**Step 1:** Set up your Android Studio project

Open Android Studio and create a new project.

Choose "Empty Activity" and click "Next".

Give your app a name and select the language as Java.

Click "Finish" to create your project.

**Step 2:** Design the user interface (activity\_main.xml)

Open the activity\_main.xml layout file from the "res/layout" folder.

Design your layout with two EditText for input and two buttons for addition and subtraction.

**XML:**

<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:tools="http://schemas.android.com/tools"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:padding="16dp"

tools:context=".MainActivity">

<EditText

android:id="@+id/editText1"

android:layout\_width="match\_parent"

android:layout\_height="wrap\_content"

android:hint="Enter number 1"

android:inputType="number" />

<EditText

android:id="@+id/editText2"

android:layout\_width="match\_parent"

android:layout\_height="wrap\_content"

android:layout\_below="@id/editText1"

android:layout\_marginTop="16dp"

android:hint="Enter number 2"

android:inputType="number" />

<Button

android:id="@+id/addButton"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_below="@id/editText2"

android:layout\_marginTop="16dp"

android:text="+" />

<Button

android:id="@+id/subtractButton"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_below="@id/addButton"

android:layout\_marginTop="16dp"

android:text="-" />

<TextView

android:id="@+id/resultTextView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_below="@id/subtractButton"

android:layout\_marginTop="16dp"

android:textSize="20sp" />

</RelativeLayout>

**Step 3:** Implement the logic (MainActivity.java)

Open the MainActivity.java file from the "java/com.example.yourapp" package.

Retrieve references to the EditText, buttons, and result TextView.

Set onClickListeners for the buttons and implement addition and subtraction logic.

**Java Code:**

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.EditText;

import android.widget.TextView;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

EditText editText1, editText2;

Button addButton, subtractButton;

TextView resultTextView;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

editText1 = findViewById(R.id.editText1);

editText2 = findViewById(R.id.editText2);

addButton = findViewById(R.id.addButton);

subtractButton = findViewById(R.id.subtractButton);

resultTextView = findViewById(R.id.resultTextView);

addButton.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

calculate('+');

}

});

subtractButton.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

calculate('-');

}

});

}

private void calculate(char operator) {

double num1 = Double.parseDouble(editText1.getText().toString());

double num2 = Double.parseDouble(editText2.getText().toString());

double result = 0;

switch (operator) {

case '+':

result = num1 + num2;

break;

case '-':

result = num1 - num2;

break;

}

resultTextView.setText("Result: " + result);

}

}

**Step 4:** Run your app

Connect your Android device or start an emulator.

Click on the "Run" button in Android Studio to build and run your app.