(new
            View.OnClickListener() { @Override

```

```
public void onClick(View v) {
```

```
}
```

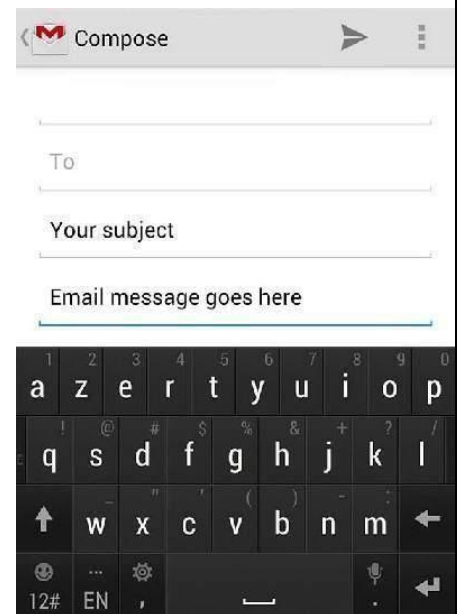
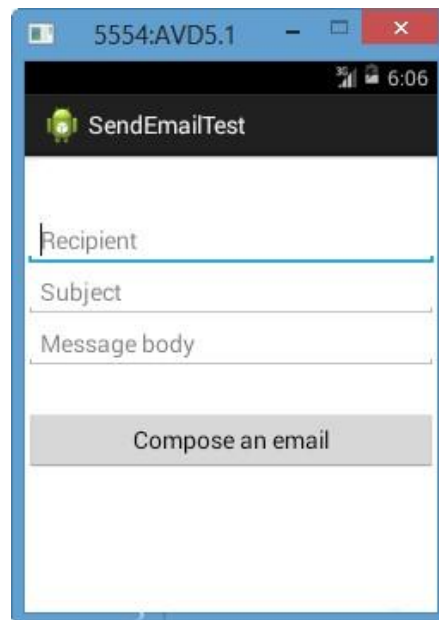
```
});
```

```
}
```

```
}
```

- So now the Coding part is also completed.
- Now run the application to see the output.

### Output:



### Result:

Thus Android Application for sending an email is developed and executed successfully

```
Intent it = new Intent(Intent.ACTION_SEND); it.putExtra(Intent.EXTRA_EMAIL, new
String[]{eTo.getText().toString()});
it.putExtra(Intent.EXTRA_SUBJECT,eSubject.getText().toString());
it.putExtra(Intent.EXTRA_TEXT,eMsg.getText()); it.setType("message/rfc822");
startActivity(Intent.createChooser(it,"Choose Mail App"));
```