

Ex.No: 1  
Date :

## Develop an application that uses GUI Components, Fonts and Colors

### AIM:

To develop an application that uses GUI Components, Fonts and Colors.

### PROCEDURE:

1. Open Eclipse IDE.
2. Create the project Ex\_No\_1.
3. Go to package explorer in the left-hand side. Select the project Ex\_No\_1.
4. Go to res folder and select layout. Double click the activity\_main.xml file.
5. Now you can see the Graphical layout window.
6. Drag and drop the following components:
  - a. One Text View with text MAD Lab
  - b. Three Buttons with labeled as Change Font Size, Change Font Color and Change Font Style
7. Again, go to package explorer in the left-hand side. Select the project Ex\_No\_1.
8. Go to src folder. Double click the MainActivity.java file.
9. In java file write the activities done by the application such as, actions of buttons.
10. Finally run the android application.

### PROGRAMS:

#### *activity\_main.xml:*

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.ex_no_1.MainActivity" >

    <TextView android:id="@+id/textView1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="53dp"
        android:text="MAD Lab"
        android:textAppearance="?android:attr/textAppearanceLarge"
        tools:ignore="HardcodedText" />
```

```
<Button android:id="@+id/button1"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_alignParentLeft="true"
```

```

        android:layout_alignParentRight="true"
        android:layout_below="@+id/textView1"
        android:layout_marginTop="64dp" android:text="Change Font Size"
        tools:ignore="HardcodedText"
    />

    <Button
        android:id="@+id/button2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentRight="true"
        android:layout_below="@+id/button1" android:text="Change Font Color"
        tools:ignore="HardcodedText"
    />

    <Button
        android:id="@+id/button3"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentRight="true"
        android:layout_below="@+id/button2" android:text="Change Font Style"
        tools:ignore="HardcodedText"
    />

</RelativeLayout>
>

```

### **MainActivity.java:**

```
package com.example.ex_no_1;
```

```

import
android.support.v7.app.ActionBarActi
vity; import android.graphics.Color;
import android.graphics.Typeface;
import android.os.Bundle; import
android.view.View;
import
android.view.View.OnClickListener
ener; import
android.widget.Button; import
android.widget.TextView;
public class MainActivity extends
ActionBarActivity { float font = 20;
int count = 1; Button b1,b2,b3;
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main); final
    TextView t1 = (TextView)
    findViewById(R.id.textView1);
    t1.setTextSize(15);
    b1 = (Button)
    findViewById(R.id.button1);
    b1.setOnClickListener(new
    OnClickListener() { public void
    onClick(View view) {
    t1.setTextSize(font); font = font
    + 5; if (font == 50)

```

```

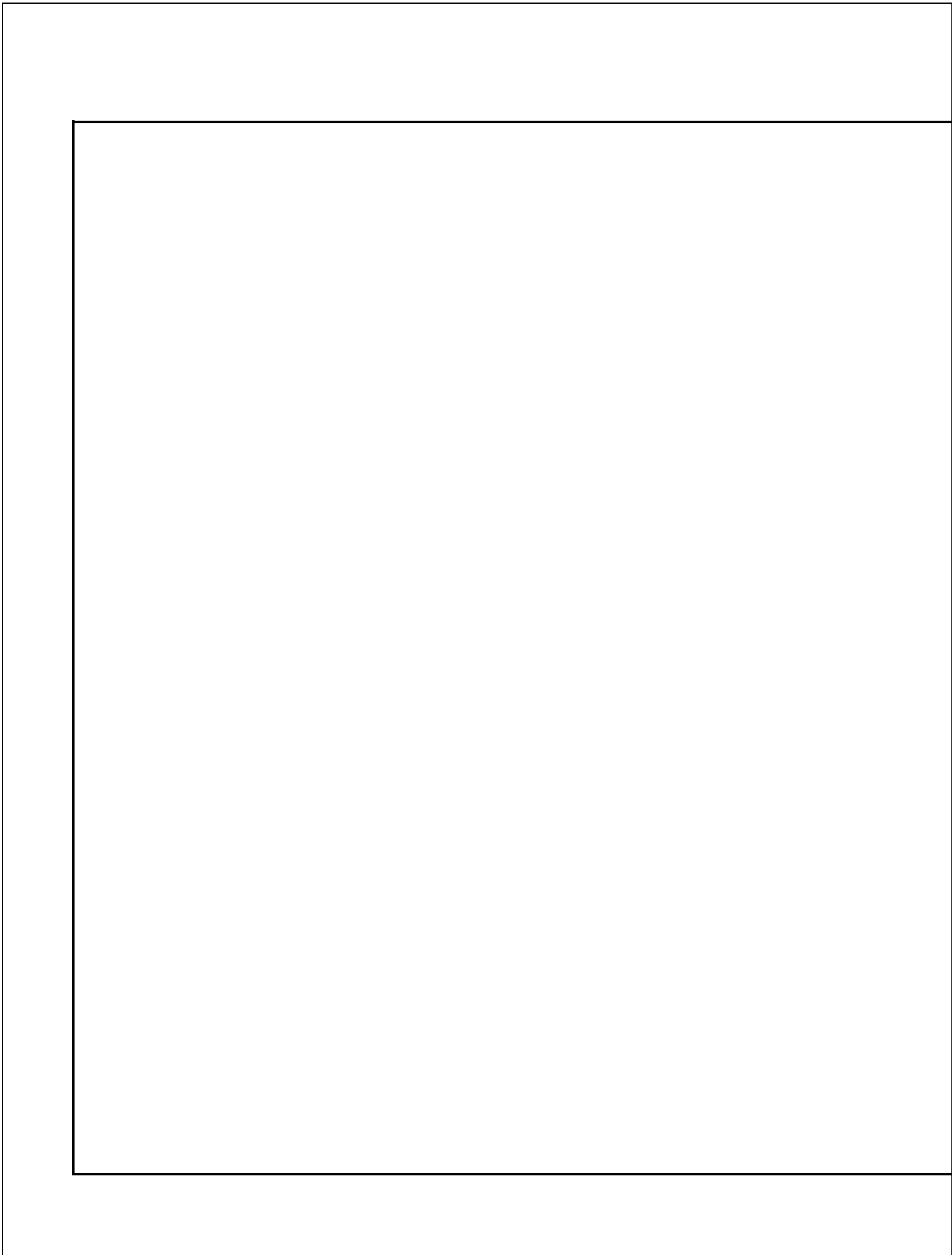
        font = 20;
    }
});
b2 = (Button) findViewById(R.id.button2);
b2.setOnClickListener(new View.OnClickListener() { public void
onClick(View view) { switch (count) { case 1:
t1.setTextColor(Color.parseColor("#7f00ff")); break; case 2:
t1.setTextColor(Color.parseColor("#00FF00")); break; case 3:
t1.setTextColor(Color.parseColor("#FF0000")); break; case 4:
t1.setTextColor(Color.parseColor("#0000FF")); break;
} count++; if
(count == 5)
count = 1;
} }); b3 = (Button)
findViewById(R.id.button3);
b3.setOnClickListener(new OnClickListener() {
@Override
public void onClick(View view) { switch (count) { case 1:
t1.setTypeface(Typeface.DEFAULT, Typeface.ITALIC); break;
case 2: t1.setTypeface(Typeface.MONOSPACE,
Typeface.NORMAL); break; case 3:
t1.setTypeface(Typeface.SANS_SERIF, Typeface.BOLD);
break; case 4: t1.setTypeface(Typeface.SERIF,
Typeface.BOLD_ITALIC); break;
} count++; if
(count == 5)
count = 1;
}
});

```

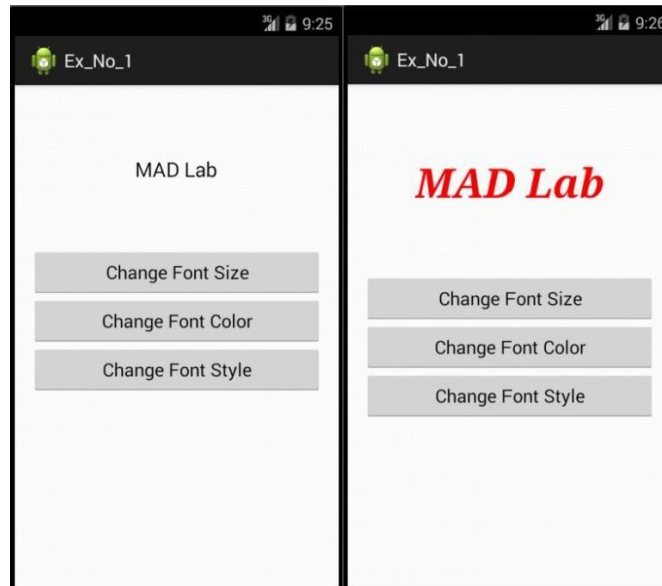
```

}
}

```



## OUTPUT:



**RESULT:**

Thus the application that uses GUI Components, Fonts and Colors has been developed and the output was verified.