MOBILE APPLICTION DEVELOPMENT LAB

PROGRAM 1

XML FILE:

```
<LinearLayout
   android:orientation="vertical"
   android:weightSum="1">
   <LinearLayout
            android:inputType="numberDecimal">
        </EditText>
        <EditText
            android:inputType="numberDecimal">
        </EditText>
        </Button>
            android:layout weight="1"
```

```
android:texts!ze="8pt"
android:id="@+id/btnSub">

</Button

<Button

android:layout_height="wrap_content"
android:layout_weight="1"
android:layout_weight="1"
android:texts!ze="8pt"
android:id="@+id/btnMult">

</Button>

<Button

android:layout_height="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="1"
android:layout_weight="1"
android:texts!ze="8pt"
android:texts!ze="8pt"
android:id="@+id/btnDiv">

</Button>

</Button

android:layout_weight="1"
android:layout_weight="1"
android:texts!ze="8pt"
android:id="@+id/btnDiv">

</Button>

</LinearLayout>

<TextView

android:layout_marginLeft="5pt"
android:layout_marginLeft="5pt"
android:layout_marginLeft="5pt"
android:layout_marginRight="5pt"
android:layout_marginRight="5pt"
android:layout_marginRight="5pt"
android:layout_marginTop="3pt"
android:d="@+id/tvResult"
android:d="@+id/tvResult"
android:layout_weight="0.07">

</TextView>

</LinearLayout>

</LinearLayout>
```

JAVA FILE:

```
package com.MCA.s3mca52;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.text.TextUtils;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity implements
View.OnClickListener{

    EditText etNum1;
    EditText etNum2;

    Button btnAdd;
    Button btnSub;
    Button btnMult;
    Button btnDiv;

    TextView tvResult;
```

```
btnAdd = (Button) findViewById(R.id.btnAdd);
btnSub = (Button) findViewById(R.id.btnSub);
if (TextUtils.isEmpty(etNum1.getText().toString())
num1 = Float.parseFloat(etNum1.getText().toString());
num2 = Float.parseFloat(etNum2.getText().toString());
```

OUTPUT SCREEN:

