

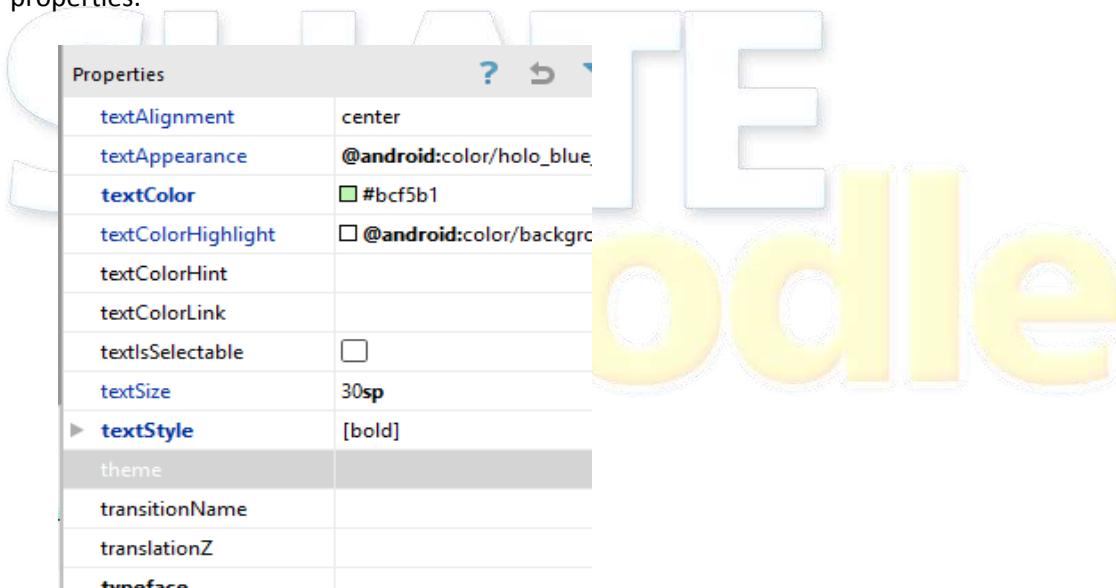


## Lab1. Edit textView Properties

1. Start a new project with blank activity .
2. Go to design mode of activity\_main.xml and edit as follows.

```
<TextView android:text="@string/hello_world"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textSize="10sp"
    android:textColor="#bcf5b1"
    android:background="#FFAA66CC"
    android:textStyle="bold|italic"
    />
```

- I. Try to change **Text Color**, **Text Style**, **Text size**, **Alignment** and **Background** colors also from properties.



3. Change the xml as follows.

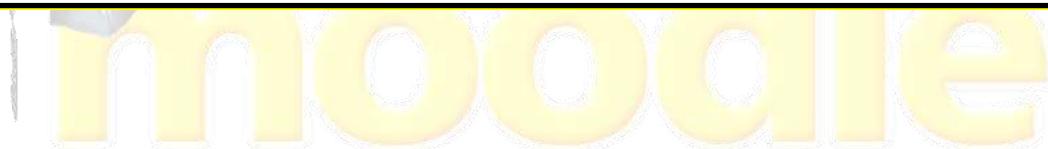
```
<TextView android:text="@string/hello_world"
    android:layout_width="match_parent"
    android:layout_height="150sp"
    android:textSize="25sp"
    android:textColor="#9a00f5"
    android:background="#cca5c9"
    android:textStyle="bold"
    android:autoText="true"
    android:typeface="serif">
```



## Lab2. Insert Image

1. Start a new project with blank activity
2. Go to design mode of `activity_main.xml`
3. Drag an image view from pallet and drop into design view.
4. Copy a suitable image to following path of you computer.  
`\AndroidStudioProjects\ProjectName\app\src\main\res\drawable`
5. Rename the image file as `myimage`.
6. Edit the `activity_main.xml` as given below.

```
<ImageView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:id="@+id/imageView"  
    android:src="@drawable/myimage"/>
```





## Lab3. Button Click

1. Start a new project with blank activity .
2. Go to design mode of activity\_main.xml
3. Drag and drop button from pallet to design screen.
4. Change the name of button to **Button1**.
5. Edit the MainActivity.java as given below.

```
import android.widget.Button;
import android.widget.Toast;
public class MainActivity extends Activity {
    Button NewButton;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        NewButton=(Button)findViewById(R.id.button1);

        NewButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                Toast.makeText(MainActivity.this,"Hi !",Toast.LENGTH_LONG).show();
            }
        });
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.menu_main, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        if (id == R.id.action_settings) {
            return true;
        }
        return super.onOptionsItemSelected(item);
    }
}
```

6. Build and run the app.



## Lab4. Button Click to Handle a TextView

1. Start a new project with blank activity .
2. Go to design mode of activity\_main.xml
3. Drag and drop button from pallet to design screen.
4. Change the name of button to **Button1** and change the textView name to **TextView1**
5. Edit the MainActivity.java as given below.

```
import android.widget.Button;//
import android.widget.TextView;//

public class MainActivity extends Activity {
    Button NewButton;
    TextView newText;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        NewButton=(Button)findViewById(R.id.button1);

        NewButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                TextView NewText = (TextView) findViewById(R.id.textView1);
                newText.setTextSize(25);
                newText.setText("Button Clicked");
            }
        });
    }
    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.menu_main, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        if (id == R.id.action_settings) {
            return true;
        }
        return super.onOptionsItemSelected(item);
    }
}
```

6. Build and run the app.
7. Do the necessary improvements.