

SITUATION 1

application mobile calcul de rentabilité

j'ai décidé de faire une application logiciel permettant le calcul immobilier de la rentabilité brute.

environnement de développement:

android studio

Maquette graphique

2:28

situation-2

loyer

prix achat

loyer annuel

rentabiliter brute

RENTA

Detailed description: This is a wireframe of an Android application interface. At the top, there is a status bar showing the time '2:28' and icons for a shield and a document. Below this is a blue header bar with the text 'situation-2'. The main content area is white and contains four text input fields with labels: 'loyer', 'prix achat', 'loyer annuel', and 'rentabiliter brute'. At the bottom center, there is a blue button with the text 'RENTA' in white capital letters.

EXTRAIT DU CODE

```
package com.example.myapplication;

import ...

public class MainActivity extends AppCompatActivity {

    private EditText prixachat;
    private EditText Loyer1;
    private TextView loyerannuel;
    private TextView rentabrute;

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

        prixachat=findViewById(R.id.prixachat);
        Loyer1=findViewById(R.id.Loyer1);
        loyerannuel=findViewById(R.id.loyerannuel);
        rentabrute=findViewById(R.id.rentabrute);
    }
}
```

déclaration des variables.

```

public void somme (View view){

    String valeur2=prixachat.getText().toString();
    String valeur1=Loyer1.getText().toString();
    float nr01=Float.parseFloat(valeur1);
    float nr02= nr01 * 12;

    float nr04=Float.parseFloat(valeur2);
    float nr03= nr02/nr04 * 100;

    String resu2=String.valueOf(nr03);
    String resu=String.valueOf(nr02);
    loyerannuel.setText(resu);
    rentabrute.setText(resu2 + " " + nr03 + "%");
}

```

les différents calculs de l'application.