

# ASSIGNMENT NO 7

2124UCEF1085

## • INTRODUCTION

Write a program to play video files. Design the UI with controls like play, pause, forward, and rewind. For instance, create a video player where users can watch tutorial videos stored on their device.

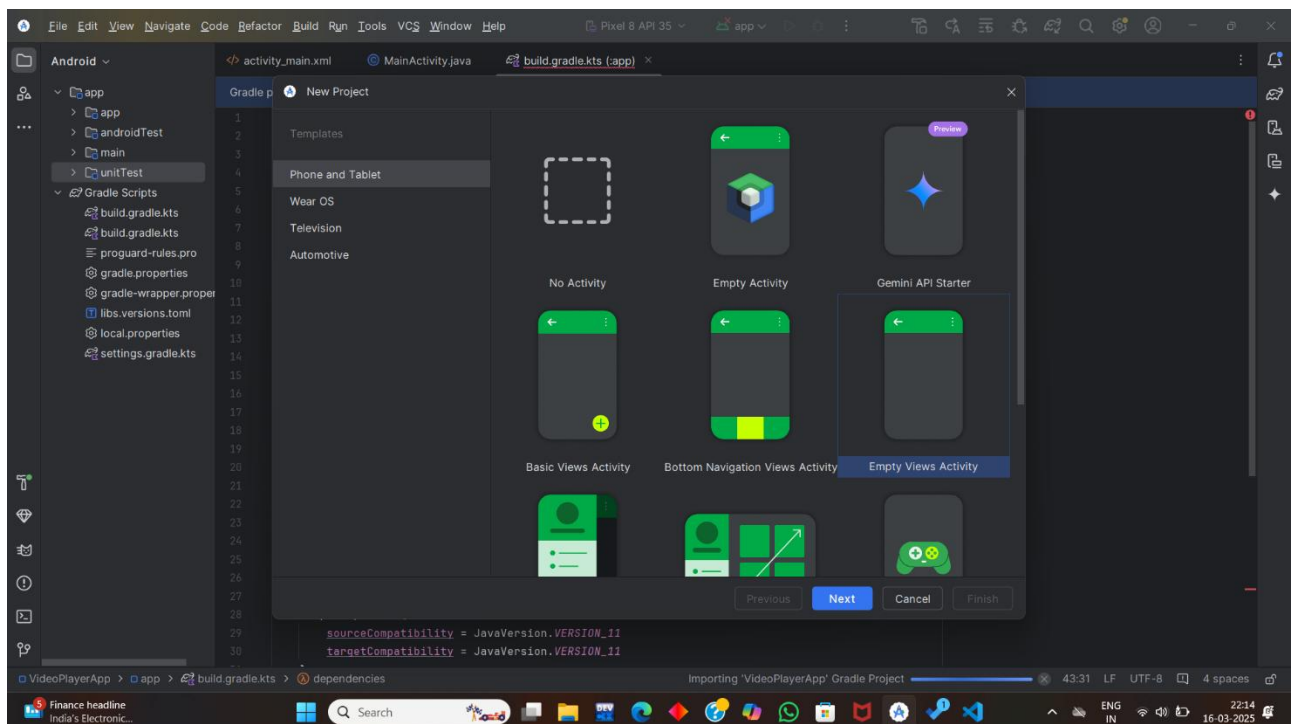
## • TOOLS & TECHNOLOGIES USED

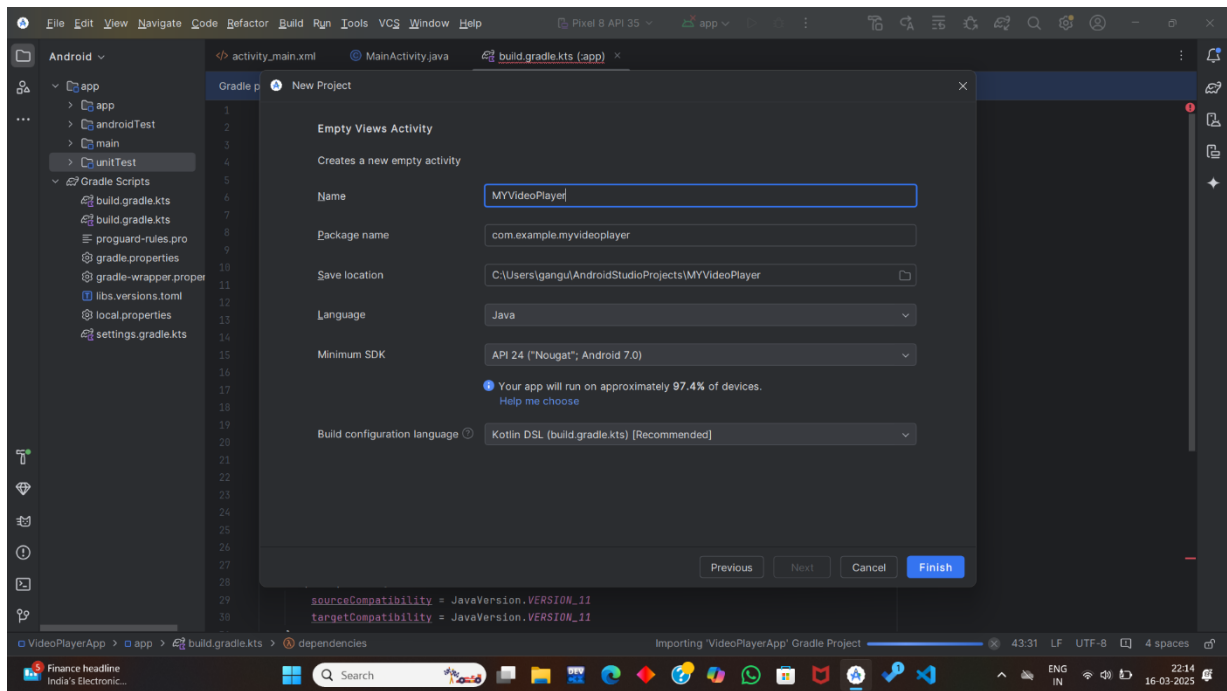
Android Studio Language: (JAVA) ,  
Open Android Studio and create a new project,  
Emulator or Physical Device (Android API 35).

## • PROCEDURE & STEPS

### Step:1 -Create a New Project

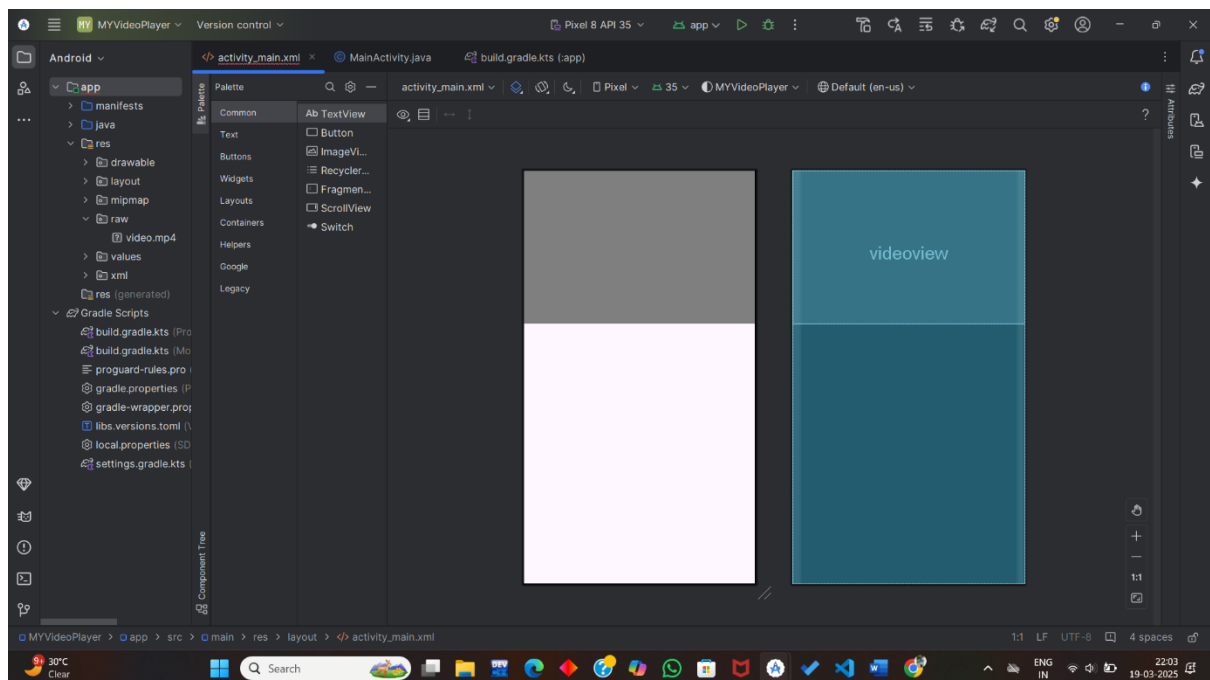
- Choose Empty Activity template.
- Set the project name and package name.
- Select the programming language(JAVA).





## Step 2: Designing the UI

Open `activity_main.xml` and design the layout using XML.



## Step 3: Writing the code:

activity\_main.xml:

```

<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    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:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content">

        <VideoView
            android:id="@+id/videoview"
            android:layout_width="200dp"
            android:layout_height="match_parent" />

    </LinearLayout>

</LinearLayout>

```

MainActivity.Java:

```

package com.example.myvideoplayer;

import android.net.Uri;
import android.os.Bundle;
import android.widget.MediaController;
import android.widget.VideoView;

import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
    }
}

```

```

        VideoView = findViewById(R.id.videoview);

        String vPath = "android.resource://" + getPackageName() + "/raw/video";

        Uri videoURI = Uri.parse(vPath);

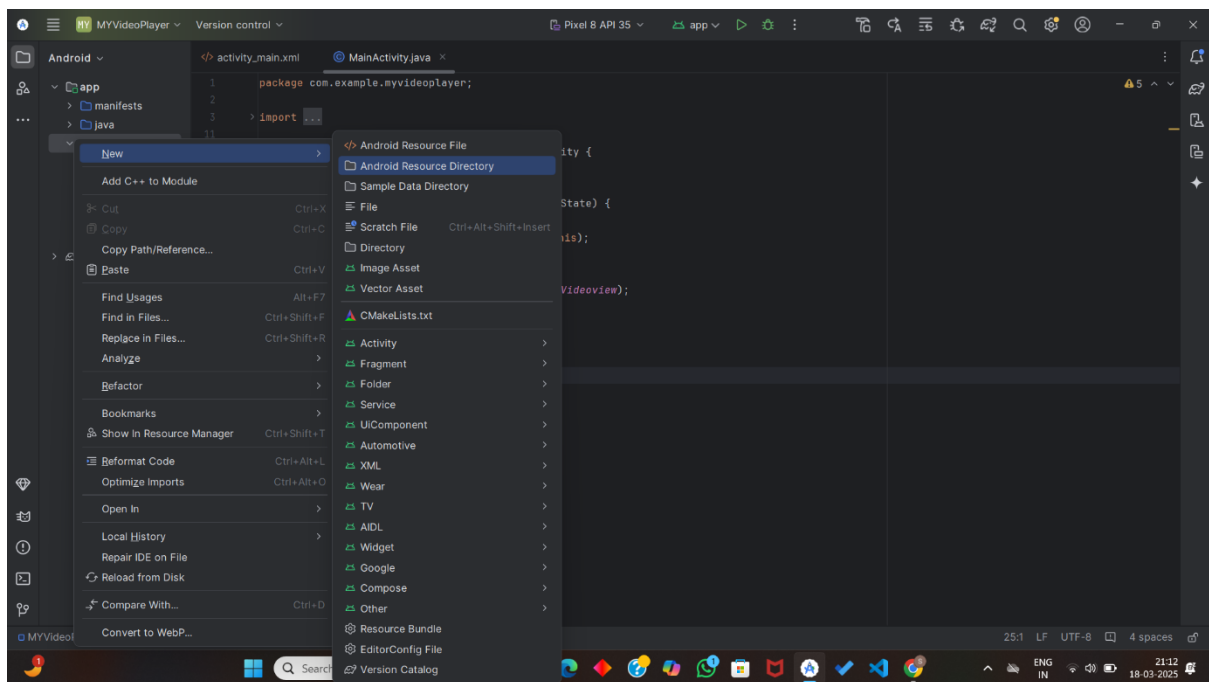
        // videoView.setVideoPath(vPath);
        videoView.setVideoURI(videoURI);
        videoView.start();

        MediaController = new MediaController(this);
        videoView.setMediaController(mediaController);
        mediaController.setAnchorView(videoView);

    };
}

```

#### Step 4: Make New Directory



#### Step 5: Run on Emulator

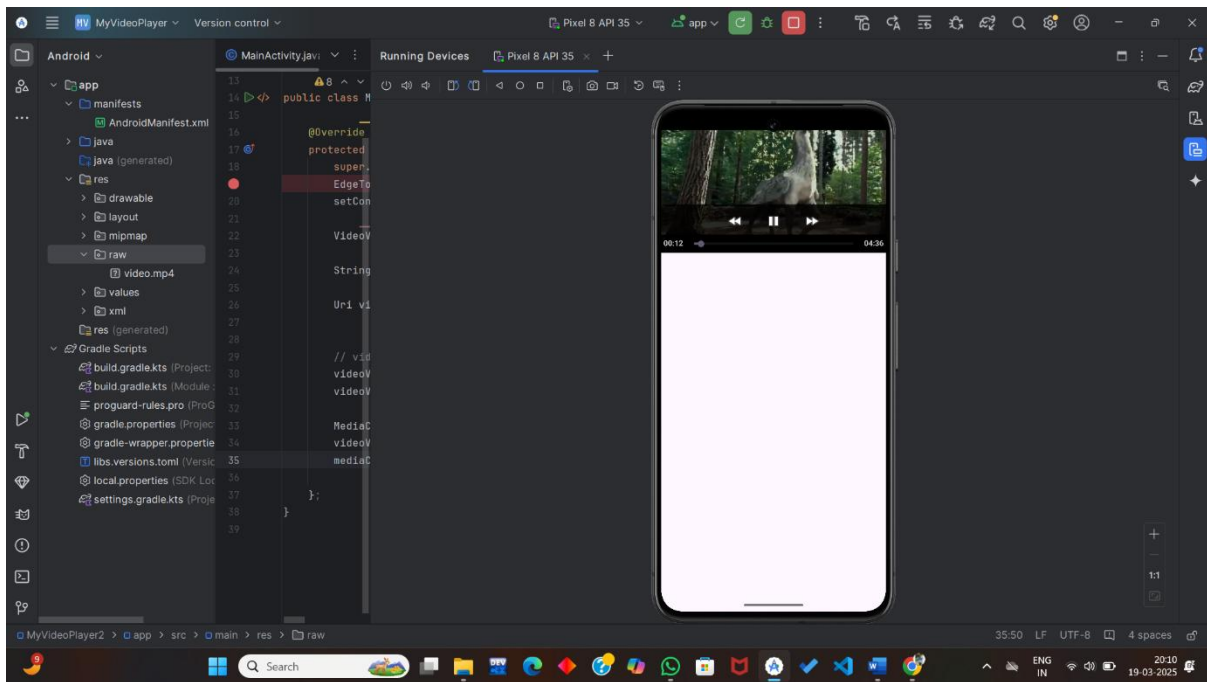
Click on the Run button in Android Studio.

Select the emulator and launch the app.

#### Step 6: Testing & Output

1. Test different functionalities of the app.

2. Capture the output results.



## Screen Recording of Output-

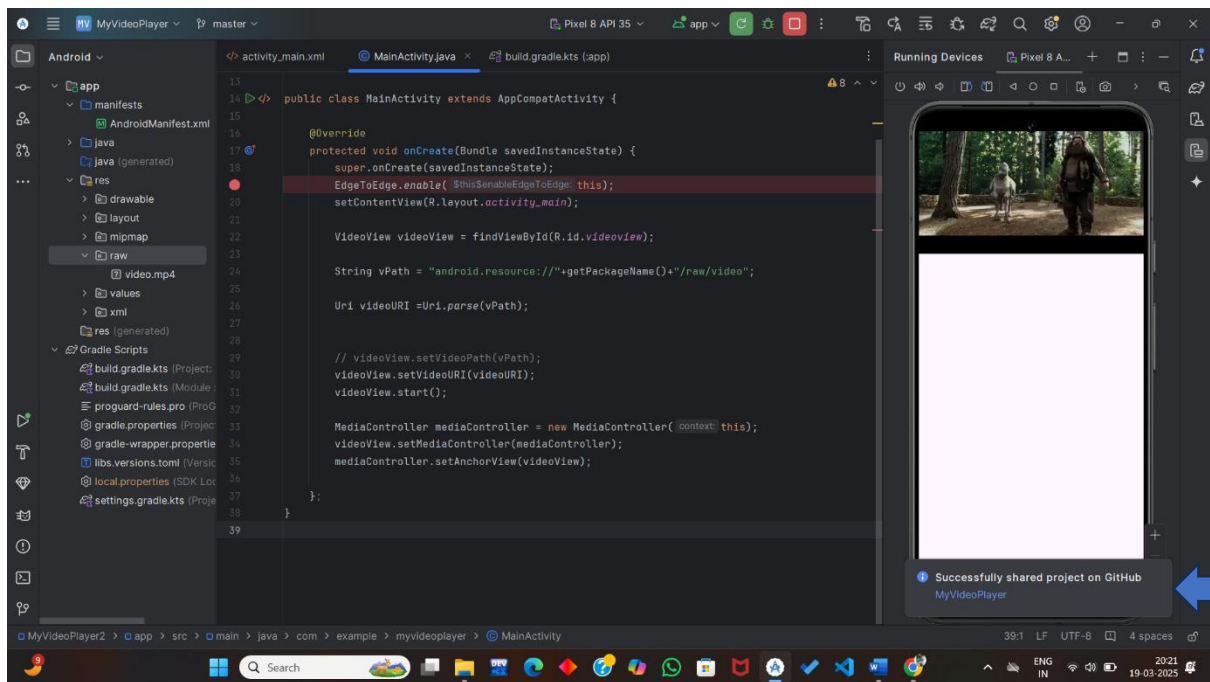


harry potter.webm

## Step 6: Conclusion

I have Completed assignment Successfully of writing the code for that allows user to play video , I have demonstrated my understanding of user interface design principles and data registration process.

- Successfully Uploaded On GitHub



<https://github.com/SayaliGangurde48/MyVideoPlayer>