Suggested List of Exercises (Week-1 to Week-3)

Introduction

In this module you will be required to write, run and test few apps in Android Studio with given functionality. To write these Apps you will use a few UI widgets on a single layout and implement some basic event handling. To complete this exercises you need to design an initial layout for the app. Add basic widgets such as a button and text to a layout and implement basic event handling to cause some action on the click of a button. You can use Log messages or Toast message for testing and debugging.

Tools/Technologies to be used

ANDROID Studio [Latest Version]
ANDROID Version [9.0 and later]

Install "Android Studio IDE" and "Android SDK"

Step 0: Pre-Installation Check List
Step 1: Install "Android Studio IDE" ((For Windows), (For Mac OSX) (For Linux))
Step 2: Installing Android SDK

Write following Apps in Android Studio

1. Create an application that will get the Text Entered in Edit Text and display that Text using toast (Message).
2. Create sample application with login module.(Check username and password) On successful login, Chnage TextView "Login Sucessful". And on failing login, alert user using Toast "Login fail"
3. Android Program to Perform all Arithmetic Operations using Calculators
4. Create an application for demonstration of Explicitly Starting New Activity using Intent.
5. Create an application that will pass two number using EditText to the next screen and on the next screen display sum of that number.
6. Create an application that will display toast (Message) at some regular interval of time.

7. Send an implicit intent to start an activity (open web site)

8. Use an intent filter to allow other apps to start an activity in your app

9. Create an application to call specific number entered by user in the Edit Text

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