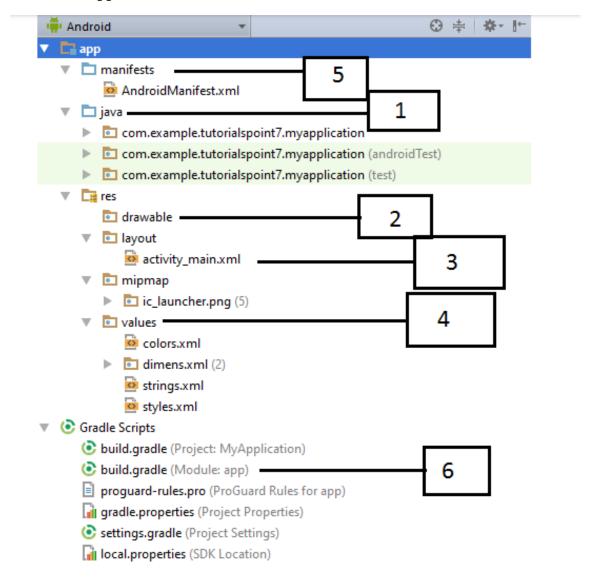
#### SRN Adarsh COLLEGE - MOBILE APPLICATION DEVELOPMENT LAB

## **Mobile Application Lab Programs**

- 1. Creating "Hello world" Application.
- 2. Creating an application that displays message based on the screen orientation.
- 3. Create an application to develop Login window using UI controls.
- 4. Create an application to implement new activity using explicit intent, implicit intent and content provider.
- 5. Create an application that displays custom designed Opening Screen.
- 6. Create an UI with all views.
- 7. Create menu in Application
- 8. Read/ write the Local data.
- 9. Create / Read / Write data with database (SQLite).
- 10. Create an application to send SMS and receive SMS
- 11. Create an application to send an email.
- 12. Display Map based on the Current/given location.
- 13. Create a sample application with login module (check user name and password) On successful login change Textview "Login Successful". On login fail alert using Toast "login fail"
- 14. Learn to deploy Android applications

## **Basic Android Application Structure**



#### **Program 1**

#### Creating "Hello world" Application.

### **Steps:**

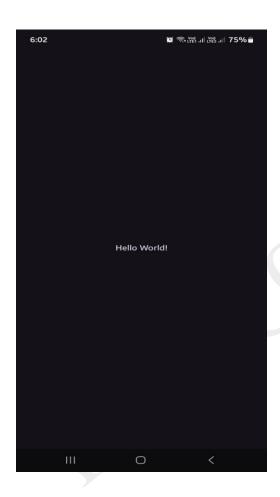
- 1. Click **Start-** Android **Studio**, a **Welcome to Android Studio** dialog box will appear. Click **New Project**, the **New Project Dialog box** appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.
- 4. Update the following code in activity\_main.xml and MainActivity.java
- 5. Click **Run app** or **shift+F10** to execute the application.

### activity\_main.xml

```
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    android:textSize="30sp"/>
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.bca.helloworld;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity
{
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
```

```
}
```

# **Output:**



# Program 2

Creating an application that displays message based on the screen orientation.

# **Steps:**

1. Click Start - Android Studio, a Welcome to Android Studio dialog box will appear.

Click **New Project**, the **New Project Dialog box** appears.

- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the **Name** of your project, Select the **Language** as **Java**, and Select the **SDK as API 24("Nougat", Android 7.0).**Click **Finish** Button.
- 4. Update the following code in activity\_main.xml, activity\_main2.xml, MainActivity.java and MainActivity2.java
- 5. Update the following code in app manifests AndroidManifest.xml
- **6.** To Create another activity **right click on app new activity-Empty views Activity.**
- 7. Update the following code in activity\_main2.xml and MainActivity2.java.
- 8. Click Run App or Shift+F10 to execute the application.

### AndroidManifest.xml

```
<?xml version="1.0" encoding="utf8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools">
  <application
    android:allowBackup="true"
    android:dataExtractionRules="@xml/data extraction rules"
    android:fullBackupContent="@xml/backup_rules"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    android:supportsRtl="true"
    android:theme="@style/Theme.ScreenOrientation"
    tools:targetApi="31">
    <activity
       android:name=".MainActivity2"
       android:exported="false"
       android:screenOrientation="landscape"/>
    <activity
       android:name=".MainActivity"
```

```
android:exported="true"
       android:screenOrientation="portrait">
       <intentfilter>
         <action android:name="android.intent.action.MAIN" />
         <category android:name="android.intent.category.LAUNCHER" />
       </intentfilter>
    </activity>
  </application>
</manifest>
Activity_main.xml
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <Button
    android:id="@+id/button1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginBottom="8dp"
    android:layout_marginTop="112dp"
    android:onClick="onClick"
```

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```
android:text="Launch next activity"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.612"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editText1"
    app:layout_constraintVertical_bias="0.613" />
  <TextView
    android:id="@+id/editText1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerHorizontal="true"
    android:layout_marginEnd="8dp"
    android:layout_marginStart="8dp"
    android:layout_marginTop="124dp"
    android:ems="10"
    android:textSize="22dp"
    android:text="This activity is portrait orientation"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.502"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.bca.screenorientation;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
```

```
import android.os.Bundle;
import android.view.View;
public class MainActivity extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
  }
  public void onClick(View v) {
    Intent intent = new Intent(MainActivity.this,MainActivity2.class);
         startActivity(intent);
  }
}
activity_main2.xml
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity2">
```

```
<TextView
```

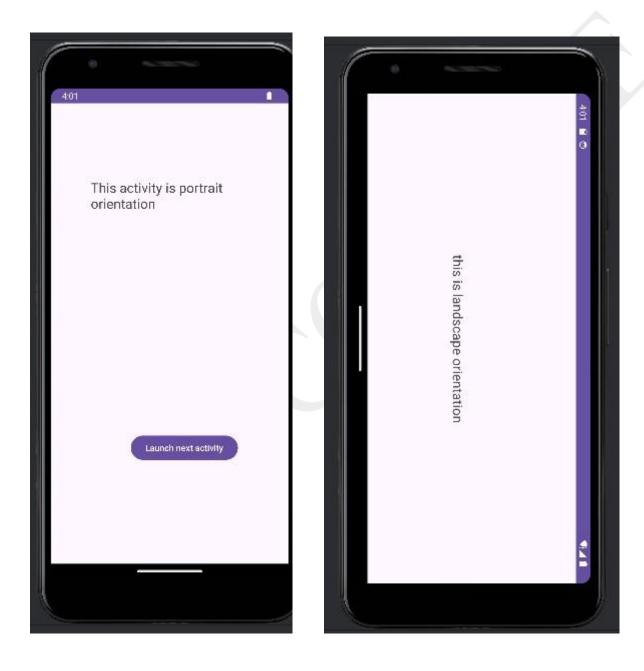
```
android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginEnd="8dp"
    android:layout_marginStart="8dp"
    android:layout_marginTop="180dp"
    android:text="this is landscape orientation"
    android:textSize="22dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.502"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity2.java
package com.bca.screenorientation;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity2 extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState)
  {
    super.onCreate(savedInstanceState);
```

setContentView(R.layout.activity\_main2);

}

# **OUTPUT**

}



# Program 3

Create an application to develop Login window using UI controls.

1. Click **New Project**, the **New Project Dialog box** appears.

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- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.
- 4. Create **background** resources (**bg\_outer.xml**)
  - a. To create resource file, click appresdrawable. Right click drawableNew
     Drawable Resource File. The New Resource File dialog box appears.
  - b. Set filename as bg\_outer.xml, root element as shape and then click ok.Modify the bg\_outer.xml file
- 5. Create **background** resources (**bg\_inner.xml**)
  - a. To create resource file, click appresdrawable. Right click drawableNew
     Drawable Resource File. The New Resource File dialog box appears.
  - b. Set filename as bg\_inner.xml, root element as shape and then click ok. Modify the bg\_inner.xml file
- 9. Click **Run App or Shift+F10** to execute the application.

## activity\_main.xml

```
<?xml version="1.0" encoding="utf8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity"
  android:background="@drawable/bg_outer">
  <LinearLayout
    android:layout width="match parent"
    android:layout_height="wrap_content"
    android:gravity="center"
    android:layout_centerInParent="true"
    android:orientation="vertical"
    android:background="@drawable/bg_inner"
    android:padding="30dp"
```

```
>
  <TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Login Page"
    android:textSize="32sp"
    android:textStyle="bold"
    android:fontFamily="sansserifcondensedmedium"
    android:textColor="@color/black"
    android:paddingBottom="20dp"
    />
    <EditText
      android:id="@+id/editTextUsername"
      android:layout_width="match_parent"
      android:layout_height="wrap_content"
      android:hint="Username"
      android:layout_marginBottom="16dp"/>
    <EditText
      android:id="@+id/editTextPassword"
      android:layout_width="match_parent"
      android:layout_height="wrap_content"
      android:hint="Password"
      android:layout_below="@id/editTextUsername"
      android:layout_marginBottom="16dp"
      android:inputType="textPassword"/>
    <Button
      android:id="@+id/buttonLogin"
      android:layout_width="wrap_content"
      android:layout_height="wrap_content"
      android:text="Login"
      android:layout_below="@id/editTextPassword"/>
  </LinearLayout>
</RelativeLayout>
```

## bg\_inner.xml

```
<?xml version="1.0" encoding="utf8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android">
  <gradient
    android:startColor="#84FFFF"
    android:endColor="#f08"
    android:angle="100"/>
  <corners android:radius="20dp"/>
</shape>
bg_outer.xml
<?xml version="1.0" encoding="utf8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android">
  <corners android:radius="12dp" />
  <gradient
    android:startColor="#B388FF"
    android:endColor="#397C9A"
    android:angle="100"/>
</shape>
MainActivity.java
package com.bca.loginprgm;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
```

public class MainActivity extends AppCompatActivity {

```
private EditText editTextUsername,editTextPassword;
  private Button buttonLogin;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    EdgeToEdge.enable(this);
    setContentView(R.layout.activity_main);
    editTextUsername = findViewById(R.id.editTextUsername);
    editTextPassword = findViewById(R.id.editTextPassword);
    buttonLogin = findViewById(R.id.buttonLogin);
    buttonLogin.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         String username = editTextUsername.getText().toString().trim();
         String password = editTextPassword.getText().toString().trim();
         if(username.equals("admin") && password.equals("pass")){
           Toast.makeText(MainActivity.this, "Login successful",
                Toast.LENGTH_SHORT).show();
         } else {
           Toast.makeText(MainActivity.this, "Invalid username or password",
                Toast.LENGTH_SHORT).show();
         }
       }
    });
}
```

#### **OUTPUT**







# **Program 4**

activity\_new.xml

Create an application to implement new activity using explicit intent, implicit intent and content provider.

```
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
   xmlns:android="http://schemas.android.com/apk/res/android"
   xmlns:app="http://schemas.android.com/apk/resauto"
   xmlns:tools="http://schemas.android.com/tools"
   android:id="@+id/main"</pre>
```

```
android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".NewActivity">
  <TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Welcome to Explicit Intent"
    android:textSize="28sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.bca.intent;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.view.View;
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 {
```

```
protected void onCreate(Bundle savedInstanceState)
  {
    super.onCreate(savedInstanceState);
    EdgeToEdge.enable(this);
    setContentView(R.layout.activity_main);
  }
  public void onImplicitButtonClicked(View view)
    Uri url=Uri.parse("https://www.google.com");
    Intent i=new Intent(Intent.ACTION_VIEW, url);
    startActivity(i);
  }
  public void onExplicitButtonClicked(View view )
    Intent i=new Intent(MainActivity.this, NewActivity.class);
    startActivity(i);
}
activity_main.xml
<?xml version="1.0" encoding="utf8"?>
<LinearLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:gravity="center" tools:context=".MainActivity">
  <Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
```

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```
android:text="Implicit Intent"
android:onClick="onImplicitButtonClicked"
/>
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Explicit Intent"
android:onClick="onExplicitButtonClicked"/>
```

# </LinearLayout>

Output







## **Program 5**

Create an application that displays custom designed Opening Screen.

- 1. Click **New Project**, the **New Project Dialog box** appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDKas API 24("Nougat", Android 7.0). Click Finish Button.
- 4. To create another activity for **Home Page**, Right Click **AppNewActivity Empty Views Activity.** A **New Android Activity** dialog box appears, Specify the **Name** of the activity as **mainScreen** then click **Finish**.
- 5. Create one **TextView** resource in **activity\_mainScreen.xml** and update the following code

## Activity\_main.xml

```
<?xml version="1.0" encoding="utf8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity"
  android:gravity="center">
  <ImageView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:src="@drawable/img"/>
</RelativeLayout>
Activity_mainscreen.xml
<?xml version="1.0" encoding="utf8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".Mainscreen"
  android:gravity="center"
  android:background="#7E6C29">
  <TextView android:layout_width="wrap_content"</pre>
    android:layout_height="wrap_content"
    android:text="Welcome to home Page"
    android:textStyle="bold"
    android:textSize="32sp"
    android:textColor="@color/black"/>
</RelativeLayout>
```

```
Mainactivity.java
package com.bca.openingscreen;
import android.content.Intent;
import android.os.Bundle;
import android.os.Handler;
import android.view.WindowManager;
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 {
  private static final int SPLASH_SCREEN_TIME_OUT = 10000;
  @Override
  protected void onCreate(Bundle savedInstanceState)
  EdgeToEdge.enable(this);
    setContentView(R.layout.activity_main);
    getWindow().setFlags(WindowManager.LayoutParams.FLAG_FULLSCREEN,
WindowManager.LayoutParams.FLAG_FULLSCREEN);
    new Handler().postDelayed(new Runnable()
    { @Override
    public void run()
      Intent i = new Intent(MainActivity.this, Mainscreen.class);
      startActivity(i);
      finish();
    }
    }, SPLASH_SCREEN_TIME_OUT);
  }
}
```

## Mainscreen.java

```
package com.bca.openingscreen;
import android.os.Bundle;
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 Mainscreen extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    EdgeToEdge.enable(this);
    setContentView(R.layout.activity_mainscreen);
    ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) > {
       Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());
       v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);
       return insets;
    });
  }
}
Output
```





#### Program 6

Create an UI with all views.

- 1. Click **New Project**, the **New Project Dialog box** appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.
- 4. Create background resources(bg\_outer.xml, bg\_inner.xml, bg.xml)
  - a. To create resource file click appresdrawable. Right click drawableNew
     Drawable Resource File. The New Resource File dialog box appears.

b. Set filename as bg\_outer.xml, root element as shape and then click ok. Modify the bg\_outer.xml file

a. Create another background resource for inner layout. Set **filename** as bg\_inner.xml, root element as shape and then click ok. Modify the bg\_inner.xml file

b. Likewise, create another background resource for view. Set **filename** as **bg.xml**, **root element** as **shape** and then click **ok.** Modify the bg..xml file

 Create a TextView, EditText, ToggleButton, ImageView, RadioGroup, RadioButton, spinner and a Button resource in activity\_main.xml and update the following code.

```
<?xml version="1.0" encoding="utf8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity"
  android:gravity="center"
  android:orientation="vertical"
  android:padding="30dp"
  android:background="@drawable/bg_outer">
  <TextView
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:text="User Information"
    android:textSize="30sp"
    android:textStyle="bold"
    android:textColor="#26389C"/>
  <ImageView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:src="@drawable/img"/>
  <ToggleButton
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textOn="Active"
    android:textOff="Inactive"/>
  <View
    android:layout_width="match_parent"
```

```
android:layout_height="40dp"/>
<LinearLayout
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:paddingTop="30dp"
  android:paddingBottom="30dp"
  android:paddingLeft="5dp"
  android:paddingRight="5dp"
  android:orientation="vertical"
  android:background="@drawable/bg_inner">
       <LinearLayout
           android:layout_width="match_parent"
           android:layout_height="wrap_content"
           android:orientation="horizontal"
           android:padding="5dp">
               <TextView
                         android:layout_width="wrap_content"
                        android:layout_height="wrap_content"
                        android:text="Name"
                        android:textSize="20sp"
                        android:textStyle="bold"
                        android:textColor="#26389C"
                        android:padding="15dp"/>
              <EditText
                        android:layout_width="match_parent"
                        android:layout_height="60dp"
                        android:id="@+id/name"
                        android:background="@drawable/bg"
                        android:padding="15dp"/>
       </LinearLayout>
      <LinearLayout
           android:layout_width="match_parent"
```

```
android:layout_height="wrap_content"
           android:orientation="horizontal"
           android:padding="5dp">
              <TextView
                        android:layout_width="wrap_content"
                        android:layout_height="wrap_content"
                        android:text="Email"
                        android:textSize="20sp"
                        android:textStyle="bold"
           android:textColor="#26389C"
           android:padding="15dp"/>
       <EditText
           android:id="@+id/email"
           android:layout_width="match_parent"
           android:layout_height="60dp"
           android:ems="10"
           android:inputType="textEmailAddress"
           android:background="@drawable/bg"
           android:padding="15dp"/>
</LinearLayout>
<LinearLayout
  android:layout_width="match_parent"
  android:layout_height="wrap_content"
  android:orientation="horizontal"
  android:padding="5dp">
  <TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Sex"
    android:textSize="20sp"
    android:textStyle="bold"
    android:textColor="#26389C"
    android:padding="15dp"
```

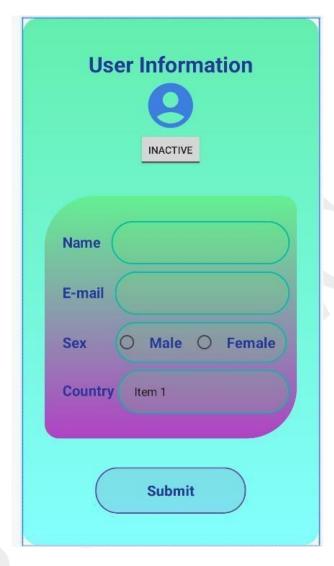
```
android:paddingEnd="40dp"
  />
<RadioGroup
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:background="@drawable/bg"
  android:orientation="horizontal"
  android:id="@+id/sex">
   <RadioButton
     android:layout_width="wrap_content"
     android:layout_height="wrap_content"
     android:id="@+id/male"
     android:padding="15dp"
     android:text="Male"
     android:textColor="#26389C"
     android:textSize="20sp"
     android:textStyle="bold" />
   < Radio Button
     android:layout_width="wrap_content"
     android:layout_height="wrap_content"
     android:id="@+id/female"
     android:padding="15dp"
     android:text="Female"
     android:textColor="#26389C"
     android:textSize="20sp"
     android:textStyle="bold" />
  </RadioGroup>
</LinearLayout>
<LinearLayout
```

```
android:layout_width="match_parent"
     android:layout_height="wrap_content"
     android:orientation="horizontal"
     android:padding="5dp">
       <TextView
           android:layout_width="wrap_content"
           android:layout_height="wrap_content"
           android:text="Country"
           android:textSize="20sp"
           android:textStyle="bold"
           android:textColor="#26389C"
           android:padding="15dp"
           android:paddingEnd="5dp" />
       <Spinner
           android:layout_width="match_parent"
           android:layout_height="60dp"
           android:id="@+id/country"
           android:padding="15dp"
           android:background="@drawable/bg"/>
    </LinearLayout>
</LinearLayout>
<View
  android:layout_width="match_parent"
  android:layout_height="40dp"/>
<Button
  android:layout_width="210dp"
  android:layout_height="wrap_content"
  android:id="@+id/submit"
  android:background="@drawable/bg"
  android:padding="15dp"
  android:text="Submit"
  android:textColor="#26389C"
  android:textSize="20sp"
```

# android:textStyle="bold" />

</LinearLayout>

The following figure illustrates the design view of the application.



**6.** Create two **EditText** and a **Button** object, create **clickListener**, **onClick** event for button object and update the following code in **MainActivity.java** 

package com.bca.userinterface;

import android.app.Dialog;

import android.content.Context;

import android.content.DialogInterface;

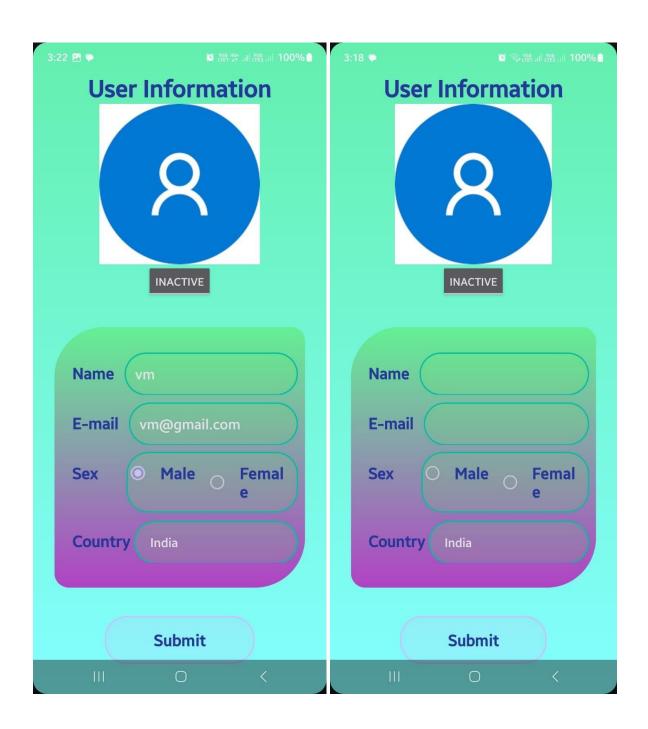
import android.os.Bundle;

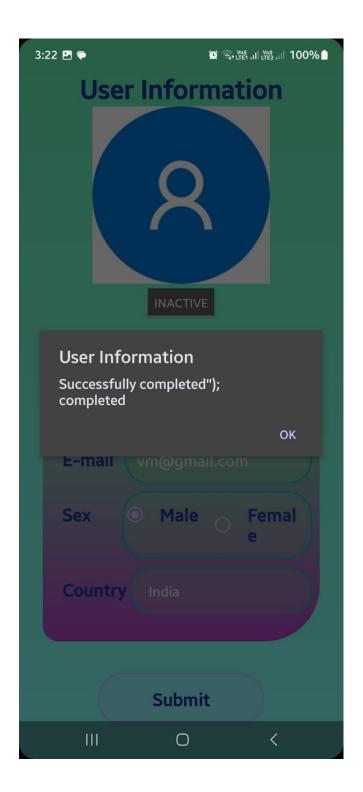
import android.view.View;

import android.view.ViewGroup;

```
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.EditText;
import android.widget.RadioButton;
import android.widget.RadioGroup;
import android.widget.Spinner;
import android.widget.Toast;
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AlertDialog;
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 { Button sub;
  @Override
  protected void onCreate(Bundle savedInstanceState)
  {
    super.onCreate(savedInstanceState);
    EdgeToEdge.enable(this);
    setContentView(R.layout.activity_main);
    Button sub=findViewById(R.id.submit);
    sub.setOnClickListener(new View.OnClickListener()
    {
       @Override
    public void onClick(View v)
       { showMessage(MainActivity.this, "User Information", "Successfully completed\");
completed");
     }
    });
    String[] item=new String[]{"India", "Pakisthan", "China", "America", "England"};
    ArrayAdapter adapter = new ArrayAdapter<>(this,
android.R.layout.simple_spinner_item, item);
    adapter.setDropDownViewResource(android.R.layout.simple_spinner_dropdown_item);
```

```
Spinner spinner = findViewById(R.id.country);
    spinner.setAdapter(adapter);
  }
  public void showMessage(Context con,String t, String msg)
     AlertDialog.Builder builder = new AlertDialog.Builder(con);
    builder.setTitle(t);
    builder.setMessage(msg);
    builder.setPositiveButton("OK", new DialogInterface.OnClickListener()
     { @Override
    public void onClick(DialogInterface dialog, int which)
     { dialog.dismiss();
     }
     });
    builder.show();
  }
}
Output
```





**Program 7** 

# Create menu in Application

- 1. Click New Project, the New Project Dialog box appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK

as API 24("Nougat", Android 7.0). Click Finish Button.

4. To create another activity for **Home Page**, Right Click **AppNewActivity Empty Views Activity**. A **New Android Activity** dialog box appears, Specify the **Name**of the activity as **HomeScreen** then click **Finish**.

#### 5. To create a Menu Resource File:

Rightclick on the **res** directory in your Android project, navigate to **New Android Resource File**, and **name** the file **menus.xml**, Root element as **Menu** and update the following content.

```
<?xml version="1.0" encoding="utf8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
        <item android:id="@+id/php"
            android:title="PHP"/>
            <item android:id="@+id/java"
            android:title="JAVA"/>
            <item android:id="@+id/csharp"
            android:title="C#"/>
            </menu>
```

Update the following code in MainActivity.java

package com.bca.homescreen;

import android.content.Intent;

import android.os.Bundle;

import android.view.Menu;

import android.view.MenuInflater;

import android.view.MenuItem;

import android.widget.Toast;

import androidx.activity.EdgeToEdge;

import androidx.annotation.NonNull;

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);
  }
  @Override
  public boolean onCreatePanelMenu(int featureId, @NonNull Menu menu)
  { MenuInflater inflater=getMenuInflater(); inflater.inflate(R.menu.menus,menu);
    return true;
  }
  @Override
  public boolean onOptionsItemSelected(@NonNull MenuItem item)
  { if(item.getItemId()==R.id.php) {
    Toast.makeText(this, "Php Page", Toast.LENGTH_SHORT).show();
  }
    if(item.getItemId()==R.id.java) {
       Toast.makeText(this, "Java Page", Toast.LENGTH_SHORT).show();
    }
    if(item.getItemId()==R.id.csharp) {
       Toast.makeText(this, "C# Page", Toast.LENGTH_SHORT).show();
    }
    return super.onOptionsItemSelected(item);
}
```

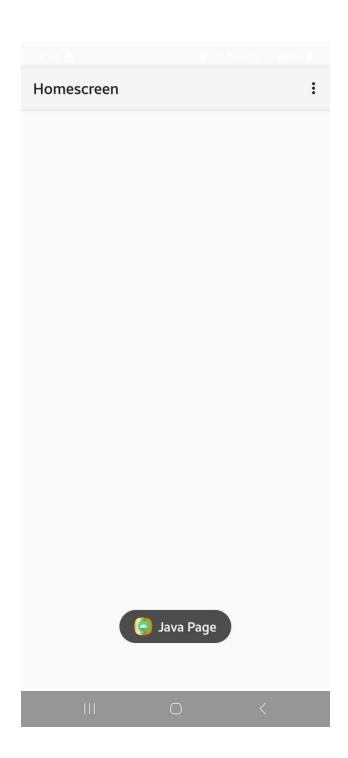
#### Set the UsesPermission in AndroidManifest.xml

```
<?xml version="1.0" encoding="utf8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools">
  <usespermission
    android:name="android.permission.INTERNET" />
  <application
    android:allowBackup="true"
    android:dataExtractionRules="@xml/data_extraction_rules"
    android:fullBackupContent="@xml/backup_rules"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic launcher round"
    android:supportsRtl="true"
    android:theme="@style/Theme.AppCompat.Light" tools:targetApi="31">
    <activity android:name=".MainActivity"
       android:exported="true">
       <intentfilter>
         <action android:name="android.intent.action.MAIN" />
         <category android:name="android.intent.category.LAUNCHER" />
       </intentfilter>
    </activity>
  </application>
</manifest>
Activity_main.xml
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:id="@+id/main"
```

```
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".MainActivity">
</androidx.constraintlayout.widget.ConstraintLayout>
```

# Output





## **Program 8**

Read/ write the Local data

activity\_main.xml

<?xml version="1.0" encoding="utf8"?>

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:app="http://schemas.android.com/apk/resauto"
  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:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="User Name"></TextView>
  <EditText
    android:id="@+id/etUserName"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    ></EditText>
  <TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Password"></TextView>
  <EditText
    android:id="@+id/etPassword"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    ></EditText>
  <Button
    android:id="@+id/btnsave"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Save" />
  <Button
    android:id="@+id/btnnext"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
```

```
android:text="Next" />
</LinearLayout>
MainActivity.java
package com.bca.localdata;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.Intent;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  Button btnsave, btnnext;
  EditText etUserName,etPassword;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    btnsave=(Button) findViewById(R.id.btnsave);
    btnnext = (Button) findViewById(R.id.btnnext);
    etUserName = (EditText)findViewById(R.id.etUserName);
    etPassword = (EditText)findViewById(R.id.etPassword);
    btnsave.setOnClickListener(new View.OnClickListener() { @Override
    public void onClick(View view) {
// Writing data to SharedPreferences
  SharedPreferences sharedPreferences = getSharedPreferences("MyPrefs",
Context.MODE_PRIVATE);
       SharedPreferences.Editor editor = sharedPreferences.edit();
       editor.putString("username",
           etUserName.getText().toString());
```

editor.putString("password",

```
etPassword.getText().toString());
       editor.apply();
       Toast.makeText(getApplicationContext(),"Saved
successfully",Toast.LENGTH_LONG).show();
    }
    });
    btnnext.setOnClickListener(new View.OnClickListener() { @Override
    public void onClick(View view) {
      Intent intent = new
            Intent(getApplicationContext(),MainActivity2.class);
       startActivity(intent);
     }
    });
}
activity_main2.xml
<?xml version="1.0" encoding="utf8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity2"
  android:orientation="vertical">
```

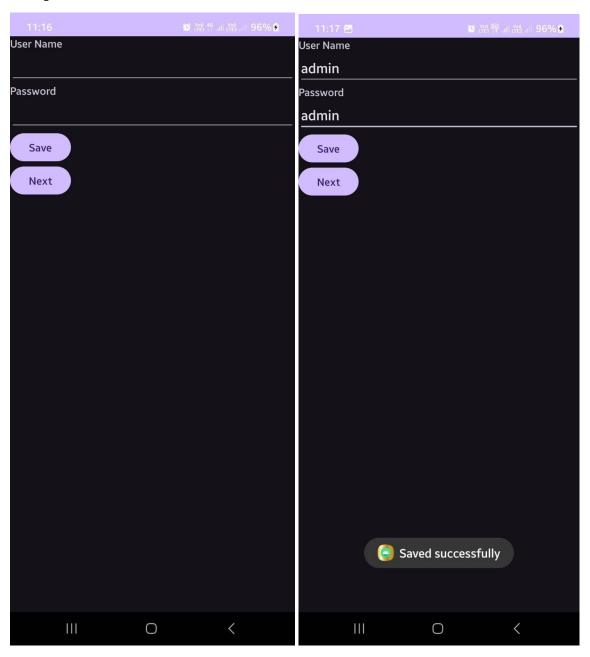
```
<Button android:id="@+id/btnFetch"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Fetch" />
  <TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="User Name"></TextView>
  <EditText
    android:id="@+id/etUserName"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    ></EditText>
  <TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Password"></TextView>
  <EditText
    android:id="@+id/etPassword"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    ></EditText>
</LinearLayout>
```

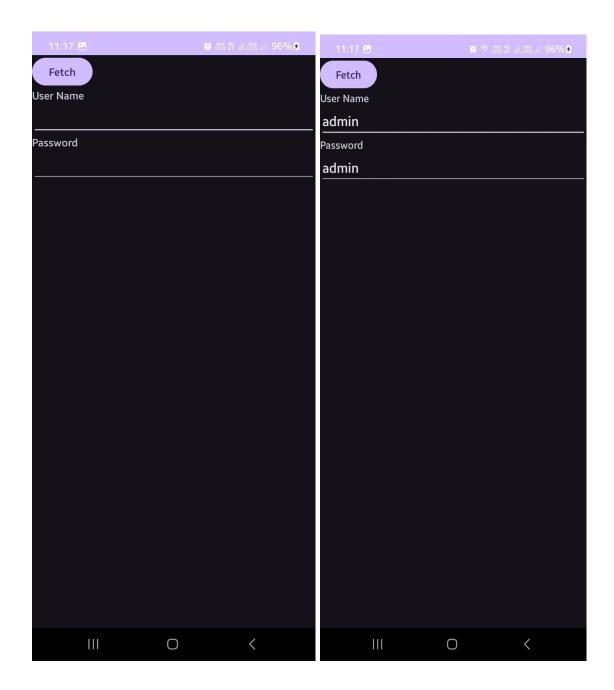
#### MainActivity2.java

```
package com.bca.localdata;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.view.View;
```

```
import android.widget.Button;
import android.widget.EditText;
public class MainActivity2 extends AppCompatActivity {
  Button btnFetch;
  EditText etUserName,etPassword;
  @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main2);
    btnFetch = (Button) findViewById(R.id.btnFetch);
    etUserName = (EditText)findViewById(R.id.etUserName);
    etPassword = (EditText)findViewById(R.id.etPassword);
    btnFetch.setOnClickListener(new View.OnClickListener()
    { @Override
    public void onClick(View view)
// Reading data from SharedPreferences
       SharedPreferences sharedPreferences = getSharedPreferences("MyPrefs",
Context.MODE_PRIVATE);
       String username = sharedPreferences.getString("username", "");
String password = sharedPreferences.getString("password", "");
      etUserName.setText(username);
etPassword.setText(password);
  }
    });
```

# Output





Program 9
Create / Read / Write data with database (SQL Lite)

### **Steps:**

- Click Start Android Studio, a Welcome to Android Studio dialog box will appear. Click New Project, the New Project Dialog box appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.

- 4. Update the following code in activity\_main.xml, activity\_view.xml, MainActivity.java and ViewActivity.java
- 5. Create a class file **right click app- new- java class name it as student and update** the following code in student.java
- To Create another activity right click on app new activity-Empty views
   Activity.
- 7. Update the following code in activity\_edit.xml and EditActivity.java.
- 8. Click Run App or Shift+F10 to execute the application.

### activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
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"
android:orientation="vertical"android:gravity="center"
tools:context=".MainActivity">
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="vertical" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="Course
Registation" android:textColor="@color/colorAccent"
android:textSize="30dp"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
```

```
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"android:text="Name"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/name"
android:textAlignment="center"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Course"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/course"
android:textAlignment="center"
/>
```

```
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"android:text="Fee"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/fee"
android:textAlignment="center"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:id="@+id/bt1"
android:text="Ok"
android:background="@color/colorPrimary"
/>
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
```

```
android:layout_weight="1" android:id="@+id/bt2"
android:text="View"
android:background="@color/colorAccent"
/>
</LinearLayout>
</LinearLayout>
MainActivity.java
package com.bca.sqlite;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.Intent;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteStatement
;import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import ndroid.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
EditText ed1,ed2,ed3;
Button b1,b2;
@Override
protected void onCreate(Bundle savedInstanceState)
{super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
ed1 = findViewById(R.id.name);
ed2 = findViewById(R.id.course);
```

```
ed3 = findViewById(R.id.fee);
b1 = findViewById(R.id.bt1);
\mathbf{b2} = \text{findViewById}(\text{R.id.}\mathbf{bt2});
b2.setOnClickListener(new View.OnClickListener()
{@Override
public void onClick(View v)
{
Intent i = new Intent(getApplicationContext(),ViewActivity.class);
startActivity(i);
}
});
b1.setOnClickListener(new View.OnClickListener() { @Override
public void onClick(View v) {
insert();
}
});
}
public void insert()
{
try
String name = ed1.getText().toString();
String course = ed2.getText().toString();
String fee = ed3.getText().toString();
```

```
SQLiteDatabase db = openOrCreateDatabase("SliteDb",
Context.MODE_PRIVATE, null);
db.execSQL("CREATE TABLE IF NOT EXISTS records(id INTEGER
PRIMARY KEY AUTOINCREMENT, name VARCHAR, course
VARCHAR, fee VARCHAR)");
String sql = "insert into records(name,course,fee)values(" +name + "'," +
course + "','" + fee + "')";
SQLiteStatement statement = db.compileStatement(sql);
statement.execute();
Toast.makeText(this,''Record addded'',Toast.LENGTH_LONG).show();
ed1.setText("");
ed2.setText("");
ed3.setText('''');
ed1.requestFocus();
}
catch (Exception ex)
{
Toast.makeText(this,"Record Fail",Toast.LENGTH_LONG).show();
}
}
/* Add Student.class file (Right click on package name */
Student.class
package com.bca.sqlite;
public class Student {
String id;
```

```
String name;
String course;
String fee;
String titles;
}
activity_view.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
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=".ViewActivity"
android:orientation="vertical">
<ListView
android:layout_width="match_parent"
android:layout_height="match_parent"android:id="@+id/lst1"
/>
</LinearLayout>
ViewActivity.java
package com.bca.sqlite;
import androidx.appcompat.app.AppCompatActivity;
import ndroid.content.Context;
import android.content.Intent;
import ndroid.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.View;
```

```
import ndroid.widget.AdapterView;
import ndroid.widget.ArrayAdapter;
import android.widget.ListView;
import java.util.ArrayList;
public class ViewActivity extends AppCompatActivity {
ListView lst1;
ArrayList<String> titles = new ArrayList<String>();
ArrayAdapter arrayAdapter;
@Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_view);
SQLiteDatabase db = openOrCreateDatabase("SliteDb",Context.MODE_PRIVATE,null);
lst1 = findViewById(R.id.lst1);
final Cursor c = db.rawQuery("select * from records",null);
int id = c.getColumnIndex("id");
int name = c.getColumnIndex("name");
int course = c.getColumnIndex("course");
int fee = c.getColumnIndex("fee");
titles.clear();
arrayAdapter = new ArrayAdapter(this,
androidx.appcompat.R.layout.support_simple_spinner_dropdown_item, titles);
lst1.setAdapter(arrayAdapter);
final ArrayList<Student> stud = new ArrayList<Student>();
if(c.moveToFirst())
```

```
{
do {
Student stu = new Student();
stu.id = c.getString(id);
stu.name = c.getString(name);
stu.course = c.getString(course)
;stu.fee = c.getString(fee);
stud.add(stu);
\textbf{titles}. add (c.getString(id) + " \t" + c.getString(name) + "
\t' + c.getString(course) + "\t' + c.getString(fee));
} while(c.moveToNext());
arrayAdapter.notifyDataSetChanged();
lst1.invalidateViews();
}
lst1.setOnItemClickListener(new AdapterView.OnItemClickListener()
{@Override
public void onItemClick(AdapterView parent, View view, int position, long id) {
String aa = titles.get(position).toString();
Student stu = stud.get(position);
Intent i = new
Intent(getApplicationContext(),EditActivity.class);
i.putExtra("id",stu.id);
i.putExtra("name",stu.name);
i.putExtra("course",stu.course);
i.putExtra("fee",stu.fee);
```

```
startActivity(i);
}
});
}
}
activity_edit.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
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=".EditActivity" android:orientation="vertical">
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="vertical"
android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Course Registation"
android:textColor="@color/colorAccent"
android:textSize="30dp"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
```

```
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="ID"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/id"
android:textAlignment="center"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Name"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/name"
android:textAlignment="center"
/>
</LinearLayout>
```

```
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Course"/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:ems="10"
android:id="@+id/course"
android:textAlignment="center"
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal"
android:gravity="center">
<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Fee"
/>
<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1"
android:ems="10"
android:id="@+id/fee"
android:textAlignment="center"
```

```
/>
</LinearLayout>
<LinearLayout
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:orientation="horizontal" android:gravity="center">
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:id="@+id/bt1"
android:text="Edit"
android:background="@color/colorPrimary"
/>
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:id="@+id/bt2"
android:text="Delete"
android:background="@color/colorAccent"
/>
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1" android:id="@+id/bt3"
android:text="Back"
android:background="@color/colorPrimaryDark"
/>
</LinearLayout>
</LinearLayout>
EditActivity.java
package com.bca.sqlite;
```

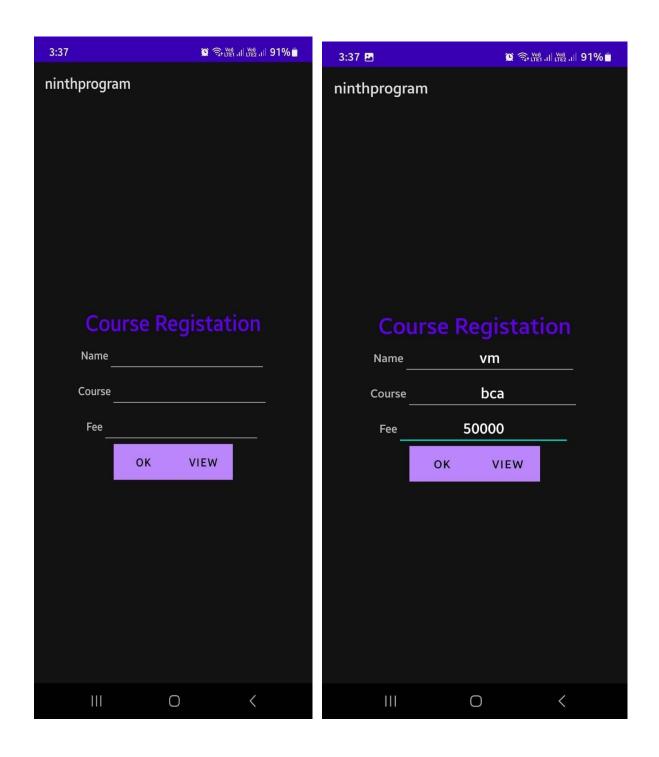
```
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.content.Intent;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteStatement;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import
android.widget.EditText;
import android.widget.Toast;
public class EditActivity extends AppCompatActivity {
EditText ed1,ed2,ed3,ed4;
Button b1,b2,b3;
@Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_edit);
ed1 = findViewById(R.id.name);
ed2 = findViewById(R.id.course);
ed3 = findViewById(R.id.fee);
ed4 = findViewById(R.id.id);
b1 = findViewById(R.id.bt1);
\mathbf{b2} = \text{findViewById}(\text{R.id.}bt2);
\mathbf{b3} = \text{findViewById}(\text{R.id.}bt3);
```

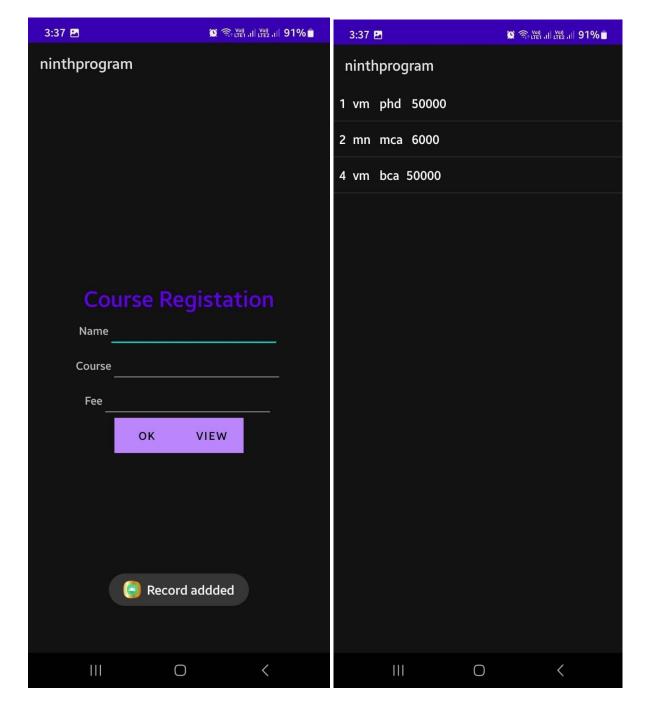
```
Intent i = getIntent();
String t1 = i.getStringExtra("id").toString();
String t2 = i.getStringExtra("name").toString();
String t3 = i.getStringExtra("course").toString();
String t4 = i.getStringExtra("fee").toString();
ed4.setText(t1);
ed1.setText(t2);
ed2.setText(t3);
ed3.setText(t4);
b2.setOnClickListener(new View.OnClickListener()
{@Override
public void onClick(View v) {
try
{
String id = ed4.getText().toString();SQLiteDatabase db =
openOrCreateDatabase("SliteDb",Context.MODE_PRIVATE,null);
String sql = "delete from records where id = " + id + "";
SQLiteStatement statement = db.compileStatement(sql);
statement.execute();
Toast.makeText(EditActivity.this,"RecordDeleted",Toast.LENGTH_LONG).show();
ed1.setText("");
ed2.setText("");
ed3.setText("");
ed1.requestFocus();
}
```

```
catch (Exception ex)
{
Toast.makeText(EditActivity.this,"Record Fail",Toast.LENGTH_LONG).show();
}
}
});
b3.setOnClickListener(new View.OnClickListener() { @Override
public void onClick(View v) {
Intent i = new Intent(getApplicationContext(),ViewActivity.class);
startActivity(i);
}
});
b1.setOnClickListener(new View.OnClickListener() { @Override
public void onClick(View v) {
try {
String name = ed1.getText().toString();
String course = ed2.getText().toString();
String fee = ed3.getText().toString();
String id = ed4.getText().toString();
SQLiteDatabase db = openOrCreateDatabase("SliteDb",Context.MODE_PRIVATE, null);
String sql = "update records set name = "" + name + "",course="" +course +
"',fee='" + fee + "' where id= " + id + "";
SQLiteStatement statement = db.compileStatement(sql);
statement.execute();
Toast.makeText(EditActivity.this, "Record Updated",
```

```
Toast.LENGTH_LONG).show();
ed1.setText("");
ed2.setText("");
ed3.setText("");
ed1.requestFocus();
} catch (Exception ex) {
Toast.makeText(EditActivity.this, "Record Fail",
Toast.LENGTH_LONG).show();
}
});
}
```

Output





**Program 10** 

### Create an application to send SMS and receive SMS

## **Steps:**

- Click Start- Android Studio, a Welcome to Android Studio dialog box will appear.
   Click New Project, the New Project Dialog box appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the

### SDK as API 24("Nougat", Android 7.0). Click Finish Button.

- 4. Update the following code in activity\_main.xml and MainActivity.java
- 5. Click **Run app** or **shift+F10** to execute the application.

### activity\_main.xml

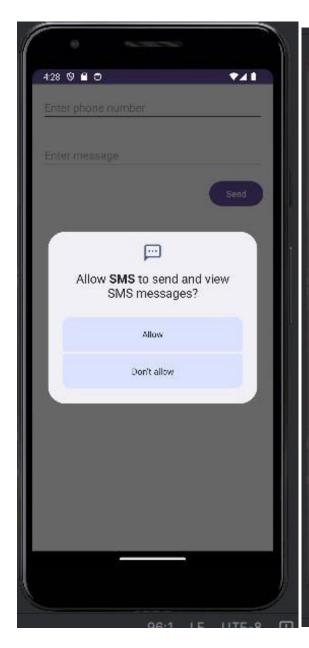
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:background="@color/white" tools:context=".MainActivity">
  <EditText
    android:id="@+id/editTextPhoneNumber"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Enter phone number"
    android:layout_margin="16dp"/>
  <EditText
    android:id="@+id/editTextMessage"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Enter message"
    android:layout_below="@id/editTextPhoneNumber"
    android:layout_margin="16dp"/>
  <Button
    android:id="@+id/buttonSend"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:text="Send"
    android:layout_below="@id/editTextMessage"
    android:layout_alignParentEnd="true"
    android:layout_marginEnd="16dp"
    android:onClick="sendMessage" tools:ignore="UsingOnClickInXml" />
```

```
<TextView
    android:id="@+id/textViewReceivedMessages"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_below="@id/buttonSend"
    android:layout_marginStart="16dp"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="16dp"
    android:layout_marginBottom="16dp"
    android:textColor="@color/black"/>
</RelativeLayout>
MainActivity.java
package com.bca.sms;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.app.ActivityCompat;
import androidx.core.content.ContextCompat;
import android.content.BroadcastReceiver;
import android.content.Context;
import android.content.Intent;
import android.content.IntentFilter;
import android.content.pm.PackageManager;
import android.os.Bundle;
import android.telephony.SmsManager;
import android.telephony.SmsMessage;
import android.view.View;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;
import android. Manifest;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity
```

```
private static final int SMS_PERMISSION_CODE = 101;
  private EditText editTextPhoneNumber;
  private EditText editTextMessage;
  private TextView textViewReceivedMessages;
  @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    editTextPhoneNumber = findViewById(R.id.editTextPhoneNumber);
    editTextMessage = findViewById(R.id.editTextMessage);
    textViewReceivedMessages = findViewById(R.id.textViewReceivedMessages);
// Request SMS permissions if not granted
    if (!checkSMSPermission())
     {
       requestSMSPermission();
// Register SMS receiver
IntentFilter intentFilter = new IntentFilter();
    intentFilter.addAction("android.provider.Telephony.SMS_RECEIVED");
    registerReceiver(smsReceiver, intentFilter);
  @Override
  protected void onDestroy()
  {
    super.onDestroy();
    unregisterReceiver(smsReceiver);
  }
  // Button click listener for sending SMS
  public void sendMessage(View view) { String phoneNumber =
       editTextPhoneNumber.getText().toString().trim();
    String message = editTextMessage.getText().toString();
    if (phoneNumber.isEmpty())
```

```
{
       Toast.makeText(this, "Please enter a valid phone number",
Toast.LENGTH_SHORT).show();
       return:
     }
    try {
       SmsManager smsManager = SmsManager.getDefault();
       smsManager.sendTextMessage(phoneNumber, null, message, null, null);
       Toast.makeText(this, "Message sent", Toast.LENGTH_SHORT).show();
    catch (IllegalArgumentException e)
       Toast.makeText(this, "Invalid phone number format",
Toast.LENGTH SHORT).show();
     } catch (Exception e) {
       Toast.makeText(this, "Failed to send message", Toast.LENGTH_SHORT).show();
       e.printStackTrace();
    }
  }
// Check if SMS permission is granted
  private boolean checkSMSPermission() {
    return ContextCompat.checkSelfPermission(this, Manifest.permission.SEND_SMS) ==
PackageManager.PERMISSION_GRANTED;
  // Request SMS permission
  private void requestSMSPermission() { ActivityCompat.requestPermissions(this, new
       String[]{Manifest.permission.SEND_SMS}, SMS_PERMISSION_CODE);
  }
// SMS receiver
  private final BroadcastReceiver smsReceiver = new BroadcastReceiver()
  { @Override
  public void onReceive(Context context, Intent intent) { Bundle bundle = intent.getExtras();
    if (bundle != null)
```

```
{
      Object[] pdus = (Object[]) bundle.get("pdus");
      if (pdus != null) {
         for (Object pdu: pdus)
{
           SmsMessage smsMessage = SmsMessage.createFromPdu((byte[]) pdu);
           String senderPhoneNumber = smsMessage.getDisplayOriginatingAddress();
String messageBody = smsMessage.getMessageBody();
           textViewReceivedMessages.append("From: " + senderPhoneNumber + "\n");
           textViewReceivedMessages.append("Message: " +
                messageBody + "\n\n");
         }
       }
    }
  }
  };
}
Output
```







**Program 11** 

Create an application to send an Email.

## **Steps:**

- Click Start- Android Studio, a Welcome to Android Studio dialog box will appear. Click New Project, the New Project Dialog box appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.
- 4. Update the following code in activity\_main.xml and MainActivity.java

5. Click **Run app** or **shift+F10** to execute the application.

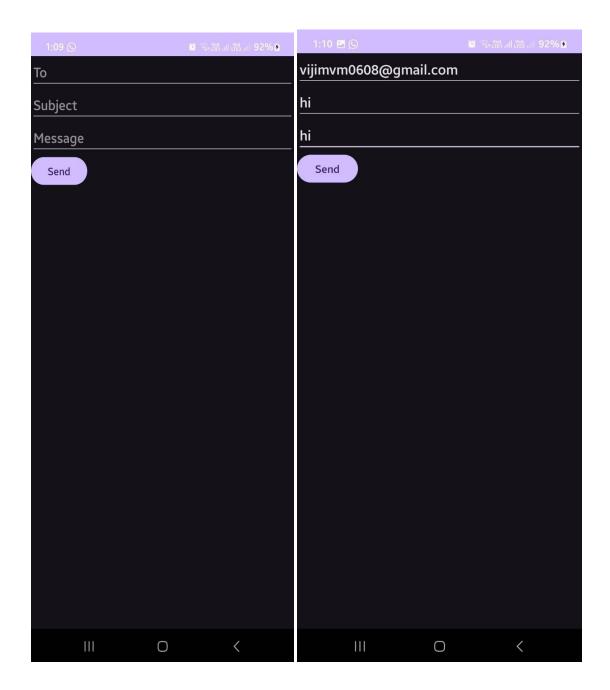
## activity\_main.xml

```
<?xml version="1.0" encoding="utf8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <EditText
    android:id="@+id/editTextTo"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="To"/>
  <EditText
    android:id="@+id/editTextSubject"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_below="@id/editTextTo"
    android:hint="Subject"/>
  <EditText
    android:id="@+id/editTextMessage"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_below="@id/editTextSubject"
    android:hint="Message"/>
  <Button
    android:id="@+id/buttonSend"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_below="@id/editTextMessage"
```

```
android:text="Send"/>
</RelativeLayout>
Mainactivity.java
package com.bca.email;
import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
public class MainActivity extends AppCompatActivity {
  EditText editTextTo, editTextSubject, editTextMessage;
  Button buttonSend;
  @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    editTextTo = findViewById(R.id.editTextTo);
    editTextSubject = findViewById(R.id.editTextSubject);
    editTextMessage = findViewById(R.id.editTextMessage);
    buttonSend = findViewById(R.id.buttonSend);
    buttonSend.setOnClickListener(new View.OnClickListener()
    {
       @Override
    public void onClick(View v)
         sendEmail();
     }
    });
```

```
@SuppressLint("QueryPermissionsNeeded")
private void sendEmail() {
   String to = editTextTo.getText().toString().trim();
   String subject = editTextSubject.getText().toString().trim();
   String message = editTextMessage.getText().toString().trim();
   Intent intent = new Intent(Intent.ACTION_SEND);
   intent.setType("text/plain");
   intent.putExtra(Intent.EXTRA_EMAIL, new String[]{to});
   intent.putExtra(Intent.EXTRA_SUBJECT, subject);
   intent.putExtra(Intent.EXTRA_TEXT, message);
   if (intent.resolveActivity(getPackageManager()) != null)
   {
      startActivity(Intent.createChooser(intent, "Choose an email client"));
   }
}
```

## **OUTPUT**





## Program 12

Display Map based on the Current/given location.

# **Steps:**

- 1. Click **Start-** Android **Studio**, a **Welcome to Android Studio** dialog box will appear. Click **New Project**, the **New Project Dialog box** appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the

## SDK as API 24("Nougat", Android 7.0). Click Finish Button.

- 4. Update the following code in activity\_main.xml, Androidmanifest.xml and MainActivity.java
- 5. Click **Run app** or **shift+F10** to execute the application.

## MainActivity.java

```
import android.os.Bundle;
import android.widget.Toast;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.OnMapReadyCallback;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.MarkerOptions;
public class MainActivity extends AppCompatActivity implements OnMapReadyCallback {
  private GoogleMap mMap;
  private double latitude = 0.0;
  private double longitude = 0.0;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    // Obtain the SupportMapFragment and get notified when the map is ready to be used.
```

```
SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
         .findFragmentById(R.id.map);
    if (mapFragment != null) {
      mapFragment.getMapAsync(this);
    } else {
      Toast.makeText(this, "Map Fragment Not Found", Toast.LENGTH_SHORT).show();
    }
  }
  @Override
  public void onMapReady(@NonNull GoogleMap googleMap) {
    mMap = googleMap;
    // Add a marker at current or given location and move the camera
    LatLng location = new LatLng(latitude, longitude);
    mMap.addMarker(new MarkerOptions().position(location).title("Marker"));
    mMap.moveCamera(CameraUpdateFactory.newLatLngZoom(location, 15));
  }
}
activity_main.xml
<?xml version="1.0" encoding="utf8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
```

```
<fragment
    android:id="@+id/map"
    android:name="com.google.android.gms.maps.SupportMapFragment"
    android:layout_width="match_parent"
    android:layout height="match parent"
    android:layout_alignParentTop="true"
    android:layout_alignParentBottom="true"
    android:layout_alignParentStart="true"
    android:layout_alignParentEnd="true" />
</RelativeLayout>
AndroidManifest.xml
<?xml version="1.0" encoding="utf8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  package="com.yourpackage.yourappname">
  <usespermission android:name="android.permission.ACCESS_FINE_LOCATION" />
  <usespermission android:name="android.permission.ACCESS_COARSE_LOCATION" />
  <usespermission android:name="android.permission.INTERNET" />
  <application
    android:allowBackup="true"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    android:supportsRtl="true"
    android:theme="@style/AppTheme">
```

```
<! Google Maps API Key >

<metadata

android:name="com.google.android.geo.API_KEY"

android:value="YOUR_API_KEY_HERE" />

<activity android:name=".MainActivity">

<intentfilter>

<action android:name="android.intent.action.MAIN" />

<actegory android:name="android.intent.category.LAUNCHER" />

</intentfilter>

</activity>

</activity>

</activity>

</activity>

</activity>

</activity>

</activity>

</activity>

</activity>
```

## **Program 13**

Create a sample application with login module (check user name and password) On successful login change Textview "Login Successful". On login fail alert using Toast "login fail"

## **Steps:**

- Click Start- Android Studio, a Welcome to Android Studio dialog box will appear.
   Click New Project, the New Project Dialog box appears.
- 2. Choose **Empty Views Activity** then click **Next**.
- 3. Specify the Name of your project, Select the Language as Java, and Select the SDK as API 24("Nougat", Android 7.0). Click Finish Button.
- 4. Update the following code in activity\_main.xml and MainActivity.java
- 5. Click **Run app** or **shift+F10** to execute the application.

#### 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:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity"
    android:orientation="vertical"
    android:padding="16dp">
    <TextView android:id="@+id/tvTitle"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:textSize="24sp"
    android:text="Login Form"
    android:layout_gravity="center"/>
    <TextView android:id="@+id/tvUserName"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textSize="20sp"
    android:text="User Name" />
  <EditText
    android:id="@+id/etUsername"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Username"
    android:inputType="text"
    android:padding="8dp"
    android:layout_marginTop="16dp"
    android:layout_marginBottom="30dp"/>
    <TextView android:id="@+id/tvPassword"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textSize="20sp"
```

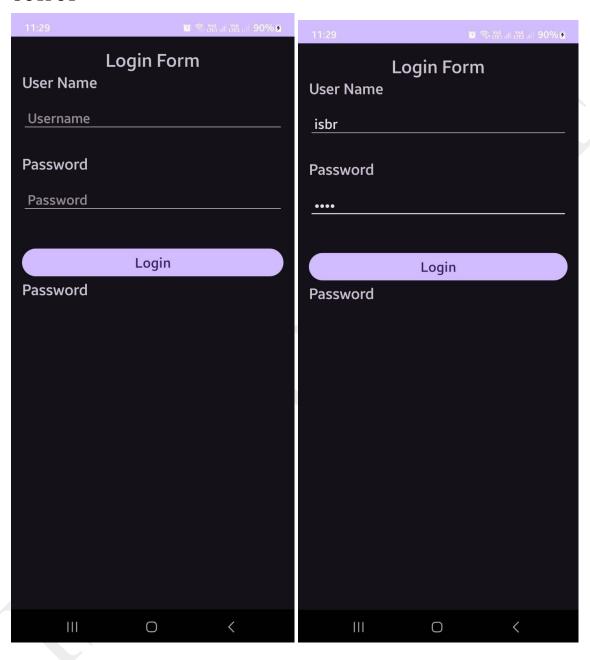
```
android:text="Password" />
 <EditText
 android:id="@+id/etPassword"
 android:layout_width="match_parent"
 android:layout_height="wrap_content"
 android:hint="Password"
 android:inputType="textPassword"
 android:padding="8dp"
 android:layout_marginTop="16dp"
 android:layout_marginBottom="30dp"/>
 <Button
 android:id="@+id/btnLogin"
 android:layout_width="match_parent"
 android:layout_height="wrap_content"
 android:text="Login"
 android:textSize="18sp"
 android:layout_marginTop="16dp"/>
 <TextView android:id="@+id/tvMessage"
 android:layout_width="wrap_content"
 android:layout_height="wrap_content"
 android:textSize="20sp"
 android:text="Password" />
</LinearLayout>
```

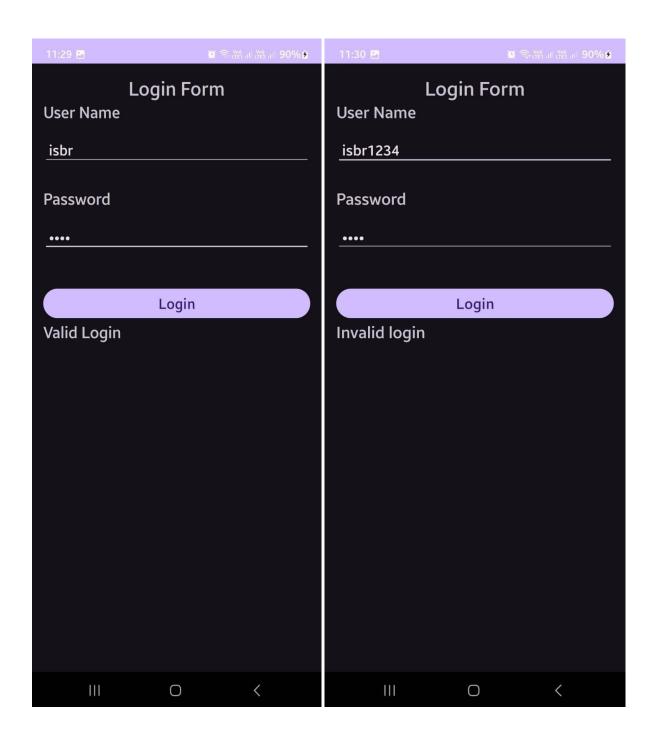
#### Mainactivity.java

```
package com.bca.loginprgrm;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
    EditText etUsername,etPassword; Button btnLogin;
```

```
TextView tvMessage;
  @Override
  protected void onCreate(Bundle savedInstanceState)
{
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    btnLogin = (Button) findViewById(R.id.btnLogin);
    etUsername = (EditText) findViewById(R.id.etUsername);
    etPassword = (EditText) findViewById(R.id.etPassword);
      tvMessage = (TextView) findViewById(R.id.tvMessage);
      btnLogin.setOnClickListener(new View.OnClickListener()
      { @Override
      public void onClick(View view)
        if(etUsername.getText().toString().isEmpty())
        {
          etUsername.setError("Enter User name");
        } else if (etPassword.getText().toString().isEmpty()) {
          etPassword.setError("Enter Password");
        }
        else if(etUsername.getText().toString().equals("isbr") &&
             etPassword.getText().toString().equals("isbr"))
        {
          tvMessage.setText("Valid Login");
        }
        else
        {
          tvMessage.setText("Invalid login");
      }
      });
   }
```

# **OUTPUT**





Program 14

Learn to deploy Android applications

## **Steps to Deploy an Android Application**

- 1. **Prepare App** (use Program 1 Hello world for this program)
  - Optimize performance and test thoroughly.

• Ensure compatibility with various devices.

## activity\_main.xml

```
<?xml version="1.0" encoding="utf8"?>
<androidx.constraintlayout.widget.ConstraintLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:app="http://schemas.android.com/apk/resauto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    android:textSize="30sp"/>
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.bca.helloworld;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity
{
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
```

```
setContentView(R.layout.activity_main);
}
```

#### 2. Generate Signed APK (Android Package Kit):

- In Android Studio, navigate to Build > Generate Signed Bundle/APK.
- Follow the prompts to create a new keystore or use an existing one. A keystore is a binary file that contains a set of private keys.
- Configure the build type (release) and signing configuration.
- Generate the signed APK file.

## 3. Test Your Signed APK:

- Before distributing your app, test the signed APK to ensure that the signing process didn't introduce any issues.
- Install the APK on various devices and perform thorough testing.
- Release on Google Play Console:
- Sign in to the Google Play Console (https://play.google.com/apps/publish).
- Create a new app entry if this is your first release or select an existing app.
- Complete all the required information for the app listing, including the title, description, screenshots, and categorization.
- Upload your signed APK file.
- Set pricing and distribution options.
- Optimize your store listing for search and conversion.
- Once everything is set, click the "Publish" button to release your app to the Google Play Store.

## 5. Other Distribution Channels (Optional):

• Besides Google Play, you can distribute your app through other channels such as Amazon Appstore, Samsung Galaxy Store, or thirdparty app marketplaces.

• Each distribution channel may have its own requirements and submission process, so be sure to follow their guidelines.

# 6. Monitor and Update:

- Keep an eye on user feedback and app performance metrics through the Google Play Console.
- Regularly update your app to fix bugs, add new features, and improve user experience based on feedback.