# HKBK COLLEGE OF ENGINEERING

(Affiliated to VTU, Belgaum and Approved by AICTE)

# **DEPARTMENT OF ISE**



# LABORATORY MANUAL MOBILE APPLICATION DEVELOPMENT LABORATORY

#### **18CSMP68**

[As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2018)



#### HKBK COLLEGE OF ENGINEERING

(Affiliated to VTU, Belgaum and Approved by AICTE)

DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING

Course outcomes: On the completion of this laboratory course,

The students will be able to:

- Create, test and debug Android application by setting up Android development environment.
- Implement adaptive, responsive user interfaces that work across a wide range of devices.
- Infer long running tasks and background work in Android applications.
- Demonstrate methods in storing, sharing and retrieving data in Android applications.
- Infer the role of permissions and security for Android applications

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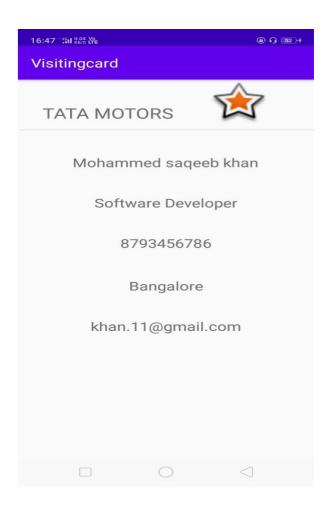
Hours/Week: 04 Exam Hours: 03
CIE Marks: 40 Total Hours: 40
Semester: 6 SEE Marks: 100

1. Create an application to design a Visiting Card. The Visiting card should have a company logo at the top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like the name of the employee, job title, phone number, address, email, fax and the website address is to be displayed. Insert a horizontal line between the job title and the phone number.

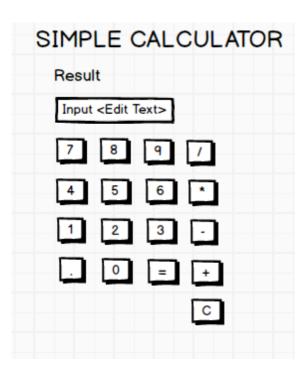


```
xmlns:android="http://schemas.android.com/apk/res/android"
    <TextView
       app:layout constraintTop toTopOf="parent" />
        app:layout constraintBottom toTopOf="@+id/textView3"
        app:layout constraintEnd toEndOf="parent"
    <TextView
        android:layout marginBottom="24dp"
        app:layout constraintBottom toTopOf="@+id/textView4"
```

```
<TextView
<TextView
   app:layout constraintStart toStartOf="parent" />
    android:layout height="43dp"
    android:textSize="20sp"
    app:layout constraintEnd toEndOf="parent"
    app:layout constraintHorizontal bias="0.502"
    app:layout constraintStart toStartOf="parent" />
<View
    android:layout marginBottom="56dp"
    app:layout constraintBottom toTopOf="@+id/textView5"
```



2. Develop an Android application using controls like Button, Text View, Edit Text for designing a calculator having basic functionality like Addition, Subtraction, Multiplication, and Division.



```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.Conmoid.com/apk/res/android"
    xmlns:android="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="com.example.calculator.MainActivity">

    <RelativeLayout
        android:layout_width="368dp"
        android:layout_meight="495dp"
        android:layout_marginTop="8dp"
        android:layout_marginBottom="8dp"
        android:layout_marginBottom="8dp"
        app:layout_constraintBottom toBottomOf="parent"
        app:layout_constraintEottom toBottomOf="parent"
        app:layout_constraintTop_toTopOf="parent">

        <Button
            android:layout_height="wrap_content"
            android:layout_height="wrap_content"
            android:layout_below="0+id/edtext1"
            android:layout_alignParentLeft="true"
            android:layout_marginTop="60dp"
            android:layout_marginTop="60dp"
            android:text="1"
            android:text="1"
            android:layout_width="wrap_content"
            android:text="1"
            android:layout_marginTop="60dp"
            android:layout_width="wrap_content"
            android:text="1"
            android:layout_width="wrap_content"
            android:layout_widt
```

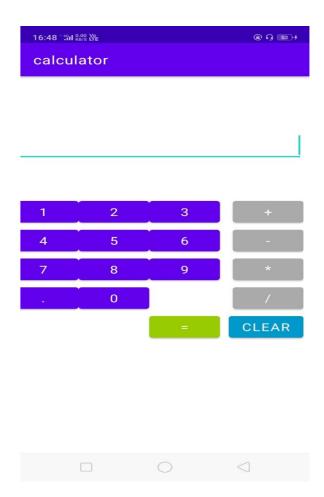
```
android:layout height="wrap content
android:textSize="18sp" />
android:id="@+id/btn 7"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout below="@+id/btn 4"
android:layout alignBaseline="@+id/btn 5"
android:layout alignBottom="@+id/btn 5"
android:textSize="18sp" />
android:id="@+id/btn 4"
```

```
android:id="@+id/btn 3"
android:layout width="wrap content"
android:layout width="wrap content"
android:layout alignParentEnd="true"
android:layout alignParentRight="true"
android:text="+"
android:textColor="@android:color/background light"
```

```
android:textColor="@android:color/background light"
          android:textSize="18sp" />
          android:id="@+id/edText1"
          android:inputType="textPersonName"
          android:layout below="@+id/btn 0"
          android:layout toEndOf="@+id/btn 0"
          android:backgroundTint="@android:color/holo green light"
          android:textColor="@android:color/background light"
          android:textSize="18sp" />
          android:id="@+id/btn dec"
          android:layout width="wrap content"
          android:layout below="@+id/btn 7"
          android:layout toStartOf="@+id/btn 8"
          android:text="
          android:layout height="wrap content"
  </RelativeLayout>
/androidx.constraintlayout.widget.ConstraintLayout>
```

```
import androidx.appcompat.app.AppCompatActivity;
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
           public void onClick(View v) {
           public void onClick(View v) {
```

```
btn 4.setOnClickListener(new View.OnClickListener() {
   public void onClick(View v) {
   public void onClick(View v) {
btn 9.setOnClickListener(new View.OnClickListener() {
   public void onClick(View v) {
btn Sub.setOnClickListener(new View.OnClickListener() {
```



- 3. Create a SIGN Up activity with Username and Password. Validation of password should happen based on the following rules:
- Password should contain uppercase and lowercase letters.
- Password should contain letters and numbers.
- Password should contain special characters.
- Minimum length of the password (the default value is 8).

On successful **SIGN UP** proceed to the next Login activity. Here the user should **SIGN IN** using the Username and Password created during signup activity. If the Username and Password are matched then navigate to the next activity which displays a message saying "Successful Login" or else display a toast message saying "Login Failed". The user is given only two attempts and after that display a toast message saying "Failed Login Attempts" and disable the SIGN IN button.

Use Bundle to transfer information from one activity to another.

Jsername:		_
Pocoword:	wy lawy lawy	
assword:		



```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    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="com.example.loginandsign_up.MainActivity">

    <RelativeLayout
        android:layout_width="410dp"
        android:layout_height="387dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintBottom=toStartOf="parent"
        app:layout_constraintBottom=toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent">

        <TextView
        android:id="@+id/textView2"
        android:layout_width="120dp"
        android:layout_alignParentStart="true"
        android:layout_alignParentBottom="true"
        android:layout_marginStart="20dp"
        android:layout_marginBottom="175dp"
        android:layout_marginBottom="175dp"
        android:layout_toStartOf="@+id/editText2"
        android:text="password"
        android:textSize="25sp" />
```

```
android:id="@+id/editText"
   android:layout width="114dp"
   android:layout height="58dp"
   android:layout alignParentStart="true"
   android:layout alignParentTop="true"
   android:layout marginEnd="147dp"
<TextView
   android:id="@+id/textView3"
    android:layout alignParentStart="true"
```

</androidx.constraintlayout.widget.ConstraintLayout>

# SecondActivity.main\_xml

```
<androidx.constraintlayout.widget.ConstraintLayout
   android:layout height="match parent"
   <RelativeLayout
       app:layout constraintBottom toBottomOf="parent"
       <TextView
           android:layout width="wrap content"
           android:layout height="wrap content"
       <EditText
           android:layout width="224dp"
           android:layout width="122dp"
           android:layout alignParentStart="true"
            android:layout alignParentTop="true"
```

```
android:layout alignParentEnd="true
   <TextView
        android:id="@+id/textView3"
       android:layout above="@+id/textView2"
       android:layout alignParentStart="true"
       android:layout marginStart="23dp"
       android:layout marginBottom="61dp"
</RelativeLayout>
```

#### Third Activity.main\_xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    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="com.example.loginandsign_up.ThirdActivity">

    <TextView
        android:id="@+id/textView4"
        android:layout_width="302dp"
        android:layout_height="48dp"
        android:text="TextView"
        android:textSize="30sp"
        app:layout_constraintBottom toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

```
import java.util.regex.Pattern;
   private boolean validatePassword() {
           e2.setError(null);
                    i.putExtra("reg key", name2);
```

# Second Activity.java

```
name1 = e1.getText().toString();
                name2 = e2.getText().toString();
ThirdActivity.class);
ThirdActivity.class);
```

# Third Activity.java

```
package com.example.loginandsign_up;
import android.annotation.SuppressLint;
import android.os.Bundle;
import android.widget.TextView;

import androidx.appcompat.app.AppCompatActivity;

public class ThirdActivity extends AppCompatActivity {
    TextView t;
    @SuppressLint("SetTextI18n")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.thirdactivity_main);
        t = (TextView) findViewById(R.id.textView4);
        String f = getIntent().getStringExtra("flag");
        if (f.equals("1")) {
              t.setText("Login Successfull");
        } else if(f.equals("2")) {
              t.setText("Login Failed");
        }
    }
}
```

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Login and Sign-up		Login and Sign-	up
		Logi	n Activity
Sign-up Ac	tivity	Logii	TACTIVITY
Username		Username	
Password		Password	_
		_	
SIGN-UI		L	OGIN.
<		<	_

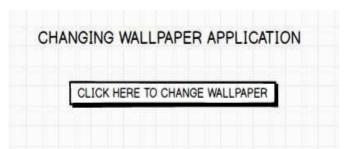


Login Successfull



ISE,HKBKCE 21 2021-2022

4. Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds.



```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

<TextView
    android:d="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Wall Paper Changer"
    android:textsize="24sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.208" />

<Button
    android:id="@+id/button"
    android:layout_height="wrap_content"
    android:text="Change_wallpaper"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintBottom_toEndOf="parent"
    app:layout_constraintBottom_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/textView" />
```

```
import android.app.WallpaperManager;
   protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
           SetWallPaper();
              Object seconds;
   protected void onPause() {
       super.onPause();
       handler.removeCallbacks(runnable); //stop handler when activity not
   private void SetWallPaper()
```

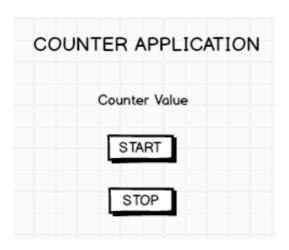


Wall Paper Changer

CHANGE WALLPAPER



5. Write a program to create an activity with two buttons START and STOP. On pressing of the START button, the activity must start the counter by displaying the numbers from One and the counter must keep on counting until the STOP button is pressed. Display the counter value in a Text View control



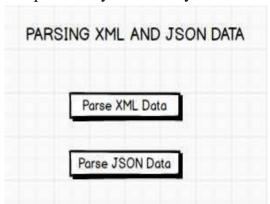
```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation ="vertical"
    android:layout width="match_parent"
    android:layout_height="fill_parent"
    ><TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:layout_height="wrap_content"
    android:id="@+id/chronometer"
    android:layout_gravity="center_horizontal"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    />
    <Button
    android:layout_width="fill_parent"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="start"
    />
    <Button
    android:text="start"
    />
    <Button
    android:layout_height="wrap_content"
    android:layout_height="wrap_content"
    android:layout_height="wrap_content"
    android:layout_width="fill_parent"
    android:layout_width="fill_parent"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:layout_height
```

```
public void onClick(View v) {
```





6. Create two files of XML and JSON type with values for City Name, Latitude, Longitude, Temperature and Humidity. Develop an application to create an activity with two buttons to parse the XML and JSON files which when clicked should display the data in their respective layouts side by side.



IAIN	OTIVO XI-IL	AND JSON	V DAIA
XML DATA		JSON Data	
City_Name:	Mysore	City_Name	Mysore
Latitude:	12.295	Latitude:	12.295
Longitude:	76.639	Longitude:	76.639
Temperature	≥: 22	Temperatur	e: 22
Humidity:	90%	Humidity:	90%

```
<Button
<TextView
```

```
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.494" />

<TextView
    android:id="@+id/tv2"
    android:layout_width="123dp"
    android:layout_height="89dp"
    android:text="TextView"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.513"
    app:layout_constraintStart_toEndOf="@+id/tv1"
    app:layout_constraintTop_toTopOf="parent" />

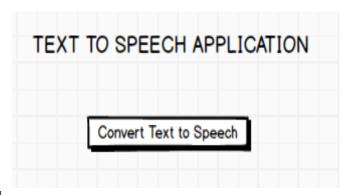
<TextView
    android:id="@+id/textView"
    android:layout_width="155dp"
    android:layout_marginTop="108dp"
    android:text=" Xml and Json Files"
    android:textSize="20sp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
    </androidx.constraintlayout.widget.ConstraintLayout>
```

```
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
           public void onClick(View view) {
```

```
b2.setOnClickListener(new View.OnClickListener() {
} catch (Exception e) {e.printStackTrace();}
       element.getElementsByTagName(tag).item(0).getChildNodes();
```



7. Develop a simple application with one Edit Text so that the user can write some text in it. Create a button called "Convert Text to Speech" that converts the user input text into voice.

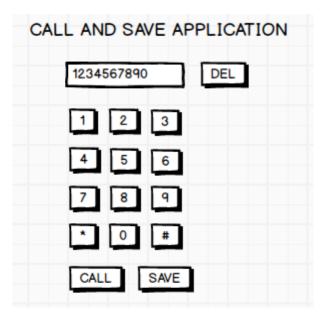


```
<TextView
<EditText
   android:inputType="textPersonName"
   app:layout constraintBottom toTopOf="@+id/button2"
   app:layout constraintEnd toEndOf="parent"
   app:layout constraintStart toStartOf="parent" />
```

```
public void Text2Speech(View view) {
           toSpeak, Toast.LENGTH SHORT) .show();
   t1.speak(toSpeak, TextToSpeech.QUEUE FLUSH, null);
```



8. Create an activity like a phone dialer with CALL and SAVE buttons. On pressing the CALL button, it must call the phone number and on pressing the SAVE button it must save the number to the phone contacts



```
<androidx.constraintlayout.widget.ConstraintLayout</pre>
   <LinearLayout
                 android:textSize="60dp"/>
        <LinearLayout
            android:layout height="wrap content"
```

```
android:layout height="100dp"
android:layout weight="1"
```

```
</LinearLayout>
      <LinearLayout
               android:layout width="match parent"
               android:layout height="100dp"
               android:layout weight="1"
               android:layout width="match parent"
               android:layout weight="1"
      </LinearLayout>
      <LinearLayout
      </LinearLayout>
  </LinearLayout>
/androidx.constraintlayout.widget.ConstraintLayout>
```

```
import androidx.core.content.ContextCompat;
import android.Manifest;
        button 9 = (Button) findViewById(R.id.b9);
        edittext1 = (TextView) findViewById(R.id.display);
             public void onClick(View v) {
            public void onClick(View v) {
```

```
public void onClick(View v) {
   public void onClick(View v) {
button 9.setOnClickListener(new View.OnClickListener() {
   public void onClick(View v) {
   public void onClick(View v) {
```

