# Accelerometer

package com.example.innocentboy.newone;

import android.content.Intent;

import android.hardware.Sensor;

import android.hardware.SensorEvent;

import android.hardware.SensorEventListener;

import android.hardware.SensorManager;

import android.media.MediaPlayer;

import android.support.v7.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.TextView;

public class Accelerometer extends AppCompatActivity implements SensorEventListener {

Button b1;

MediaPlayer mp;

SensorManager sm,sm1;

Sensor s,s1;

TextView t1,t2,t3;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_accelerometer);

b1=(Button)findViewById(R.id.button32);

t1=(TextView)findViewById(R.id.textView6);

t2=(TextView)findViewById(R.id.textView7);

t3=(TextView)findViewById(R.id.textView8);

mp= MediaPlayer.create(this,R.raw.b);

sm=(SensorManager)getSystemService(SENSOR\_SERVICE);

sm1=(SensorManager)getSystemService(SENSOR\_SERVICE);

s=sm.getDefaultSensor(Sensor.TYPE\_LIGHT);

s1=sm1.getDefaultSensor(Sensor.TYPE\_ACCELEROMETER);

sm.registerListener(this,s,SensorManager.SENSOR\_DELAY\_NORMAL);

sm1.registerListener(l1,s1,SensorManager.SENSOR\_DELAY\_NORMAL);

b1.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

mp.stop();

Intent i=new Intent(Accelerometer.this,Specialfunction.class);

startActivity(i);

finish();

}

});

}

@Override

public void onSensorChanged(SensorEvent sensorEvent) {

if(sensorEvent.values[0]>5){

if(!mp.isPlaying())

mp.start();

}

else {

mp.pause();

}

}

@Override

public void onAccuracyChanged(Sensor sensor, int i) {

}

SensorEventListener l1=new SensorEventListener() {

@Override

public void onSensorChanged(SensorEvent sensorEvent) {

Float x = sensorEvent.values[0];

Float y = sensorEvent.values[1];

Float z = sensorEvent.values[2];

t1.setText(Float.toString(x));

t2.setText(Float.toString(y));

t3.setText(Float.toString(z));

}

@Override

public void onAccuracyChanged(Sensor sensor, int i) {

}

};

}