## Practical No 22

### 1. Write a program to changes the background color when device is shuffled.

**Code for activity_main.xml location layout folder**

```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:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".MainActivity"
        android:orientation="vertical">
        <TextView
            android:id="@+id/ssensorsList"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_marginTop="80dp"
            android:text="Sensors"
            android:textSize="20dp"
            android:textStyle="bold"
            android:layout_gravity="center"/>
</LinearLayout>
```

**Code for MainActivity.java file location java folder**

```java
        public class MainActivity extends AppCompatActivity {
                private SensorManager sm;
        private TextView tv;
        @Override
        protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        sm =
(SensorManager)getSystemService(Context.SENSOR_SERVICE);
        tv = (TextView)findViewById(R.id.ssensorsList);
        List<Sensor> slist = sm.getSensorList(Sensor.TYPE_ALL);
          StringBuilder sb = new StringBuilder();
          for(Sensor s: slist){
        sb.append(s.getName()+"\n");
            }
        tv.setText(sb);
   }
}
```