XML

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent">  
  
 <!-- Countdown Timer Text -->  
 <TextView  
 android:id="@+id/countdownText"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="30"  
 android:textSize="40sp"  
 android:layout\_centerInParent="true"/>  
  
 <!-- Button to start the countdown -->  
 <Button  
 android:id="@+id/startButton"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Start"  
 android:layout\_below="@id/countdownText"  
 android:layout\_centerHorizontal="true"  
 android:layout\_marginTop="20dp"/>  
</RelativeLayout>

MAIN

package com.example.countdowntimer;  
  
import android.os.Bundle;  
import android.os.CountDownTimer;  
import android.view.View;  
import android.widget.Button;  
import android.widget.TextView;  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
  
 private TextView countdownText;  
 private Button startButton;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 countdownText = findViewById(R.id.*countdownText*);  
 startButton = findViewById(R.id.*startButton*);  
  
 // Countdown timer setup: 30 seconds countdown  
 final CountDownTimer timer = new CountDownTimer(30000, 1000) {  
 @Override  
 public void onTick(long millisUntilFinished) {  
 // Update countdown every second  
 countdownText.setText(String.*valueOf*(millisUntilFinished / 1000));  
 }  
  
 @Override  
 public void onFinish() {  
 // When countdown finishes  
 countdownText.setText("0");  
 }  
 };  
  
 // Start the countdown when the button is clicked  
 startButton.setOnClickListener(v -> timer.start());  
 }  
}