#### 1.Design a Login Page

#### CODE

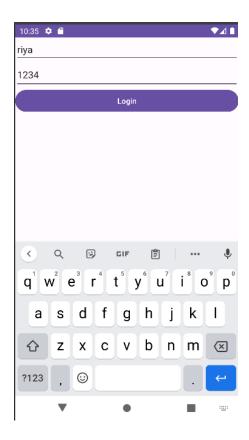
#### MainActivity.java

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle:
import android.view.View;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  private EditText unameEditText;
  private EditText passEditText;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
     setContentView(R.layout.activity main);
     unameEditText = findViewById(R.id.uname1);
     passEditText = findViewById(R.id.pass1);
  }
  public void Login(View view) {
     String username = unameEditText.getText().toString();
     String password = passEditText.getText().toString();
    if (isValidCredentials(username,password)){
       Toast.makeText(this, "login Successful", Toast.LENGTH_SHORT).show();
    }
    else {
       Toast.makeText(this, "invalid credentials", Toast.LENGTH SHORT).show();
    }
  }
  private boolean isValidCredentials(String username, String password) {
     return username.equals("riya") && password.equals("1234");
  }
}
```

### Activity-main.xml

```
<LinearLayout xmlns:tools="http://schemas.android.com/tools"</pre>
  android:layout_width="match_parent"
  android:layout height="match parent"
  android:orientation="vertical"
  xmlns:android="http://schemas.android.com/apk/res/android">
<EditText
  android:id="@+id/uname1"
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:hint="Username"
  />
  <EditText
    android:id="@+id/pass1"
    android:layout width="match parent"
    android:layout_height="wrap_content"
    android:hint="Password"
    android:inputType="textPassword"
    />
  <Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Login"
    android:onClick="Login"
    tools:ignore="UsingOnClickInXml" />
</LinearLayout>
```

#### **OUTPUT**



# 2.LifeCycle

#### CODE

#### MainActivity.java

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

```
import android.content.Intent;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
    private static final String TAG = "Lifecycle";
    @Override
    protected void onCreate(Bundle savedInstanceState) {
```

```
super.onCreate(savedInstanceState);
  setContentView(R.layout.activity_main);
  Log.d(TAG,"onCreate:MainActivity");
  Button goToSecondActivityBtn = findViewById(R.id.btnGoToSecondActivity);
  goToSecondActivityBtn.setOnClickListener(new View.OnClickListener() {
     @Override
     public void onClick(View view) {
      startActivity(new Intent(MainActivity.this, MainActivity.class));
  });
}
@Override
protected void onStart(){
  super.onStart();
  Log.d(TAG,"onStart:MainActivity");
  Toast.makeText(this,"ON START",Toast.LENGTH_SHORT).show();
@Override
protected void onResume()
  super.onResume();
  Log.d(TAG,"onResume:MainActivity");
  Toast.makeText(this,"ON RESUME",Toast.LENGTH_SHORT).show();
}
@Override
protected void onPause(){
  super.onPause();
  Log.d(TAG,"onPause:MainActivity");
  Toast.makeText(this,"ON PAUSE",Toast.LENGTH_SHORT).show();
}
@Override
protected void onStop(){
  super.onStop();
  Log.d(TAG,"onStop:MainActivity");
  Toast.makeText(this,"ON STOP",Toast.LENGTH_SHORT).show();
}
@Override
protected void onDestroy(){
  super.onDestroy();
  Log.d(TAG,"onDestroy:MainActivity");
  Toast.makeText(this,"ON DESTORY",Toast.LENGTH_SHORT).show();
}
```

}

#### Activity-main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
<RelativeLayout
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:padding="16dp">
  <Button
    android:id="@+id/btnGoToSecondActivity"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Go to MainActivity"
    android:layout_centerInParent="true"/>
</RelativeLayout>
```

</androidx.constraintlayout.widget.ConstraintLayout>

#### **OUTPUT**





3. Android Calculator

### **CODE**

# MainActivity.java

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.view.View;
import android.os.Bundle;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
  EditText ed1,ed2;
  TextView tv1;
  double num1,num2;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    ed1=findViewById(R.id.ed1);
    ed2=findViewById(R.id.ed2);
    tv1=findViewById(R.id.tv1);
  }
  public void Add(View view){
```

```
String num1str=ed1.getText().toString();
  String num2str=ed2.getText().toString();
  if (!num1str.isEmpty() && !num2str.isEmpty()){
     double num1=Double.parseDouble(num1str);
     double num2=Double.parseDouble(num2str);
     double result=num1+num2;
     tv1.setText(String.valueOf(result));
  }
  else {
    tv1.setText("Result: Invalid Input");
  }
}
public void Sub(View view){
  String num1str=ed1.getText().toString();
  String num2str=ed2.getText().toString();
  if (!num1str.isEmpty() && !num2str.isEmpty()){
     double num1=Double.parseDouble(num1str);
     double num2=Double.parseDouble(num2str);
     double result=num1-num2;
     tv1.setText(String.valueOf(result));
  }
  else {
    tv1.setText("Result:Invalid input");
  }
}
public void Mul(View view)
  String num1str=ed1.getText().toString();
  String num2str=ed2.getText().toString();
  if (!num1str.isEmpty() && !num2str.isEmpty()){
     double num1=Double.parseDouble(num1str);
     double num2=Double.parseDouble(num2str);
     double result=num1*num2;
     tv1.setText(String.valueOf(result));
  }
  else {
     tv1.setText("Result:Invalid input");
}
public void Div(View view){
  String num1str=ed1.getText().toString();
  String num2str=ed2.getText().toString();
  if (!num1str.isEmpty() && !num2str.isEmpty()){
     double num1=Double.parseDouble(num1str);
```

```
double num2=Double.parseDouble(num2str);
       if (num2 != 0){
         double result=num1/num2;
         tv1.setText(String.valueOf(result));
       }
       else {
         tv1.setText("Result:Division by zero");
       }
    else {
       tv1.setText("Result:Invalid input");
 }
Activity-main.xml
<LinearLayout
  android:layout_width="match_parent"
  android:layout height="match parent"
  xmlns:android="http://schemas.android.com/apk/res/android"
  android:orientation="vertical">
  <LinearLayout
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:orientation="horizontal">
    <EditText
       android:id="@+id/ed1"
       android:layout width="160dp"
       android:layout height="wrap content"
       android:hint="Num 1"/>
    <EditText
       android:id="@+id/ed2"
       android:layout width="160dp"
       android:layout_height="wrap_content"
       android:hint="Num 2"/>
  </LinearLayout>
  <Button
    android:layout_height="wrap_content"
    android:layout width="120dp"
    android:text="Add"
```

```
android:onClick="Add"/>
  <Button
    android:layout_height="wrap_content"
    android:layout width="120dp"
    android:text="Sub"
    android:onClick="Sub"/>
  <Button
    android:layout_height="wrap_content"
    android:layout width="120dp"
    android:text="Mul"
    android:onClick="Mul"/>
  <Button
    android:layout_height="wrap_content"
    android:layout width="120dp"
    android:text="Div"
    android:onClick="Div"/>
  <LinearLayout
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:orientation="horizontal"
    >
    <TextView
       android:layout width="match parent"
       android:layout_height="wrap_content"
       android:text="Result:"
       android:textSize="20sp"/>
    <TextView
       android:id="@+id/tv1"
       android:layout_width="160dp"
       android:layout_height="30dp"
       />
  </LinearLayout>
</LinearLayout>
```

#### CODE



# 4.uiValid

#### CODE

## MainActivity.java

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

```
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
    EditText etUsername, etPassword;
    TextView tvUsernameError, tvPasswordError;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
```

```
super.onCreate(savedInstanceState);
   setContentView(R.layout.activity_main);
   etUsername = findViewById(R.id.etUsername);
   etPassword = findViewById(R.id.etPassword);
   tvUsernameError = findViewById(R.id.tvUsernameError);
   tvPasswordError = findViewById(R.id.tvPasswordError);
   Button btnSubmit = findViewByld(R.id.btnSubmit);
   btnSubmit.setOnClickListener(new View.OnClickListener() {
     @Override
     public void onClick(View v) {
        validateInput();
     }
  });
private void validateInput() {
   String username = etUsername.getText().toString().trim();
   String password = etPassword.getText().toString().trim();
   boolean isValid = true;
   // Validate username
   if (username.isEmpty()) {
     tvUsernameError.setText("Username is required");
     isValid = false:
   } else {
     tvUsernameError.setText("");
   }
   // Validate password
   if (password.isEmpty()) {
     tvPasswordError.setText("Password is required");
     isValid = false:
   } else if (password.length() < 6) {
     tvPasswordError.setText("Password must be at least 6 characters");
     isValid = false;
  } else {
     tvPasswordError.setText("");
   if (isValid) {
}
```

```
Activity-main.xml
```

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout width="match parent"
  android:layout height="match parent"
  android:padding="16dp"
  tools:context=".MainActivity">
  <EditText
    android:id="@+id/etUsername"
    android:layout width="match parent"
    android:layout_height="wrap_content"
    android:hint="Username"
    />
  <EditText
    android:id="@+id/etPassword"
    android:layout_width="match_parent"
    android:layout height="wrap content"
    android:layout below="@+id/etUsername"
    android:layout_centerHorizontal="true"
    android:layout marginTop="60dp"
    android:hint="Password"
    android:inputType="textPassword" />
  <Button
    android:id="@+id/btnSubmit"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout below="@+id/etPassword"
    android:layout alignStart="@+id/etUsername"
    android:layout marginTop="59dp"
    android:text="Submit" />
  <TextView
    android:id="@+id/tvUsernameError"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:layout below="@+id/etUsername"
    android:layout_marginTop="4dp"
    android:text=""
    android:textColor="#FF0000" />
```

```
<TextView
android:id="@+id/tvPasswordError"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_below="@+id/etPassword"
android:layout_marginTop="4dp"
android:text=""
android:textColor="#FF0000"
/>
</RelativeLayout>
```

## **OUTPUT**

