Ex. No. : 01 Date: 24.02.2025

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GUI Components

Aim

Develop an application to change the font and color of the text and display toast message when the user presses the button.

Procedure:

Step 1 : File -> NewProject

Provide the application name and Click "Next"

Step 2: Select the target android devices

Select the minimum SDK to run the application. Click "Next".

Step 3: Choose the activity for the application (By default choose "Blank Activity).

Click "Next".

Step 4: Enter activity name and click " Finish ".

Step 5: Edit the program.

Step 6: Run the application, 2-ways to run the application.

- 1. Running through emulator
- 2. Running through mobile device

```
And roid Manifest.xml
```

```
<?xml version="1.0" encoding="utf-8"?>
<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.Ex1"
                                       tools:targetApi="31">
    <activity
android:name=".MainActivity"
android:exported="true">
       <intent-filter>
         <action android:name="android.intent.action.MAIN"/>
         <category android:name="android.intent.category.LAUNCHER" />
       </intent-filter>
    </activity>
  </application>
</manifest>
Activity_main.xml
<?xml version="1.0"
encoding="utf-8"?>
<LinearLayout
xmlns:android="http://sche
mas.android.com/apk/res/a
ndroid"
android:layout_width="mat
ch_parent"
```

```
android:layout_height="ma
tch_parent"
android:orientation="vertic
al"
android:gravity="center"
android:padding="16dp">
  <TextView
android:id="@+id/textView"
android:layout_width="wra
p_content"
android:layout_height="wr
ap_content"
android:text="Hello,
World!"
android:textSize="24sp"
android:textColor="#00000
0"
    />
  <Button
android:id="@+id/buttonCh
angeFont"
android:layout_width="wra
p_content"
```

```
android:layout_height="wr
ap_content"
android:text="Change
Font"
android:layout_marginTop
="24dp"
    />
  <Button
android:id="@+id/buttonCh
angeColor"
android:layout_width="wra
p_content"
android:layout_height="wr
ap_content"
android:text="Change
Color"
and roid: layout\_marginTop
="16dp"
    />
</LinearLayout>
MainActivity.kt
package com.example.ex1
import
android.graphics.Color
```



```
import
android.graphics.Typeface
import android.os.Bundle
import
android.widget.Button
import
android.widget.TextView
import
android.widget.Toast
import
androidx.appcompat.app.A
ppCompatActivity
class MainActivity:
AppCompatActivity() {
  private lateinit var
textView: TextView
  private lateinit var
buttonChangeFont: Button
private lateinit var
button Change Color:\\
Button
  private var fontToggle =
false
       private var
colorIndex = 0
  // Define multiple colors
private val colors = listOf(
     Color.RED,
     Color.BLUE,
```

```
Color. GREEN,
     Color.MAGENTA,
     Color. CYAN,
Color.parseColor("#FFA500
") // Orange
  )
  override fun
onCreate(savedInstanceSta
te: Bundle?) {
super.onCreate(savedInsta
nceState)
{\bf setContentView} (R. layout. a
ctivity_main)
     textView =
find View By Id (R.id. \textit{text View}
)
     buttonChangeFont =
{\tt findViewById}({\tt R.id}.buttonC
hangeFont)
buttonChangeColor =
findViewById(R.id.buttonC)
hangeColor)
button Change Font. set On C\\
lickListener {
       if (!fontToggle) {
```

```
textView.setTypeface(null,
Typeface.BOLD_ITALIC)
       } else {
textView.setTypeface(null,
Typeface. NORMAL)
       fontToggle =
!fontToggle
Toast.makeText(this, "Font
changed!",
{\tt Toast.} \textit{LENGTH\_SHORT} ). {\tt s}
how()
button Change Color.set On\\
ClickListener {
textView.setTextColor(colo
rs[colorIndex])
colorIndex = (colorIndex +
1) % colors.size
Toast.makeText(this,
"Color changed!",
Toast. LENGTH_SHORT).s
how()
```

Output







Result:

The Application was developed using Kotlin in Android Studio.