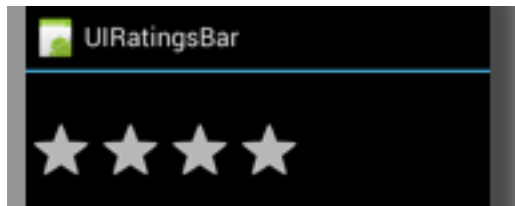


UI Element – RatingBar

1. Create a new Android Application Project with the following attributes:
 - a. Application Name: UIRatingBar
 - b. Icon: Star icon image
 - c. Activity Name: RatingsBarActivity
 - d. Layout Name: main
2. Create the xml file:
 - a. Change the background color of the screen to black by going to Properties Window> Background and provide the HTML code for the black color: #000000.
 - b. Drag a RatingBar element to the screen with the following properties:



ID: ratingbar

Num Stars: 4

Step Size: 1.0

3. Save main.xml
4. Write the following java source code in RatingsBarActivity by declaring objects of a TextView and a RatingBar:

```
final TextView tv = (TextView) findViewById(R.id.textView);
final RatingBar bar = (RatingBar) findViewById(R.id.ratingbar);

bar.setOnRatingBarChangeListener(new OnRatingBarChangeListener() {
    @Override
    public void onRatingChanged(RatingBar ratingBar, float rating, boolean fromUser) {
        tv.setText("Rating:" + rating);
    }
});
```

5. Save and run the program.

Sample output:

