Ex.No: 9 Date:

# Implement an application that implements multi threading

#### AIM:

To implement an application that implements multi threading.

### PROCEDURE:

- 1. Open Eclipse IDE.
- 2. Create the project Ex\_No\_9.
- 3. Go to package explorer in the left hand side. Select the project Ex\_No\_9.
- 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 ProgressBar (Horizontal)
  - b. One Button with labeled as Start Progress
  - c. One TextView without any texts
- 7. Again go to package explorer in the left hand side. Select the project Ex\_No\_9.
- 8. Go to src folder. Double click the MainActivity.java file.
- 9. In java file write the activities done by the application such as action of button.
- 10. Finally run the android application.

#### **PROGRAMS:**

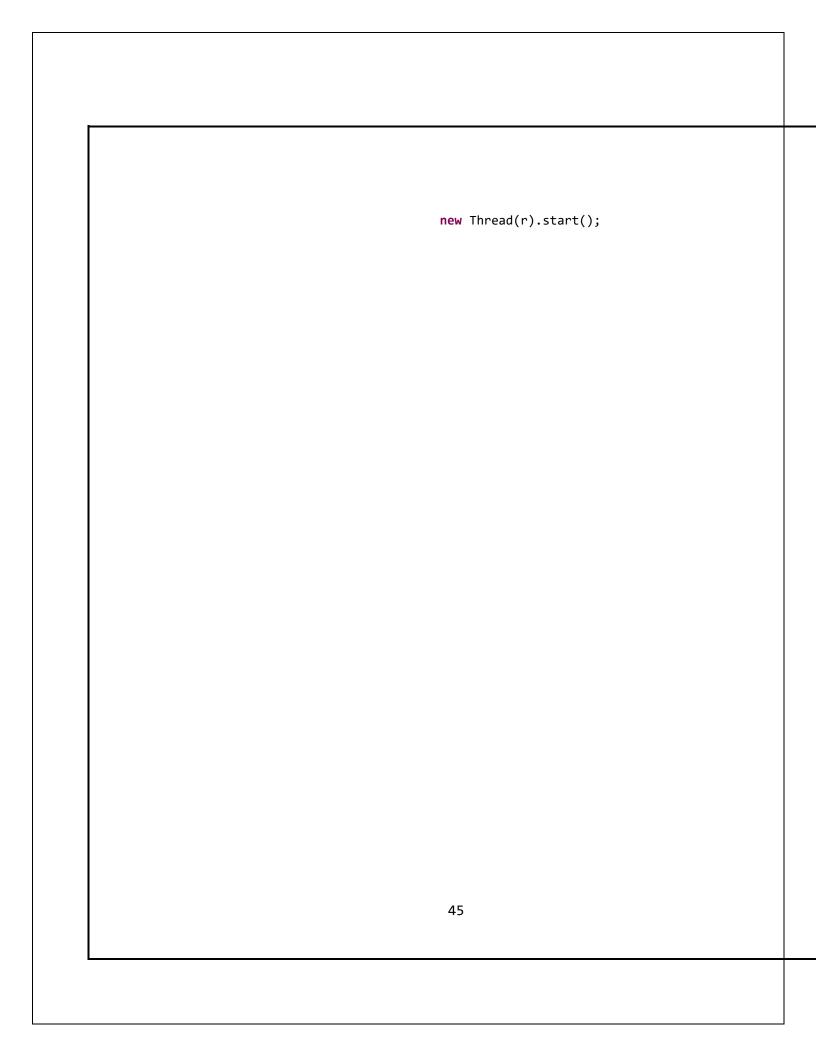
```
activity_main.xml:
<RelativeLayout
                                  xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools" an-
                      droid:layout width="match parent"
                    android:layout height="match parent"
          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_9.MainActivity" >
        <ProgressBar an-
        droid:id="@+id/progressBar1"
        style="?android:attr/progressBarStyleHorizontal"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentRight="true"
        android:layout_alignParentTop="true" />
    <TextView android:id="@+id/textView1"
        android:layout width="wrap content"
        android:layout height="wrap content"
```

```
android:layout_below="@+id/progressBa
        r1"
        android:layout_centerHorizontal="true"
        " android:text=" " an-
        droid:textAppearance="?android:attr/textAppearanceLarge"
        tools:ignore="HardcodedText" />
    <Button
                      android:id="@+id/button1"
        android:layout width="wrap content"
        android:layout_height="wrap_content"
        android:layout below="@+id/textView1"
        android:layout_centerHorizontal="true"
        android:text="Start
                                      Progress"
        tools:ignore="HardcodedText" />
</RelativeLayout>
MainActivity.java:
package com.example.ex_no_9;
import
android.support.v7.app.ActionBarActivity;
import android.os.Bundle; import
android.view.View;
import
android.view.View.OnClickListener;
         android.widget.Button;
                                   import
import
android.widget.ProgressBar;
                                   import
android.widget.TextView;
public class MainActivity extends ActionBarActivity {
      @Override
```

```
protected void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
       setContentView(R.layout.activity_main);
                                                            ProgressBar
       p=(ProgressBar)findViewById(R.id.progressBar1); final TextView
       t=(TextView)findViewById(R.id.textView1);
                                                                 Button
       b=(Button)findViewById(R.id.button1); b.setOnClickListener( new
       OnClickListener()
                           @Override
                           public void onClick(View arg0) {
                                 // TODO Auto-generated method stub
                                 Runnable r=new Runnable(){
                                       @Override
                                        public void run() {// TODO Auto-generated
                                        method stub
                                              for(int i=0;i<=100;i++)</pre>
                                               { final int temp=i;
                                                    try {
                                                            Thread.sleep(2000);
                                                     } catch (InterruptedException e) {
// TODO Auto-generated catch block
                                                            e.printStackTrace();
                                                     }
```



```
});
                                   }
method
stub
       }
}
                                                                   p.post(new Runnable()
                                                                           @Override
                                                                           public void run() {
                                                                                  // TODO Auto-generated
                                                                                  p.setProgress(temp);
t.setText(temp+" %");
                                                                           }
                                                                    });
                                                            }
                                                    }};
```



## **OUTPUT:**



<b>RESULT:</b>					
Thus the a	application that imple	ements multi thre	eading has been o	developed and the	e output was
					verified.