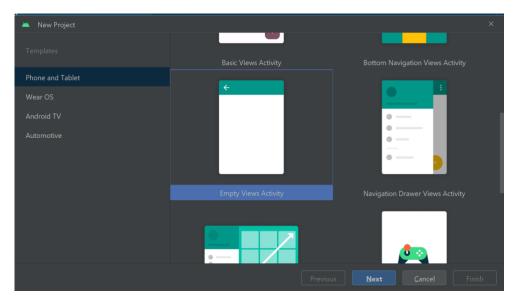
Roll no.: 20BCE204

Subject: MOS

Practical: 2

Aim: Android activity, Basic User Interface: Calculator Design and develop basic level calculator which include input items from user and perform operations like: addition, subtraction, multiplication, division etc. and display the results to the user

⇒ Create a New project (Empty View Activity)



⇒ Now set the layout of the screen as per requirement

## activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:textAlignment="center"
    tools:context=".MainActivity">

    <EditText
        android:d="@+id/op1"
        android:layout_width="128dp"
        android:layout_height="69dp"
        android:contentDescription="operand 1"
        android:ems="10"
        android:hint="Operand 1"
        android:inputType="numberDecimal"
        android:textAlignment="center"
        android:textStyle="bold"
        app:layout_constraintBottom_toBottomOf="parent"</pre>
```

```
app:layout constraintEnd toStartOf="@+id/op2
<EditText
    app:layout
   app:layout constraintTop toTopOf="parent">
        android:backgroundTint="#EDC126"
        android:layout weight="1"
        android:backgroundTint="#EDC126"
```

```
android:layout width="wrap content"
           android:layout marginHorizontal="5dp"
           android:layout weight="1"
   </LinearLayout>
       android:hapticFeedbackEnabled="false"
       android:hapticFeedbackEnabled="false"
       android:textAllCaps="false"
</androidx.constraintlayout.widget.ConstraintLayout>
```

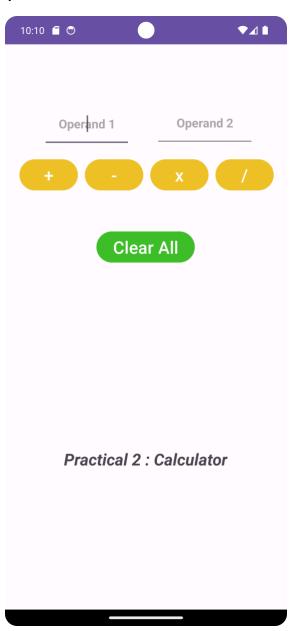
⇒ Now we will write the business logic of calculator in Java

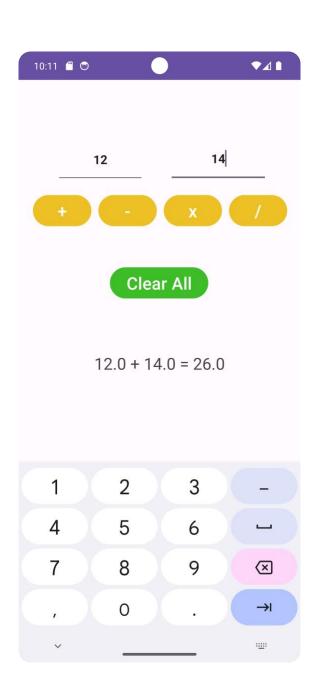
## MainActivity.java

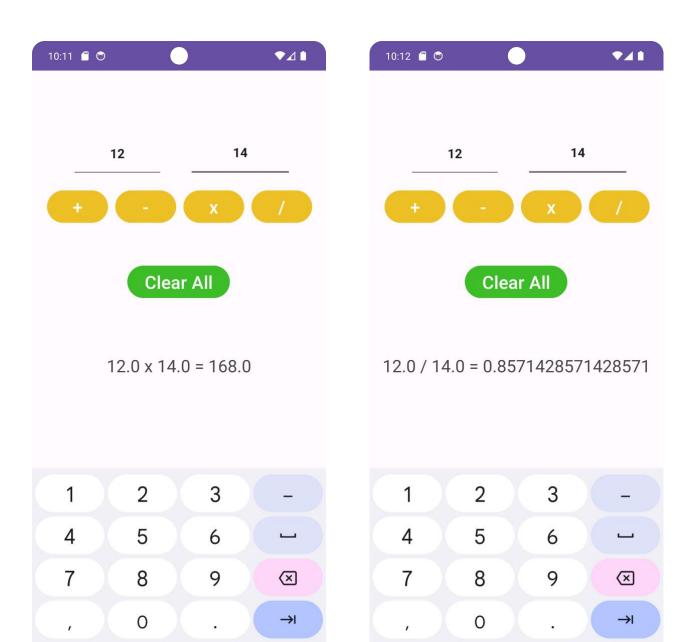
```
package com.example.practical2 calculator;
   protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
'+Double.toString(result));
```

```
toast.show();
           public void onClick(View v) {
"+Double.toString(result));
                    double opera1 = Double.parseDouble(opr1.getText().toString());
"+Double.toString(result));
                   toast.show();
           public void onClick(View v) {
               opr2.setText("");
```

## Output:







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