UNIVERSITY OF SINDH

# Assignment
# Of
## Android Mobile Application Development



**Submitted By:**
**Mubashir Ali S/O Mansoor Ali**
**(2k20/ITE/73)Group(A)**

**Submitted To:**
**Sir.Zeeshan Bhatti**
**Professor Dept:**
**Information Technology**

# LAB Projects for Week-1 to 3
# Lab Task 1 to 4 - Last Date Wed-26 Oct

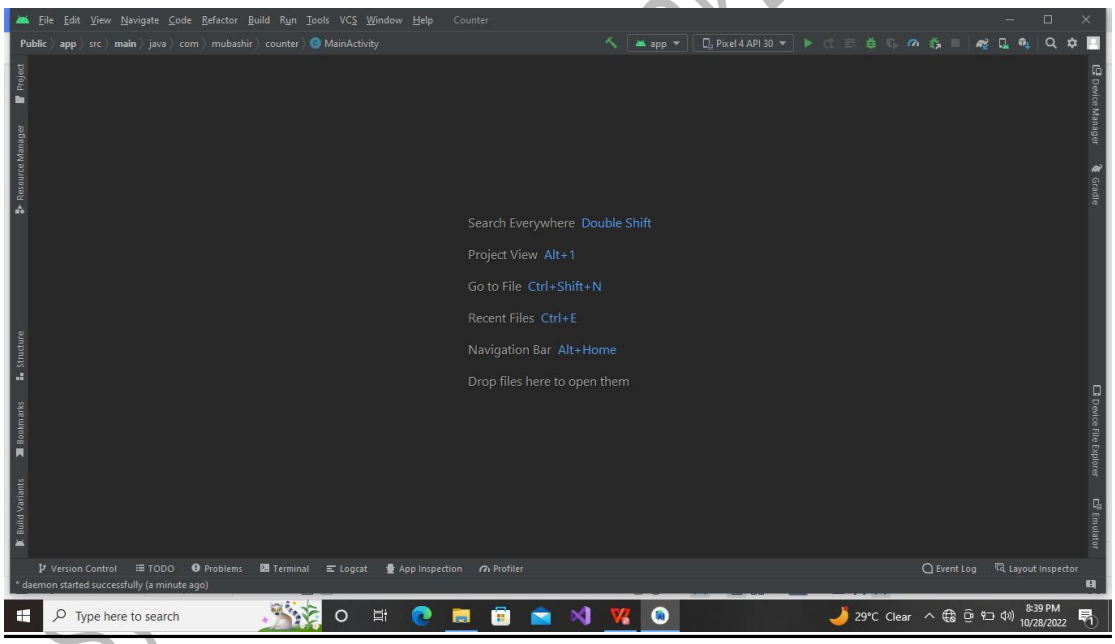
## Week-1

### *TASK 1:*

**Download and Install Android Studio.**

Every student must download and install Android Studio in this personal systems.

### *Output:*




### *TASK 2:*

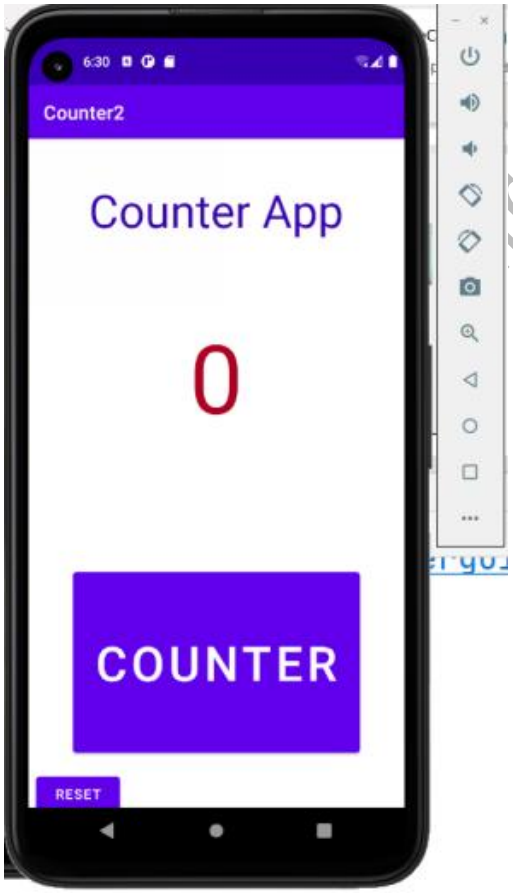
**Create a simple Counter App in Android Studio.**

The requirements of this app are that there needs to be a Count Button, which increments a number and display
it on screen ever time the button is clicked as shown in figure below.

### *Source Code:*

```
package com.mubashir.counter;

import ...

public class MainActivity extends AppCompatActivity {
    int Counter;

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

        TextView txtCount = findViewById(R.id.txtCounter);
        Button btnCount = findViewById(R.id.btnCounter);
        Button btnReset = findViewById(R.id.btnReset);

        Counter=0;
        btnCount.setOnClickListener(new View.OnClickListener(){
            @Override
            public void onClick(View view) {
                Counter++;
                txtCount.setText(""+Counter);
            }
        });

        btnReset.setOnClickListener(new View.OnClickListener(){
            @Override
```

## ***Output:***




# Week-2

## *TASK 3:*

**Create a Tasbeeh App in Android Studio.**

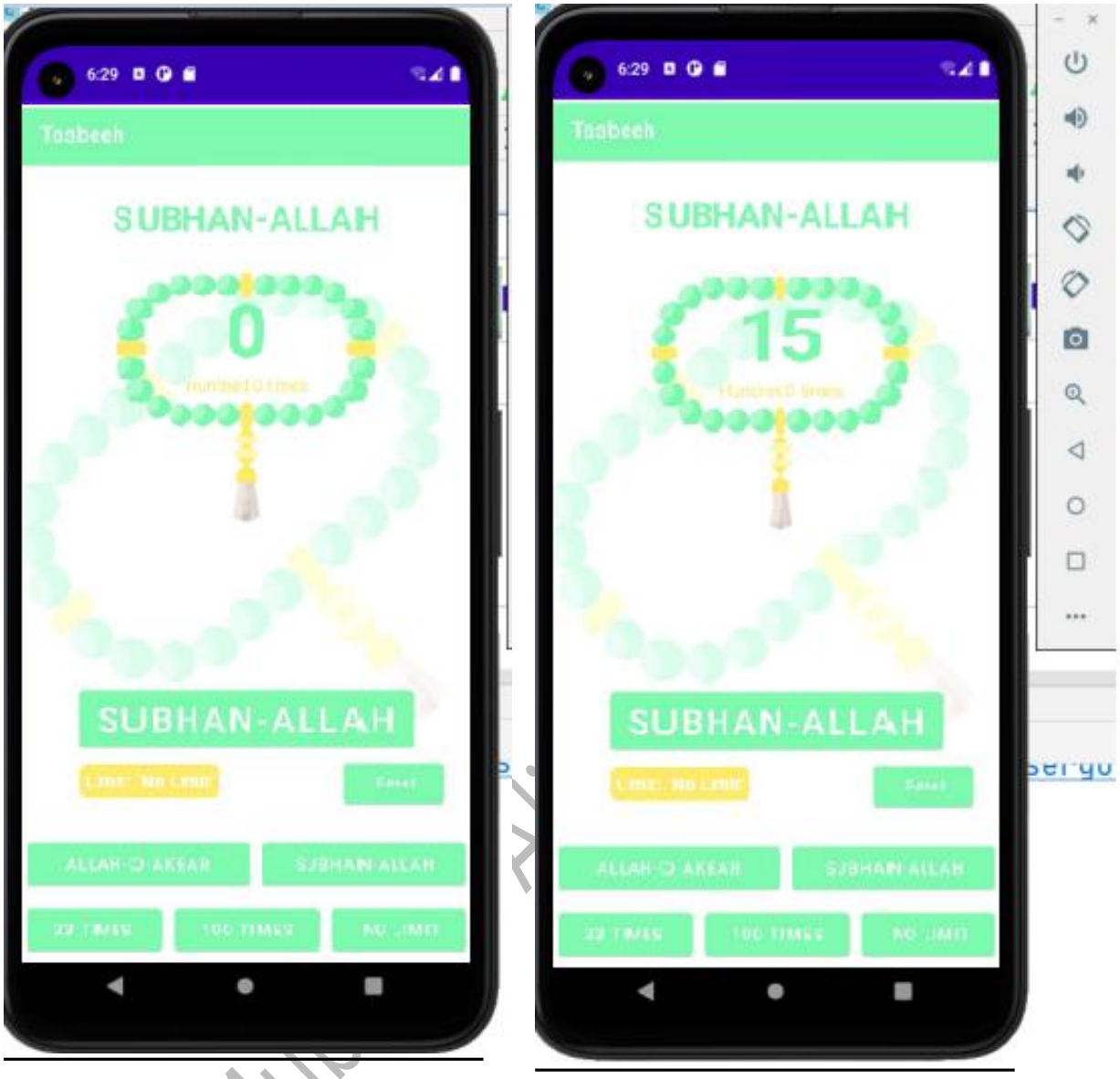
The requirements of this app are that there needs to be a 5 buttons, button one should count the Tasbeeh, then each separate button for limiting the count to 33 times, 100 times, No limit and reset button, which increments a number and display it on screen ever time the button is clicked as shown in figure below.

## *Source Code:*

```
package com.mubashir.tasbeeh;
    import androidx.appcompat.app.AppCompatActivity;
    import android.os.Bundle;
    import android.view.View;
    import android.widget.Button;
    import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
  int counter;
  int limit;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    TextView txtCount = findViewById(R.id.txtCounter);
    TextView btnCount = findViewById(R.id.btnTasbeeh);
    Button btn33 = findViewById(R.id.btn33);
    Button btn100 = findViewById(R.id.btn100);
    Button btnReset = findViewById(R.id.btnReset);
    Button btnnoLimit = findViewById(R.id.btnNolimit);
    counter=0;
    limit=0;
    btnCount.setOnClickListener(new View.OnClickListener() {
      @Override
      public void onClick(View v) {
        //counter++;
        if(limit==33 && counter<33){
          counter++;
        }
        else if(limit==100 && counter<100){
          counter++;
        }
```

```
            else if(limit==0){
                counter++;
            }
            txtCount.setText(""+counter);
        }
    });
    btnReset.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            counter=0;
            txtCount.setText(""+counter);
        }
    });
    btn33.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            limit=33;
        }
    });
    btn100.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            limit=100;
        }
    });
    btnnoLimit.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            limit=0;

        }
    });
} }
```

***Output:***




# Week-3

***TASK 4:***

Develop a Roll Dice App .

Create a Simple dice app with simple GUI that shows a TextView in Center and a Button. The must have an Image as header. When Button is clicked, a Random Number is generated between 1 and 6 and shown on the TextView as Shown in Figure 4.

***Output:***