SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING SIT4402 - MOBILE APPLICATION DEVELOPMENT LAB

NAME:	YEAR	: IV
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REG. NO: SECTION: D

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Ex. No. 1	ANDROID APPLICATION LIFE CYCLE
Date:	ANDROID AFFLICATION LIFE CTOLL

Aim:

To implement android application life cycle methods.

Algorithm:

- 1. Open Eclipse for Android developers.
- 2. Select the file menu→Create new Android Application Project.
- 3. Write the Java code in MAinActivity.java.
- 4. Import the packages for the android development of life cycle
- 5. We can use the methods like
 - a. onStart()
 - b. onRestart()
 - c. onResume()
 - d. onStop()
 - e. onPause()
 - f. onRestart()
 - g. onDestroy()
- 6. Use the private function Toast for the popup duration and context.

Java Code:

packagecom.example.androidlifecycle;

importandroid.os.Bundle; importandroid.app.Activity; importandroid.view.Menu; importandroid.widget.Toast;

```
public class MainActivity extends Activity {
  @Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
Toast.makeText(getApplicationContext(), "I am create method",
Toast.LENGTH LONG).show();
  }
  @Override
protected void onStart() {
      // TODO Auto-generated method stub
      super.onStart();
      Toast.makeText(getApplicationContext(), "I am start method",
Toast.LENGTH LONG).show();
  }
  @Override
protected void onResume() {
      // TODO Auto-generated method stub
      super.onResume();
      Toast.makeText(getApplicationContext(), "I am resume method",
Toast.LENGTH_LONG).show();
  }
  @Override
protected void onStop() {
      // TODO Auto-generated method stub
      super.onStop();
      Toast.makeText(getApplicationContext(), "I am stop method",
Toast.LENGTH_LONG).show();
  }
  @Override
protected void onPause() {
      // TODO Auto-generated method stub
      super.onPause();
      Toast.makeText(getApplicationContext(), "I am pause method",
Toast.LENGTH LONG).show();
  }
  @Override
protected void onRestart() {
      // TODO Auto-generated method stub
      super.onRestart();
      Toast.makeText(getApplicationContext(), "I am restart method",
Toast.LENGTH_LONG).show();
  }
```

```
@Override
protected void onDestroy() {
    // TODO Auto-generated method stub
    super.onDestroy();
    Toast.makeText(getApplicationContext(), "I am destroy method",
Toast.LENGTH_LONG).show();
  }
}
```

Result:

Hence the application for the development of android activity life cycle has been successfully developed.

Ex. No. 2	CALCULATOR APPLICATION
Date:	CALCULATOR AFFEIGATION

Aim:

To implement simple calculator application using android.

Algorithm:

- 1. Start the process.
- 2. Import the necessary packages for implementing calculator.
- 3. Design the XML page layout with two editTexts and four Buttons to perform the following operations.
 - a. Addition
 - b. Subtraction
 - c. Multiplication
 - d. Division
- 4. Run the application using AVD (Android Virtual Device) Manager.
- 5. Stop the process.

Java Code:

packagecom.example.addition;

```
importandroid.os.Bundle;
importandroid.app.Activity;
importandroid.view.Menu;
importandroid.view.View;
importandroid.view.View.OnClickListener;
importandroid.widget.Button;
importandroid.widget.EditText;
importandroid.widget.Toast;
```

```
Name:
                                                           Register No:
      privateEditTextedittext1,edittext2;
      private Button Btn Add;
      private Button Btn Sub;
      private Button Btn Mul;
      private Button Btn_Div ;
      @Override
      protectedvoidonCreate(Bundle savedInstanceState) {
             super.onCreate(savedInstanceState);
             setContentView(R.layout.activity_main);
             addListenerOnButton();
      publicvoidaddListenerOnButton(){
edittext1=(EditText)findViewById(R.id.editText1);
edittext2=(EditText)findViewById(R.id.editText2);
Btn Add=(Button)findViewById(R.id.button1);
Btn Sub=(Button)findViewByld(R.id.button2);
Btn Mul=(Button)findViewByld(R.id.button3);
Btn_Div=(Button)findViewById(R.id.button4);
Btn_Add.setOnClickListener(newOnClickListener(){
@Override
publicvoidonClick(View view) {
         String value1=edittext1.getText().toString();
         String value2=edittext2.getText().toString();
int a=Integer.parseInt(value1);
int b=Integer.parseInt(value2);
int sum=a+b;
Toast.makeText(getApplicationContext(),String.valueOf(sum),Toast.LENGTH_LONG
).show();
Btn_Sub.setOnClickListener(newOnClickListener(){
@Override
publicvoidonClick(View view) {
            String value1=edittext1.getText().toString();
            String value2=edittext2.getText().toString();
```

Toast.makeText(getApplicationContext(),String.valueOf(sub),Toast.LENGTH_LONG

int a=Integer.parseInt(value1);
int b=Integer.parseInt(value2);

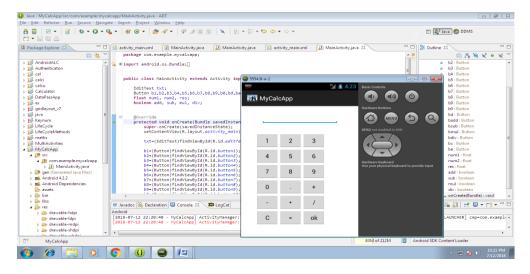
int sub=a-b:

});

).show();

```
Btn_Mul.setOnClickListener(newOnClickListener(){
@Override
publicvoidonClick(View view) {
            String value1=edittext1.getText().toString();
            String value2=edittext2.getText().toString();
int a=Integer.parseInt(value1);
int b=Integer.parseInt(value2);
int m=a*b;
Toast.makeText(getApplicationContext(),String.valueOf(m),Toast.LENGTH_LONG).
show();
          }
       });
Btn_Div.setOnClickListener(newOnClickListener(){
@Override
publicvoidonClick(View view) {
            String value1=edittext1.getText().toString();
            String value2=edittext2.getText().toString();
int a=Integer.parseInt(value1);
int b=Integer.parseInt(value2);
int n=a/b;
Toast.makeText(getApplicationContext(),String.valueOf(n),Toast.LENGTH_LONG).s
how();
          }
       });
  }
       @Override
      publicbooleanonCreateOptionsMenu(Menu menu) {
             // Inflate the menu; this adds items to the action bar if it is present.
             getMenuInflater().inflate(R.menu.main, menu);
             returntrue:
      }
}
```

Output:



Result:

Hence the application for the development of simple calculator has been successfully developed.

Ex. No. 3	SMS APPLICATION
Date:	SINIS AFFLICATION

Aim:

To implement simple SMS application using android.

Algorithm:

- 1. Start the process.
- 2. Import the necessary packages for sending and receiving messages for implementing SMS application.
- 3. We can use the methods like
 - a. SMS Manager Button
 - b. SMS Send to Button
 - c. SMS View Button
- 4. Use the try and catch exceptions for the handling any errors.
- 5. Run the code in the eclipse IDE.
- 6. Stop the process.

Java Code:

packagecom.example.sendsmstest;

importandroid.os.Bundle; importandroid.app.Activity; importandroid.content.Intent;

importandroid.net.Uri;

importandroid.view.Menu;
importandroid.telephony.SmsManager;
importandroid.view.View;
importandroid.view.View.OnClickListener;
importandroid.widget.Button;
importandroid.widget.EditText;

```
publicclassMainActivityextends Activity {
      privateEditTextphoneNumber;
      privateEditTextsmsBody;
      private Button smsManagerBtn;
      private Button smsSendToBtn;
      private Button smsViewBtn;
      @Override
      protectedvoidonCreate(Bundle savedInstanceState) {
            super.onCreate(savedInstanceState);
            setContentView(R.layout.activity_main);
            phoneNumber = (EditText) findViewByld(R.id.editText1);
            smsBody = (EditText) findViewById(R.id.editText2);
            smsManagerBtn = (Button) findViewById(R.id.button1);
            smsSendToBtn = (Button) findViewById(R.id.button2);
            smsViewBtn = (Button) findViewById(R.id.button3);
            smsManagerBtn.setOnClickListener(newOnClickListener() {
                   publicvoidonClick(View view) {
                   sendSmsByManager();
                          }
                       });
                   smsSendToBtn.setOnClickListener(newOnClickListener() {
                         publicvoidonClick(View view) {
                   sendSmsBySIntent();
                          }
                       });
                   smsViewBtn.setOnClickListener(newOnClickListener() {
                   publicvoidonClick(View view) {
                   sendSmsByVIntent();
                          }
                       });
```

importandroid.widget.Toast;

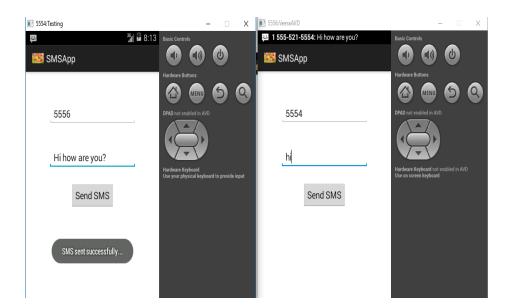
```
}
publicvoidsendSmsByManager() {
try {
// Get the default instance of the SmsManager
SmsManagersmsManager = SmsManager.getDefault();
smsManager.sendTextMessage(phoneNumber.getText().toString(),
null.
smsBody.getText().toString(),
null,
null);
Toast.makeText(getApplicationContext(), "Your sms has successfully sent!",
Toast. LENGTH_LONG). show();
    } catch (Exception ex) {
Toast.makeText(getApplicationContext(),"Your sms has failed...",
Toast.LENGTH_LONG).show();
ex.printStackTrace();
    }
  }
publicvoidsendSmsBySIntent() {
// add the phone number in the data
     Uri uri = Uri.parse("smsto:" + phoneNumber.getText().toString());
     Intent smsSIntent = newIntent(Intent.ACTION_SENDTO, uri);
// add the message at the sms_body extra field
smsSIntent.putExtra("sms_body", smsBody.getText().toString());
```

```
try{
startActivity(smsSIntent);
    } catch (Exception ex) {
Toast.makeText(MainActivity.this, "Your sms has failed...",
Toast. LENGTH_LONG). show();
ex.printStackTrace();
    }
publicvoidsendSmsByVIntent() {
     Intent smsVIntent = newIntent(Intent.ACTION VIEW);
// prompts only sms-mms clients
smsVIntent.setType("vnd.android-dir/mms-sms");
// extra fields for number and message respectively
smsVIntent.putExtra("address", phoneNumber.getText().toString());
smsVIntent.putExtra("sms_body", smsBody.getText().toString());
try{
startActivity(smsVIntent);
    } catch (Exception ex) {
Toast.makeText(MainActivity.this, "Your sms has failed...",
Toast. LENGTH_LONG). show();
ex.printStackTrace();
    }
  }
       @Override
      publicbooleanonCreateOptionsMenu(Menu menu) {
             // Inflate the menu; this adds items to the action bar if it is present.
             getMenuInflater().inflate(R.menu.main, menu);
```

```
returntrue;
}
```

Output:





Result:

Hence the application for the development of SMS Application has been successfully developed.

Ex.	No.	4
Dat	e:	

PASSWORD VALIDATION APPLICATION

Aim:

To implement authentication and verification (Password Validation) application using android.

Algorithm:

- 1. Start the process.
- 2. Write the java code in MainActivity.java
- 3. Get the user name and password form the user.
- 4. Validate the login from the code.
- 5. And authenticate the user.
- 6. Run the code in the eclipse IDE.
- 7. Stop the process.

Java Code:

```
packagecom.example.password;

importandroid.os.Bundle;
importandroid.app.Activity;
importandroid.view.View;
importandroid.widget.Button;
importandroid.widget.EditText;
importandroid.widget.Toast;

public class MainActivity extends Activity {

    EditTextuname, pass;
    Button blog, bclear;

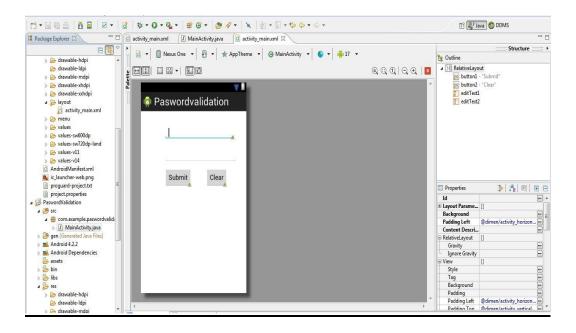
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
```

```
Register No:
uname=(EditText)findViewById(R.id.editText1);
pass=(EditText)findViewById(R.id.editText2);
blog=(Button)findViewById(R.id.button1);
bclear=(Button)findViewById(R.id.button2);
blog.setOnClickListener(new View.OnClickListener() {
                    @Override
                   public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          String na=uname.getText().toString();
                          String p=pass.getText().toString();
                          if(na.equals("admin") &&p.equals("admin"))
                                 Toast.makeText(getApplicationContext(),
"Authenticated...", Toast.LENGTH_LONG).show();
                          else
                                 Toast.makeText(getApplicationContext(), "Un
Authenticated...", Toast.LENGTH_LONG).show();
                                 uname.setText("");
                                 pass.setText("");
                          }
                   }
bclear.setOnClickListener(new View.OnClickListener() {
                    @Override
                   public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          uname.setText("");
                          pass.setText("");
                   }
             });
  }
```

}

Name:

Output:



Result:

Hence the application for the verification and authenciatation (password validation) has been successfully developed.

Ex.	No.	5
Dat	e:	

APPLICATION WITH MULTIPLE ACTIVITIES

Aim:

To implement navigate application with multiple activities using android.

Algorithm:

- 1. Start the process.
- 2. Write the java code for password validation in MainActivity.java. Let it be the first activity.
- 3. Create the SecondActivity.java file which need to be connected with first activity.
- 4. We navigate from first activity to second activity after authentication.
- 5. Run the code in the eclipse IDE.
- 6. Stop the process.

Java Code:

MainActivity.java

packagecom.example.multiplepagesapp;

importandroid.os.Bundle;

importandroid.app.Activity;

importandroid.content.Intent;

importandroid.view.Menu;

importandroid.view.View;

importandroid.widget.Button;

public class MainActivity extends Activity {

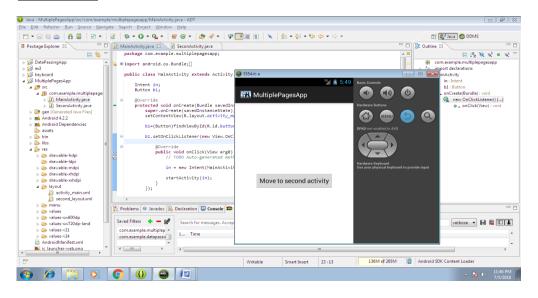
```
Register No:
      Intent in;
      Button b1;
  @Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
    b1=(Button)findViewById(R.id.button1);
b1.setOnClickListener(new View.OnClickListener() {
                    @Override
                    public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          in = new Intent(MainActivity.this, SeconActivity.class);
                          startActivity(in);
                   }
             });
}
SecondActivity.java
packagecom.example.multiplepagesapp;
importandroid.app.Activity;
```

Name:

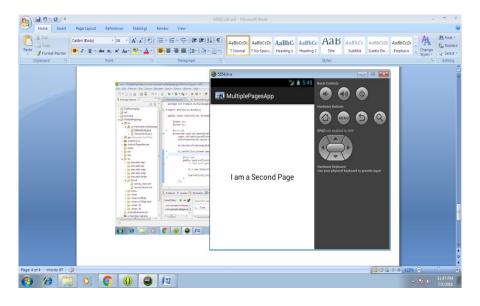
```
import android.os.Bundle;
public class SeconActivity extends Activity {
     @Override
     protected void onCreate(Bundle savedInstanceState) {
          // TODO Auto-generated method stub
          super.onCreate(savedInstanceState);
          setContentView(R.layout.second_layout);
     }
}
```

Output:

Firstactivity



Secondactivity



Result:

Hence the application for navigation of multiple activities has been successfully executed and verified.

Ex. No. 6	
Date:	DATA (PARAMETER) PASSING APPLICATION

Aim:

To implement a simple data(parameter) passing application using android.

Algorithm:

- 1. Start the process.
- 2. Write the java code for password validation in MainActivity.java. Let it be the first activity.
- 3. Create the SecondActivity.java file which needs to be connected with first activity.
- 4. We navigate from first activity to second activity after authentication.
- 5. The user name "admin" will be transferred from first activity to second activity by using putExtra() method and data will be received in second activity by getStringExtra().
- 6. Run the code in the eclipse IDE.
- 7. Stop the process.

Java Code:

MainActivity.java

package com.example.parameter;

import android.os.Bundle; import android.app.Activity; import android.content.Intent; import android.view.View; import android.widget.Button; import android.widget.EditText; import android.widget.Toast;

public class MainActivity extends Activity {

```
EditText uname, pass;
      Button blog, bclear;
      Intent in:
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    uname=(EditText)findViewById(R.id.editText1);
    pass=(EditText)findViewById(R.id.editText2);
    blog=(Button)findViewById(R.id.button1);
    bclear=(Button)findViewById(R.id.button2);
    blog.setOnClickListener(new View.OnClickListener() {
                    @Override
                    public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          String na=uname.getText().toString();
                          String p=pass.getText().toString();
                          if(na.equals("admin") && p.equals("admin"))
                                 Toast.makeText(getApplicationContext(),
"Authenticated...", Toast.LENGTH_LONG).show();
                                 in=new
Intent(getApplicationContext(),SecondActivity.class);
                                 in.putExtra("myName", na);
                                 startActivity(in);
                          }
                          else
                                 Toast.makeText(getApplicationContext(), "Un
Authenticated...", Toast.LENGTH_LONG).show();
                                 uname.setText("");
                                 pass.setText("");
                          }
                   }
    bclear.setOnClickListener(new View.OnClickListener() {
                    @Override
                   public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          uname.setText("");
                          pass.setText("");
```

```
Name:
Register No:
```

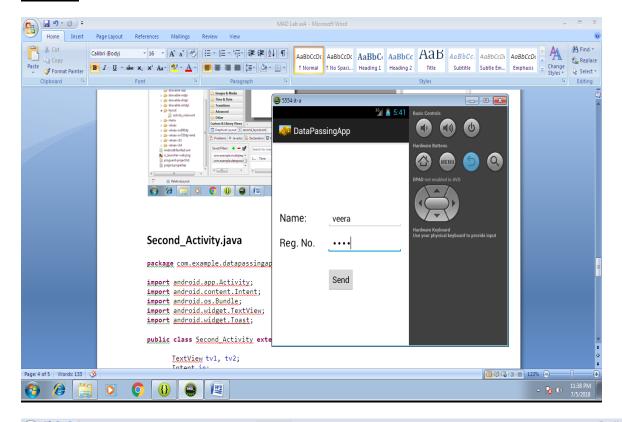
```
});
}
```

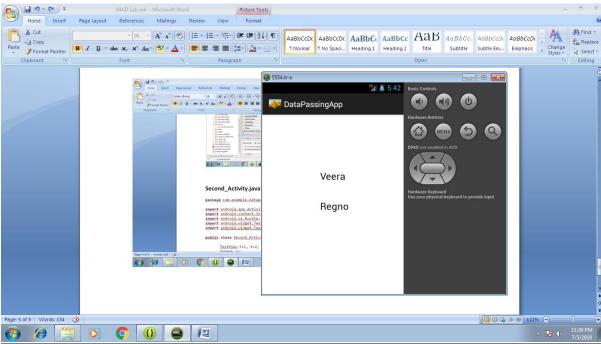
Second Activity.java

}

```
package com.example.parameter;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.widget.TextView;
import android.widget.Toast;
public class SecondActivity extends Activity {
      TextView tv;
      String na;
       @Override
      protected void onCreate(Bundle savedInstanceState) {
             // TODO Auto-generated method stub
             super.onCreate(savedInstanceState);
             setContentView(R.layout.second_activity);
             tv=(TextView)findViewById(R.id.textView2);
             Intent in=getIntent();
             na=in.getStringExtra("myName");
             tv.setText("welcome"+" \t"+na);
```

Output:





Result:

Hence the application for passing data as parameters has been successfully executed and verified.

Ex. No. 7	
Date:	SIMPLE NOTIFICATION APPLICATION

Aim:

To implement a simple notification application using android.

Algorithm:

- 1. Start the process.
- 2. Create a java file in eclipse and import all the android packages.
- 3. Use the protected for the development of the function.
- 4. Use the button component to specify a notification.
- 5. Once the button is clicked the notification will be generated.
- 6. Run the code in the eclipse IDE.
- 7. Stop the process.

Java Code:

```
package com.example.notifi;

import android.os.Bundle;
import android.app.Activity;
import android.app.NotificationManager;
import android.content.Context;
import android.support.v4.app.NotificationCompat;
import android.view.Menu;
import android.view.View;

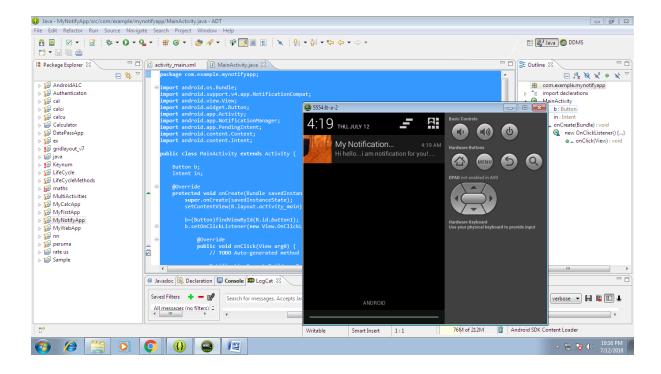
public class MainActivity extends Activity {
          @Override
          protected void onCreate(Bundle savedInstanceState) {
                super.onCreate(savedInstanceState);
```

```
Name:
                                                            Register No:
             setContentView(R.layout.activity_main);
      }
      public void sendNotification(View view) {
     //Get an instance of NotificationManager//
     NotificationCompat.Builder mBuilder = new NotificationCompat.Builder(this)
       .setSmallIcon(R.drawable.ic_launcher)
       .setContentTitle("My notification")
       .setContentText("Hello World!");
     // Gets an instance of the NotificationManager service//
     NotificationManager mNotificationManager =
(NotificationManager)getSystemService(Context.NOTIFICATION_SERVICE);
    // NotificationManager.notify().
    mNotificationManager.notify(001, mBuilder.build());
```

}

}

Output:



Result:

Hence the application for notification application has been successfully executed and verified.

Ex. No. 8

Date:

STUDENT REGISTRATION FORM USING SQLITE DB

Aim:

To implement student placement registration form with database (sqlite) using android.

Algorithm:

- 1. Start the process.
- 2. Create a java file in eclipse and import all the android packages.
- 3. Create the 3 button and 2 text edit.
- 4. Create insert, check and clear functions for the implementation.
- 5. And also check the credentials in the data base.
- 6. Run the code in the eclipse IDE.
- 7. Stop the process.

Java Code:

MainActivity.java

packagecom.example.placementapp;

importandroid.os.Bundle;

importandroid.app.Activity;

importandroid.view.View;

importandroid.view.View.OnClickListener;

importandroid.widget.AdapterView;

importandroid.widget.AdapterView.OnItemSelectedListener:

importandroid.widget.Button;

importandroid.widget.EditText;

importandroid.widget.RadioButton;

importandroid.widget.RadioGroup;

importandroid.widget.Spinner;

importandroid.widget.Toast;

publicclassMainActivityextends Activity implementsOnClickListener, OnItemSelectedListener{

```
EditTexttxt1, txt2, txt3, txt4, txt5;
      Button b1, b2;
      RadioGrouprg;
      RadioButtonr;
      Spinner sp;
      String dept;
@Override
protectedvoidonCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
txt1=(EditText)findViewById(R.id.txtRegNo);
txt2=(EditText)findViewById(R.id.txtName);
txt3=(EditText)findViewById(R.id.txt10th);
txt4=(EditText)findViewById(R.id.txt12th);
txt5=(EditText)findViewById(R.id.txtug);
b1=(Button)findViewById(R.id.btnSubmit);
b2=(Button)findViewById(R.id.btnClear);
b1.setOnClickListener(this);
b2.setOnClickListener(this);
rg=(RadioGroup)findViewById(R.id.radioGroup);
sp=(Spinner)findViewById(R.id.sprDepts);
sp.setOnItemSelectedListener(this);
  }
       @Override
      publicvoidonClick(View arg0) {
             // TODO Auto-generated method stub
             DatabaseHandlerdb = newDatabaseHandler(this);
             switch(arg0.getId())
             caseR.id.btnSubmit.
                    intreg=Integer.parseInt(txt1.getText().toString());
                    String n=txt2.getText().toString();
                    int rid=rg.getCheckedRadioButtonId();
                    r=(RadioButton)findViewByld(rid);
                    String gen=r.getText().toString();
                    //department
                    float ten=Float.parseFloat(txt3.getText().toString());
                    floattwele=Float.parseFloat(txt4.getText().toString());
```

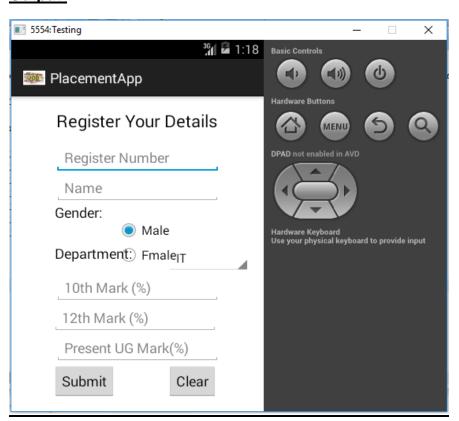
```
Name:
Register No:
```

```
floatug=Float.parseFloat(txt5.getText().toString());
                   //Toast.makeText(getApplicationContext(), "The Values are:\n
Reg.no:"+reg+"\nName:"+n+"\nGender:"+gen+"\nDepartment:"+dept+"\n10Tth
Mark:"+ten+"\n12th Mark:"+twele+"\nUG Mark:"+ug, Toast.LENGTH_LONG).show();
                    db.insertEntry(reg, n, gen, dept, ten, twele, ug);
                    Toast.makeText(getApplicationContext(), "Record inserted
successfully...", Toast.LENGTH_LONG).show();
                   txt1.setText("");
txt2.setText("");
                    txt3.setText("");
                   txt4.setText("");
                    txt5.setText("");
                    break:
             caseR.id.btnClear.
                    txt1.setText("");
                   txt2.setText("");
                   txt3.setText("");
                    txt4.setText("");
                   txt5.setText("");
                    break;
             }
      }
       @Override
      publicvoidonItemSelected(AdapterView<?> arg0, View arg1, int arg2,
                    long arg3) {
             // TODO Auto-generated method stub
             dept=sp.getSelectedItem().toString();
      }
       @Override
      publicvoidonNothingSelected(AdapterView<?> arg0) {
             // TODO Auto-generated method stub
      }
}
DatabaseHandler.java
packagecom.example.placementapp;
importandroid.content.ContentValues;
importandroid.content.Context:
importandroid.database.sqlite.SQLiteDatabase;
importandroid.database.sqlite.SQLiteOpenHelper;
```

publicclassDatabaseHandlerextendsSQLiteOpenHelper{

```
privatestaticfinalintDATABASE VERSION = 1;
      privatestaticfinal String DATABASE_NAME = "Placement";
      privatestaticfinal String TABLE_DETAILS = "detail";
      privatestaticfinal String KEY_ID = "regno";
privatestaticfinal String KEY NAME = "name";
privatestaticfinal String KEY GENDER = "gender";
privatestaticfinal String KEY_DEPT = "dept";
privatestaticfinal String KEY 10TH = "tenthmark";
privatestaticfinal String KEY_12TH = "twlvethmark";
privatestaticfinal String KEY UG = "ugmark";
      publicDatabaseHandler(Context context) {
            super(context, DATABASE NAME, null, DATABASE VERSION);
            // TODO Auto-generated constructor stub
      }
      @Override
      publicvoidonCreate(SQLiteDatabasedb) {
            // TODO Auto-generated method stub
            String cQuery="CREATE TABLE " + TABLE_DETAILS + "(" + KEY_ID
+ "INTEGER PRIMARY KEY, " + KEY NAME + "TEXT, " + KEY GENDER + "
TEXT, "+ KEY_DEPT + " TEXT, " + KEY_10TH +" REAL, " + KEY_12TH + " REAL, "
+ KEY UG + " REAL " + ");";
            db.execSQL(cQuery);
      }
      @Override
      publicvoidonUpgrade(SQLiteDatabasedb, int arg1, int arg2) {
            // TODO Auto-generated method stub
            db.execSQL("DROP TABLE IF EXISTS " + TABLE DETAILS);
            onCreate(db):
      }
publicvoidinsertEntry(intreg, String nam, String gen, String dept, floattenmark,
floattwlemark, floatugmark){
            SQLiteDatabasedb = this.getWritableDatabase();
ContentValues values = newContentValues();
values.put(KEY_ID, reg); // Dept ID
values.put(KEY NAME, nam); // Dept Name
values.put(KEY_GENDER, gen);
```

Output:



Database:

```
Microsoft Windows [Version 10.0.17134.112]
(c) 2018 Microsoft Corporation. All rights reserved.

F:\adt-bundle-windows-x86-20131030\adt-bundle-windows-x86-20131030\sdk\platform-tools\adb shell root@generic:/ # cd data/data/com.example.placementapp/databases
cd data/data/com.example.placementapp/databases # sqlite3 Placement;
lacement;
SQLite version 3.7.11 2012-03-20 11:35:50
Enter ".help" for instructions
Enter SQL statements terminated with a ";"
sqlite> select * from detail;
select * from detail;
101 | Veera | Male | IT | 12.229995422363 | 23.3400001525879 | 56.560001373291
102 | Vani | Fimale | IT | 80.5599975585938 | 78.9000015258789 | 80.7799987792969
12345 | Veera | Male | IT | 78.5599975585938 | 71.4499969482422 | 74.129997253418
3512028 | Soniya | Fmale | IT | 92.9899978637695 | 94.9899978637695

V
```

Result:

Hence the form for placement registration has been successfully executed and verified.

Name:	
Register	No:

Ex. No. 9	
	WED DROWGED ADDITION
Datas	WEB BROWSER APPLICATION
Date:	

Aim:

To create mobile web browser (web view) application using android.

Algorithm:

- 1. Start the process.
- 2. Create a java file in eclipse and import all the android packages.
- 3. Extend the main function with activity.
- 4. Create the button and text edit.
- 5. Enter the web site url in the text box and click the button.
- 6. Then the page will be redirected to the required web page.
- 7. Run the code in the eclipse IDE.
- 8. Stop the process.

Java Code:

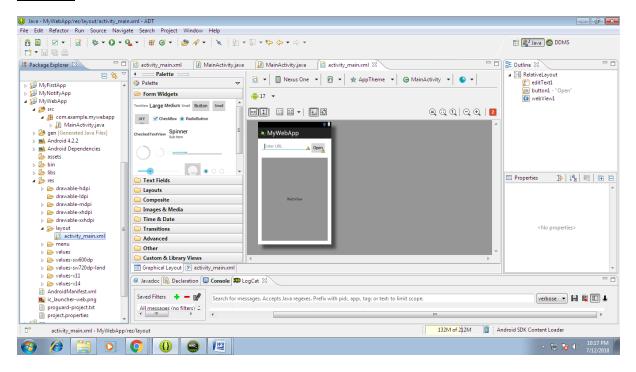
packagecom.example.mywebapp; importandroid.os.Bundle; importandroid.view.View; importandroid.webkit.WebSettings; importandroid.webkit.WebView; importandroid.webkit.WebViewClient; importandroid.widget.Button; importandroid.widget.EditText; importandroid.app.Activity;

```
Register No:
public class MainActivity extends Activity {
      EditTexttxturl;
      Button b;
      WebViewwv;
      privateWebSettingsgetString;
      @Override
      protected void onCreate(Bundle savedInstanceState) {
             super.onCreate(savedInstanceState);
             setContentView(R.layout.activity_main);
             txturl=(EditText)findViewById(R.id.editText1);
             b=(Button)findViewById(R.id.button1);
             wv=(WebView)findViewById(R.id.webView1);
             //WebSettingswebSettings = wv.getSettings();
    //webSettings.setJavaScriptEnabled(true);
b.setOnClickListener(new View.OnClickListener() {
                    @Override
                   public void onClick(View arg0) {
                          // TODO Auto-generated method stub
                          wv.setWebViewClient(new WebViewClient());
                          wv.loadUrl("http://"+txturl.getText().toString());
                   }
             });
```

Name:

```
}
```

Output:



Result:

Hence the application for web view has been successfully executed and verified.

Ex. No. 10	
Date:	E-MAIL APPLICATION

Aim:

To create email application and send mail using android.

Algorithm:

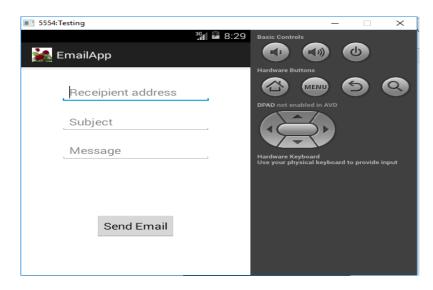
- 1. Start the process.
- 2. Create a java file in eclipse and import all the android packages.
- 3. Create the 1 button and 3 text edit.
- 4. Use the variables txtTo, txtSub and txtMsg.
- 5. Write the email and send the content to the specified person.
- 6. Run the code in the eclipse IDE.
- 7. Stop the process.

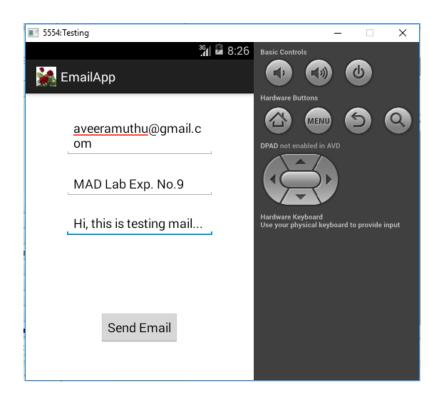
Java Code:

```
Register No:
super.onCreate(savedInstanceState);
setContentView(R.layout.activity main);
txtTo=(EditText)findViewById(R.id.editText1);
txtSub=(EditText)findViewById(R.id.editText2);
txtMsg=(EditText)findViewById(R.id.editText3);
b=(Button)findViewById(R.id.button1);
b.setOnClickListener(newView.OnClickListener() {
                    @Override
                    publicvoidonClick(View arg0) {
                          // TODO Auto-generated method stub
                          strTo=txtTo.getText().toString();
                          strSub=txtSub.getText().toString();
                          strMsg=txtMsg.getText().toString();
                          in=new Intent(Intent.ACTION_SEND);
                          //in.putExtra(Intent.EXTRA_EMAIL, new String[]{strTo});
                          in.putExtra(Intent. EXTRA_EMAIL, strTo);
                          in.putExtra(Intent.EXTRA_SUBJECT, strSub);
                          in.putExtra(Intent. EXTRA TEXT, strMsq);
                          in.setType("message/rfc822");
                          startActivity(Intent.createChooser(in, "Choose an email
client..."));
                   }
             });
  }
}
```

Name:

Output:





Result:

Hence the application for sending email has been successfully executed and verified.