

Experiment-3.1

Student Name: Subhadip Patra UID: 20BCS2543

Branch: CSE Section/Group: 707/B

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Subject Name: Mobile Application Development Lab

Subject Code: 20CSP-356

1. Aim:

Create an Android application using Fragments.

2. Apparatus / Simulator Used:

- Linux OS/ Windows 7 or above
- Android Studio
- Ram 4 GB and above
- Java (Including JDK & JRE)

3. Objective:

- To understand the concept of fragments.
- To implement the fragment in Android Studio.
- To implement the layout in Android Studio.
- To implement the viewgroup in Android Studio.

4. Code:

```
MainActivity.java
package com.example.fragment;
import android.os.Bundle;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
  }
}
Fragment1.java
package com.example.fragment;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import androidx.fragment.app.Fragment;
public class Fragment1 extends Fragment {
  @Override
```

```
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
  @Override
  public View on Create View (Layout Inflater inflater, View Group container,
                 Bundle savedInstanceState) {
    // Inflate the layout for this fragment
    return inflater.inflate(R.layout.fragment_fragment1, container, false);
}
Fragment2.java
package com.example.fragment;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import androidx.fragment.app.Fragment;
public class Fragment2 extends Fragment {
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
  }
  @Override
  public View on Create View (Layout Inflater inflater, View Group container,
                 Bundle savedInstanceState) {
```

```
// Inflate the layout for this fragment
    return inflater.inflate(R.layout.fragment_fragment2, container, false);
  }
}
activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="fill_parent"
  android:layout_height="fill_parent"
  tools:context="com.example.fragment.MainActivity">
  <fragment
    android:id="@+id/fragment1"
    android:name="com.example.fragment.Fragment1"
    android:layout_width="0px"
    android:layout_height="match_parent"
    android:layout_weight="1"
    />
  <fragment
    android:id="@+id/fragment2"
    android:name="com.example.fragment.Fragment2"
    android:layout_width="0px"
    android:layout_height="match_parent"
    android:layout_weight="1"
    />
</LinearLayout>
```

fragment_fragment1.xml

</FrameLayout>

fragment_fragment1.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout 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:background="#F0FFF"
    tools:context="com.example.fragment.Fragment2">

    </re>

<TextView
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:textSize="26dp"
    android:textSize="26dp"
    android:text="@string/hello_blank_fragment" />
```



5. Output:

App overview

