



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

EXPERIMENT 1.3

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Branch: CSE

Semester: 6th

Subject Name: MAD LAB

UID: 20BCS1682

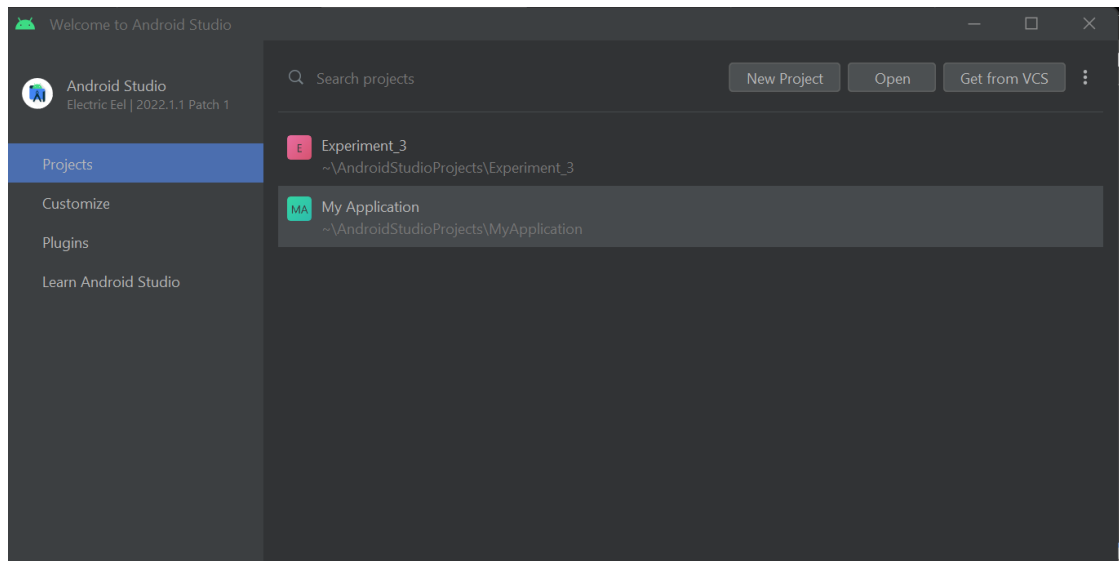
Section/Group: DM-701/A

Date of Performance: 27/2/23

Subject Code: 20CSP-356

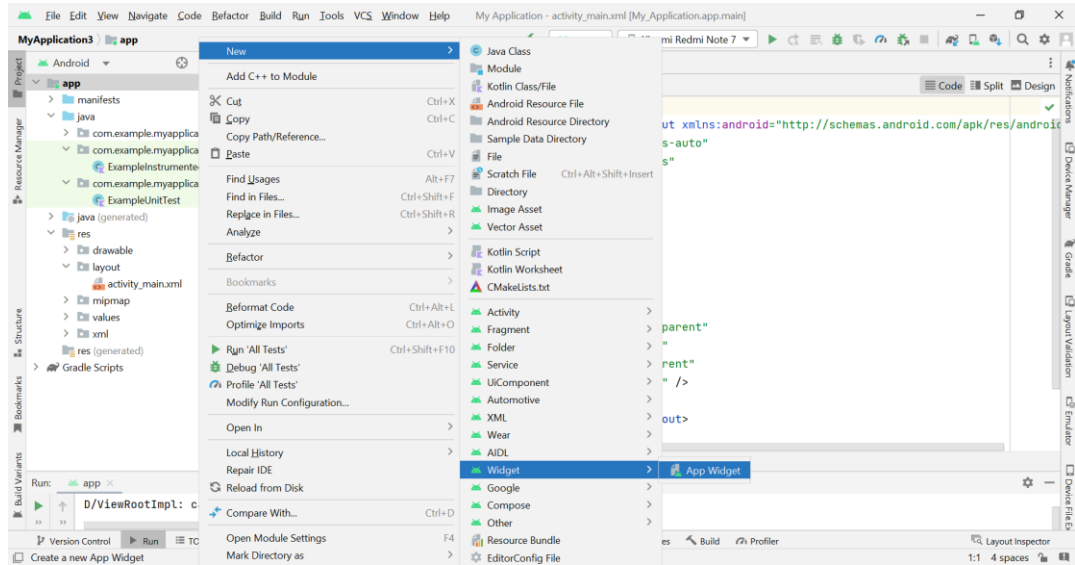
- 1. Aim:** **Create** Application by Using Widgets
- 2. Objective:** Understanding and analyse the specific requirements, possibilities and challenges when developing for a mobile application context.
- 3. Steps:**

3.1 Create a New Project



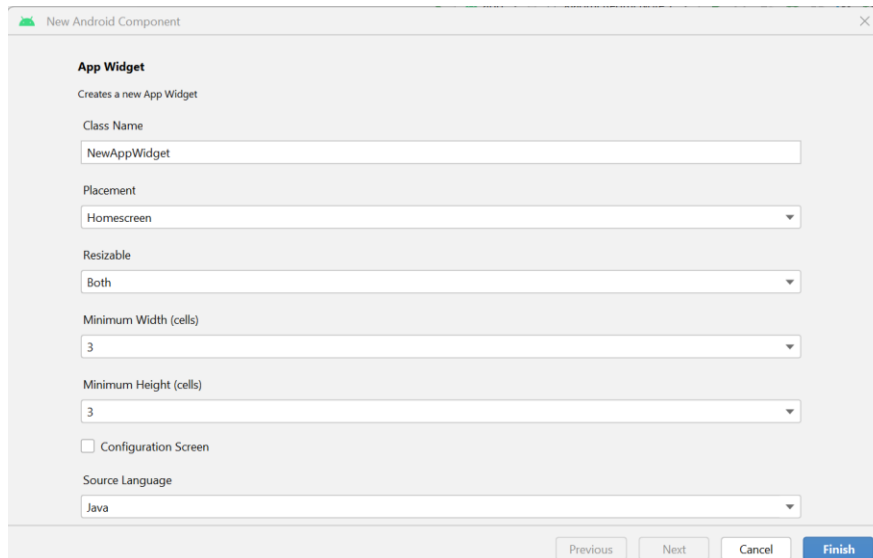
3.2 Add the App Widget to the Project

Right-Click on the app, move the cursor to new, find the “Widget” option at the end, select it.



3.3

Specify the required properties for the widget such as min. width and height, config file and preferred language, etc, and proceed. Files are automatically generated.



Code:

Calendar Wedge code:

```
activity_main.xml x new_app_widget.xml x NewAppWidget.java x MainActivity.kt x
1 <RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
2     style="@style/Widget.MyApplication.AppWidget.Container"
3     android:layout_width="match_parent"
4     android:layout_height="match_parent"
5     android:theme="@style/Theme.MyApplication.AppWidgetContainer">
6
7     <TextView
8         android:id="@+id/appwidget_text"
9         style="@style/Widget.MyApplication.AppWidget.InnerView"
10        android:layout_width="wrap_content"
11        android:layout_height="wrap_content"
12        android:layout_centerHorizontal="true"
13        android:layout_centerVertical="true"
14        android:layout_margin="8dp"
15        android:contentDescription="EXAMPLE"
16        android:text="EXAMPLE"
17        android:textSize="24sp"
18        android:textStyle="bold|italic" />
19
```

3.4

Running app on Phone:

- Connect your Phone to Computer: Plug in your device to your computer with a USB cable.

Output:

