

Lab 14 : App Development without coding

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 14 – Thunkable App)

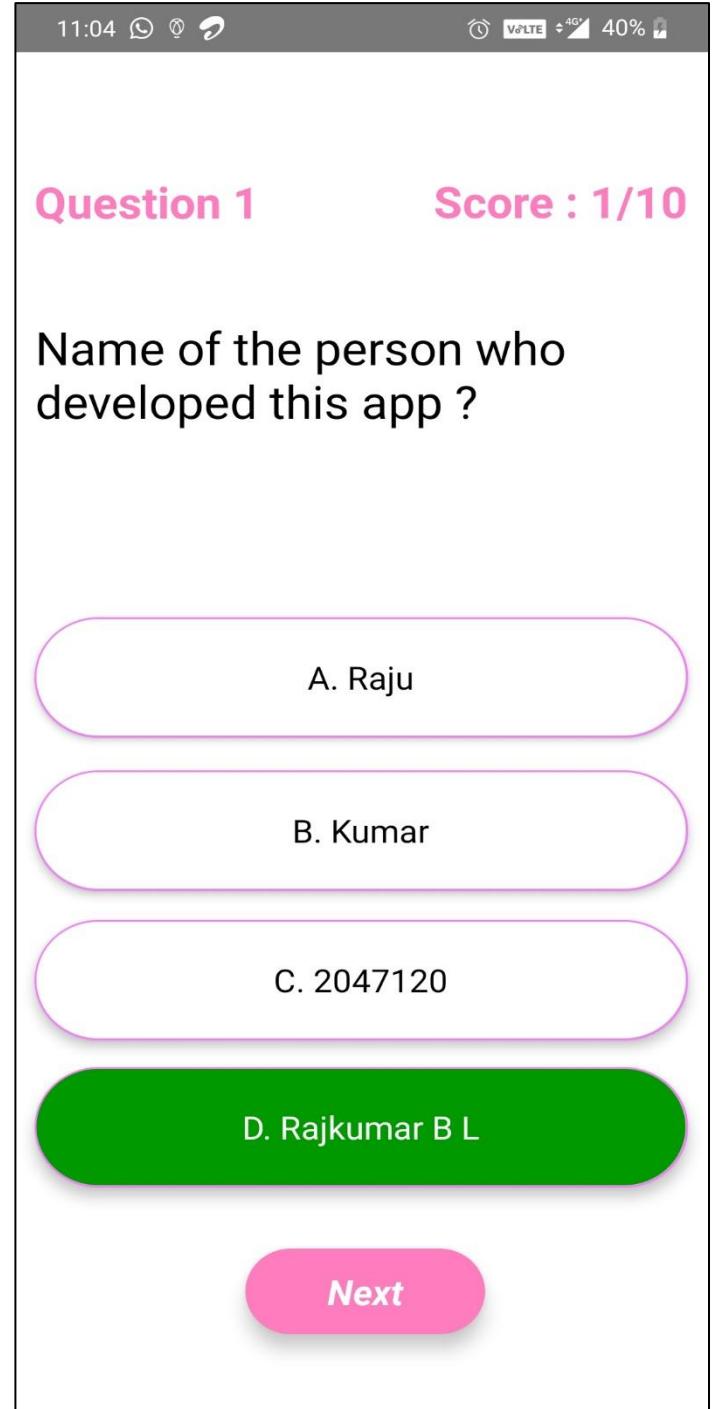


Output:

1. Splash Screen



2. Quiz Screen - 01



Question 1 Score : 1/10

Name of the person who developed this app ?

- A. Raju
- B. Kumar
- C. 2047120
- D. Rajkumar B L

Next

3. Quiz Screen - 02

11:05 40%

Question 2 **Score : 2/10**

Mobile Application course is taught by ?

- A. Professor Manjunath
- B. Professor Gobi**
- C. Professor Prabhu
- D. Professor Sandeep

Next

4. Quiz Screen - 03

11:05 40%

Question 3 **Score : 2/10**

Computer Science Department HOD Name?

- A. Professor Tulasi
- B. Professor Prabhu
- C. Professor JP**
- D. Professor Deepti

Next

5. Quiz Screen - 04

11:05 40%

Question 4 **Score : 3/10**

Co-Ordinator for MCS, MCA, MDS ?

- A. Professor Tulasi
- B. Professor Prabhu
- C. Professor Rajesh
- D. Professor Chandra

Next

6. Quiz Screen - 05

11:06 41%

Question 5 **Score : 3/10**

What is the Strength of MCS 2021 batch ?

- A. 63
- B. 56
- C. 52
- D. 53

Next

7. Quiz Screen - 06

11:06 4G 41%

Question 6 **Score : 4/10**

Who is the current class teacher of 2-MCS ?

- A. Professor Rajesh
- B. Professor Gobi**
- C. Professor Prabhu
- D. Professor Manjunath

Next

8. Quiz Screen - 07

11:06 4G 41%

Question 7 **Score : 4/10**

When will the campus re-open ?

- A. April 24, 2021
- B. May 02, 2021
- C. June 15, 2021
- D. 404 Error**

Next

9. Quiz Screen - 08

11:07 41%

Question 8 **Score : 4/10**

Find the answer for --> $2+2 = ?$

- A. 4
- B. 22
- C. Four
- D. TwoTwo

Next

10. Quiz Screen - 09

11:07 41%

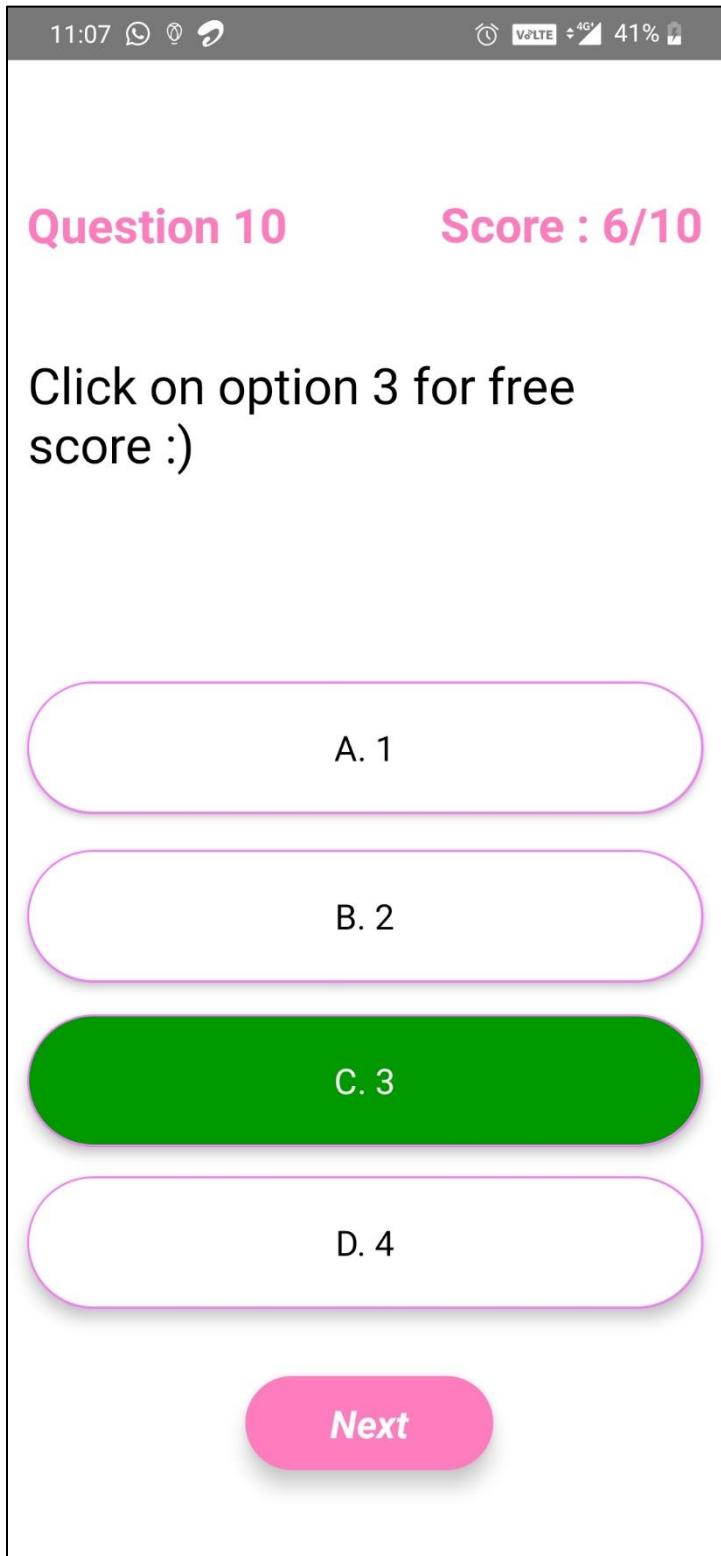
Question 9 **Score : 5/10**

First Mobile Phone Name ?

- A. Motorola 8000x
- B. Motorola Dynatac
- C. Nokia
- D. Motorolla Cooper

Next

11. Quiz Screen - 10

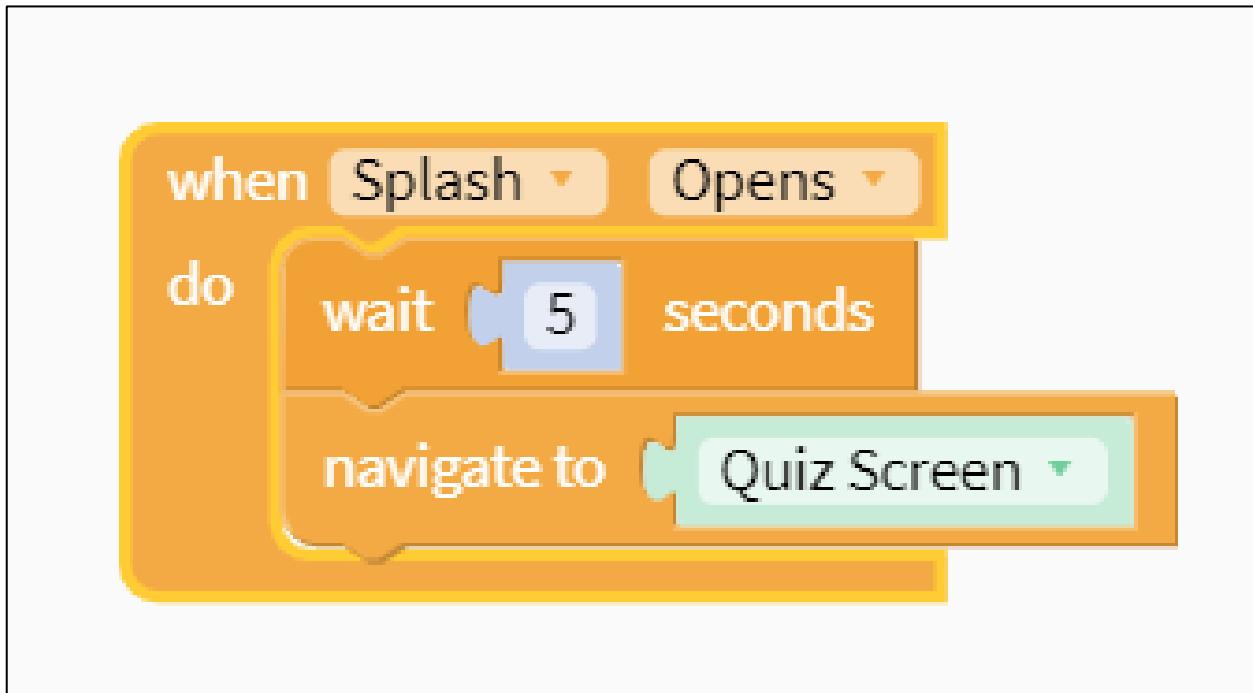


12. End Screen

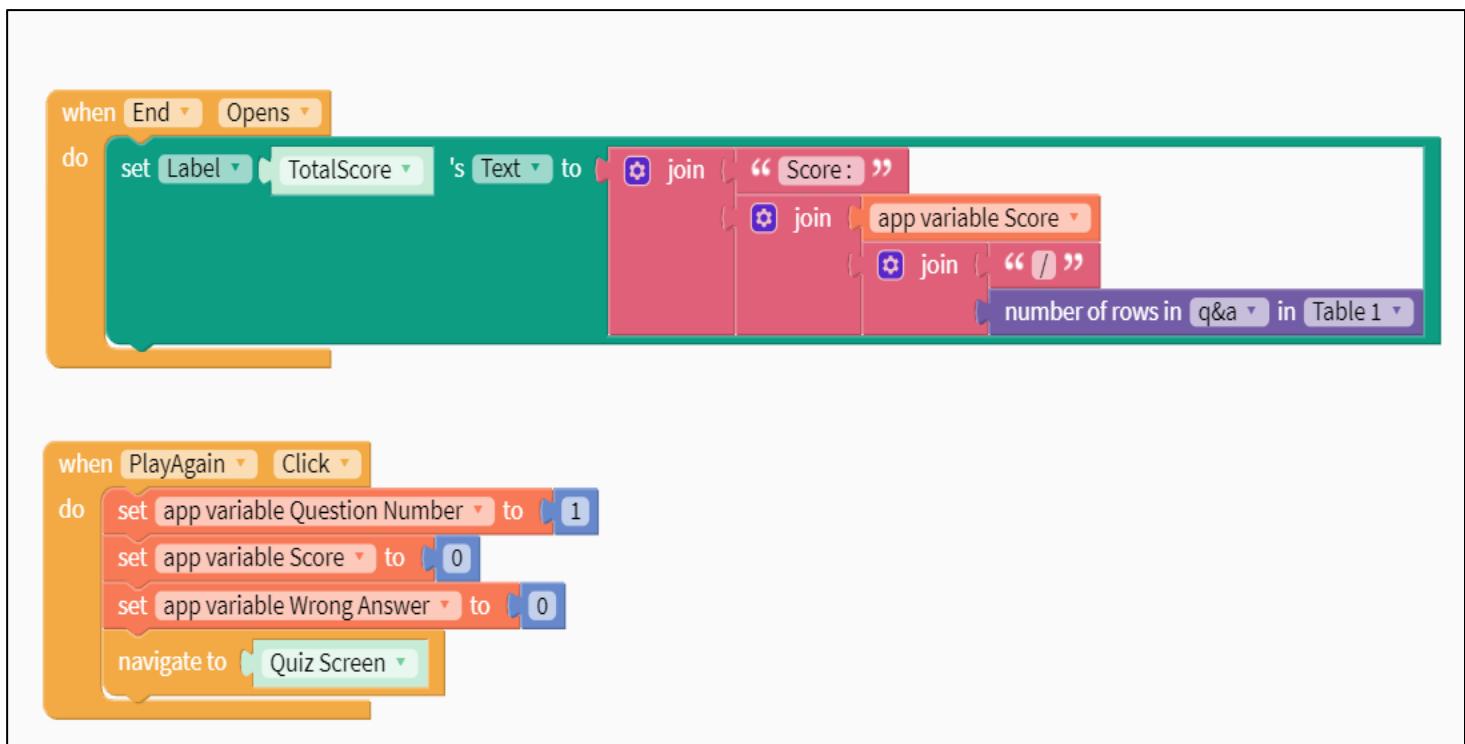


Block Screen Shots

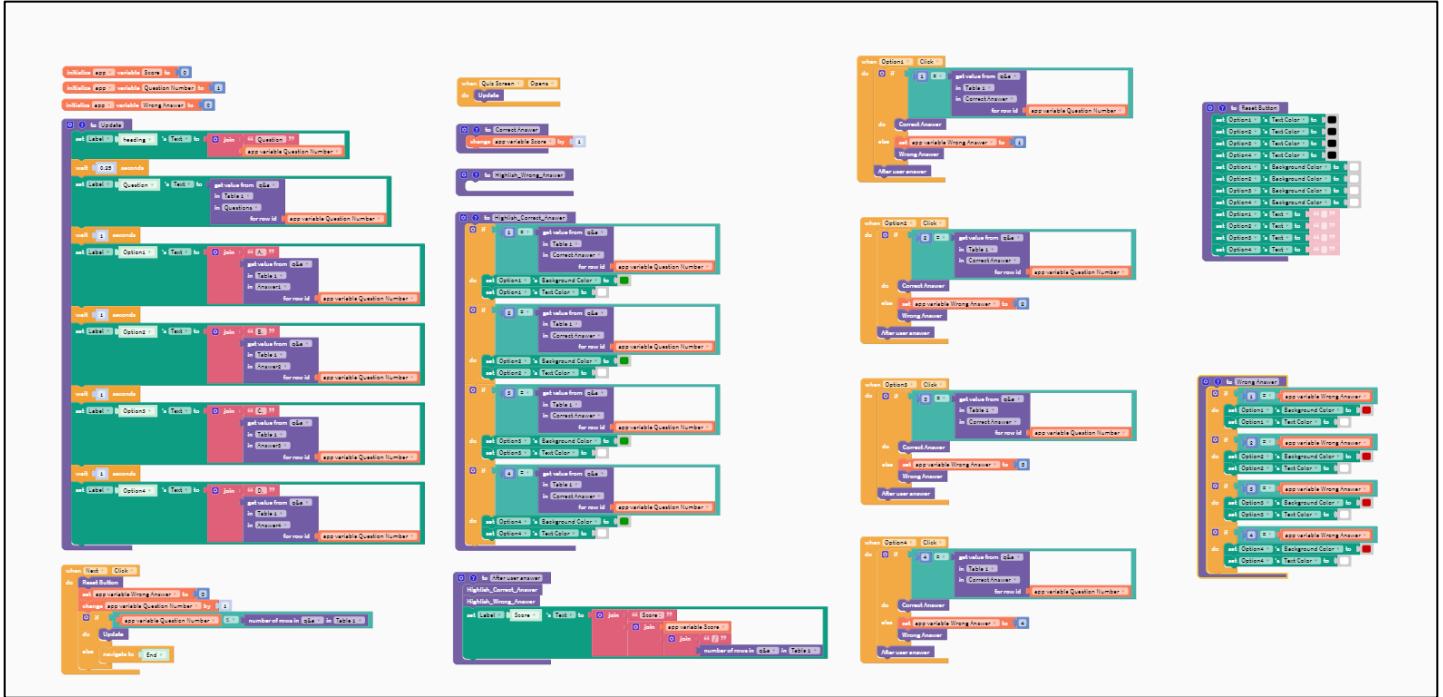
1. Splash Screen – Block



2. End Screen Block



3. Quiz Screen – Block





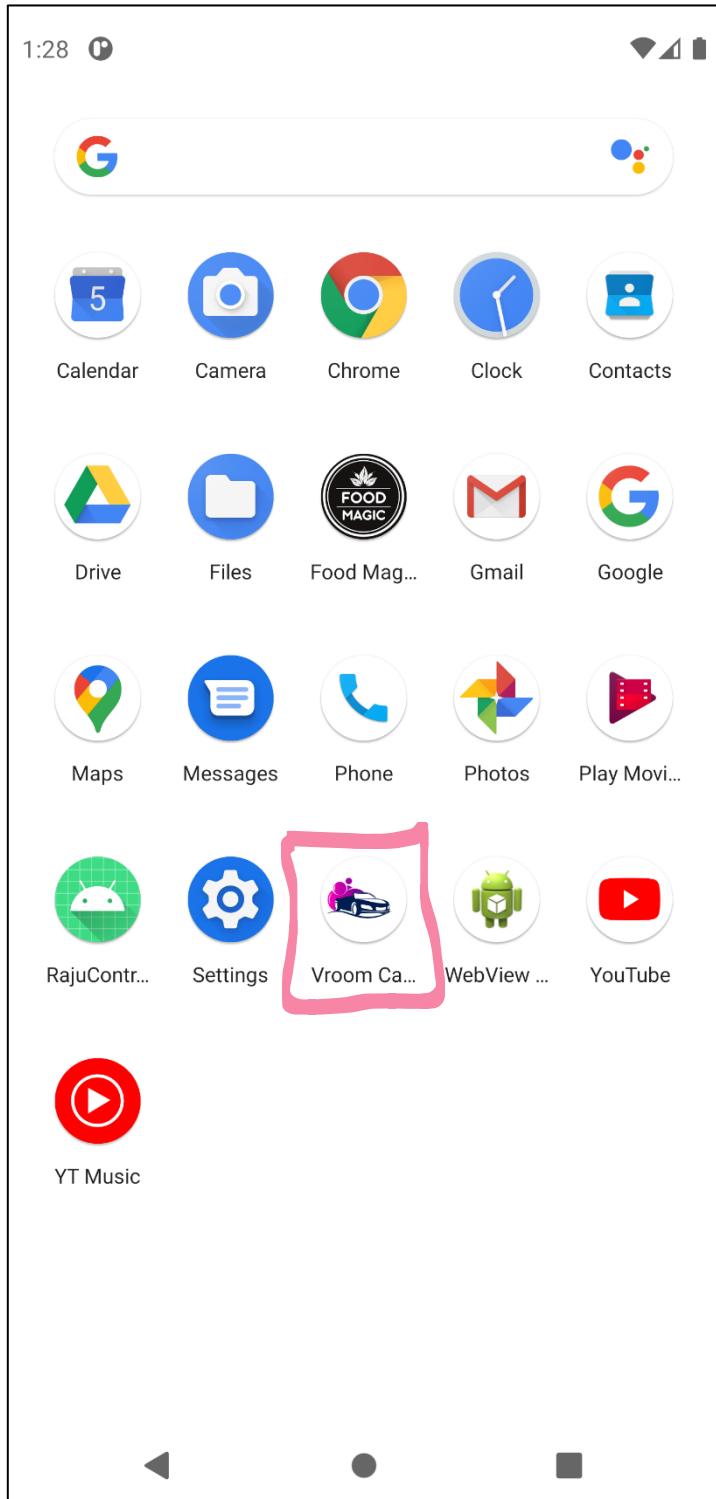
Lab 15 : Shared Preference

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 15 – Vroom Car Share)

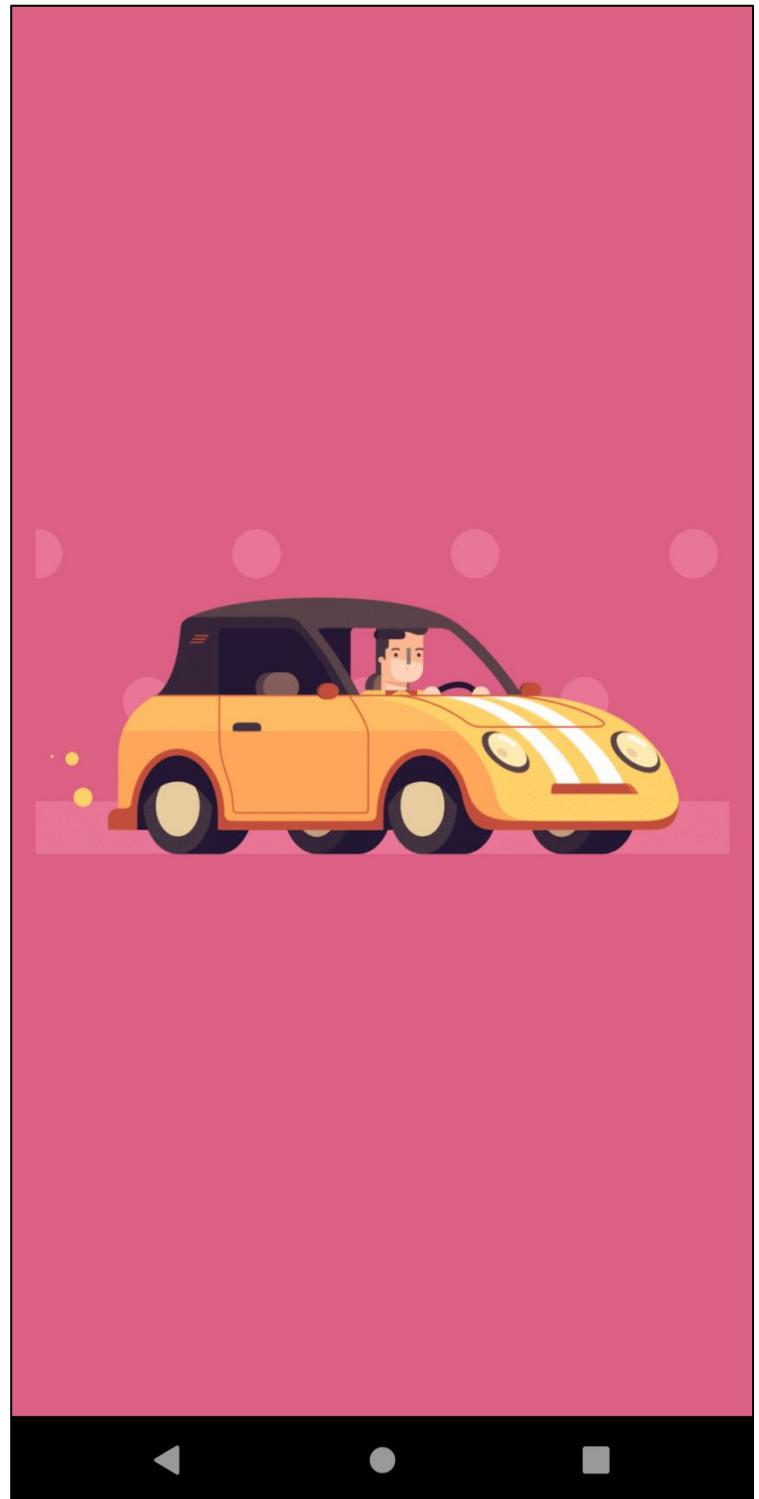


Output:

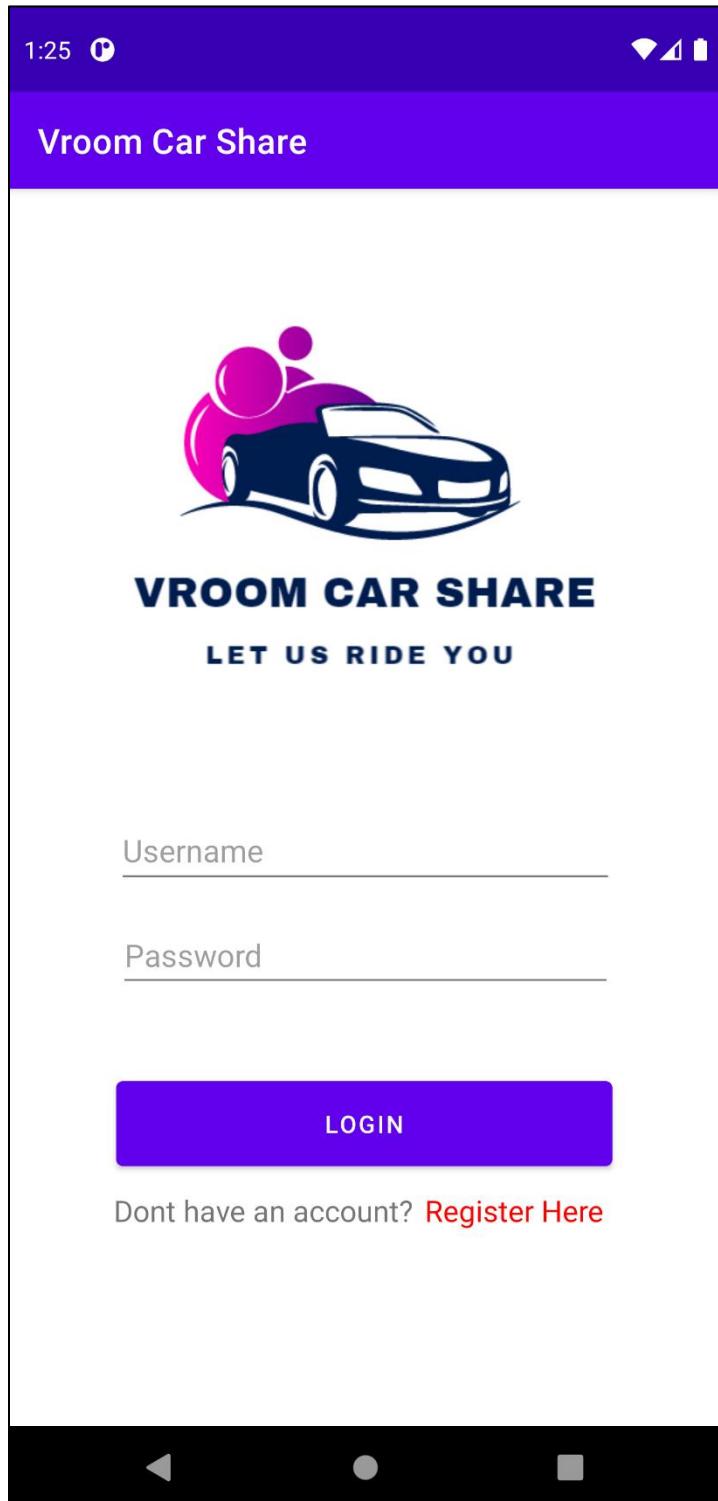
1. App Icon



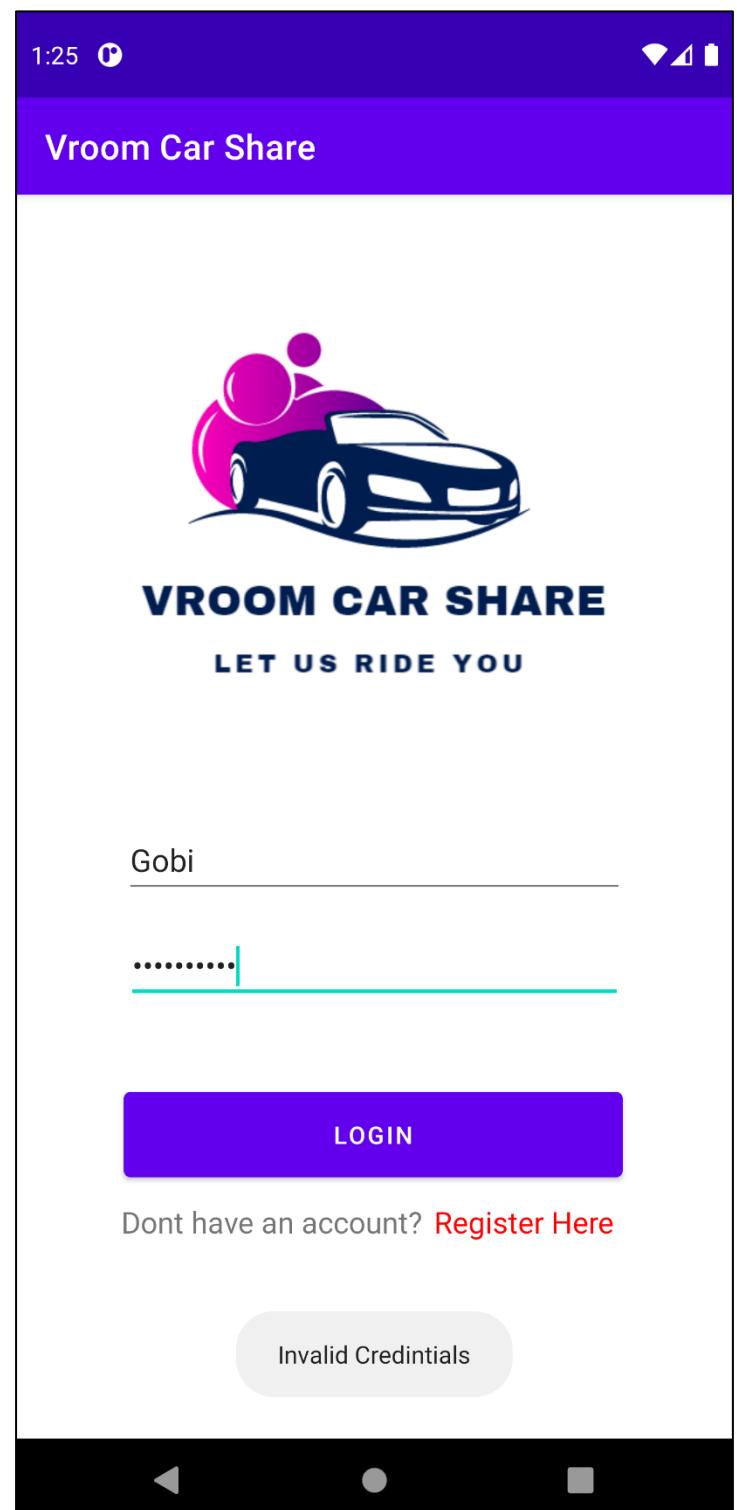
2. Splash Screen



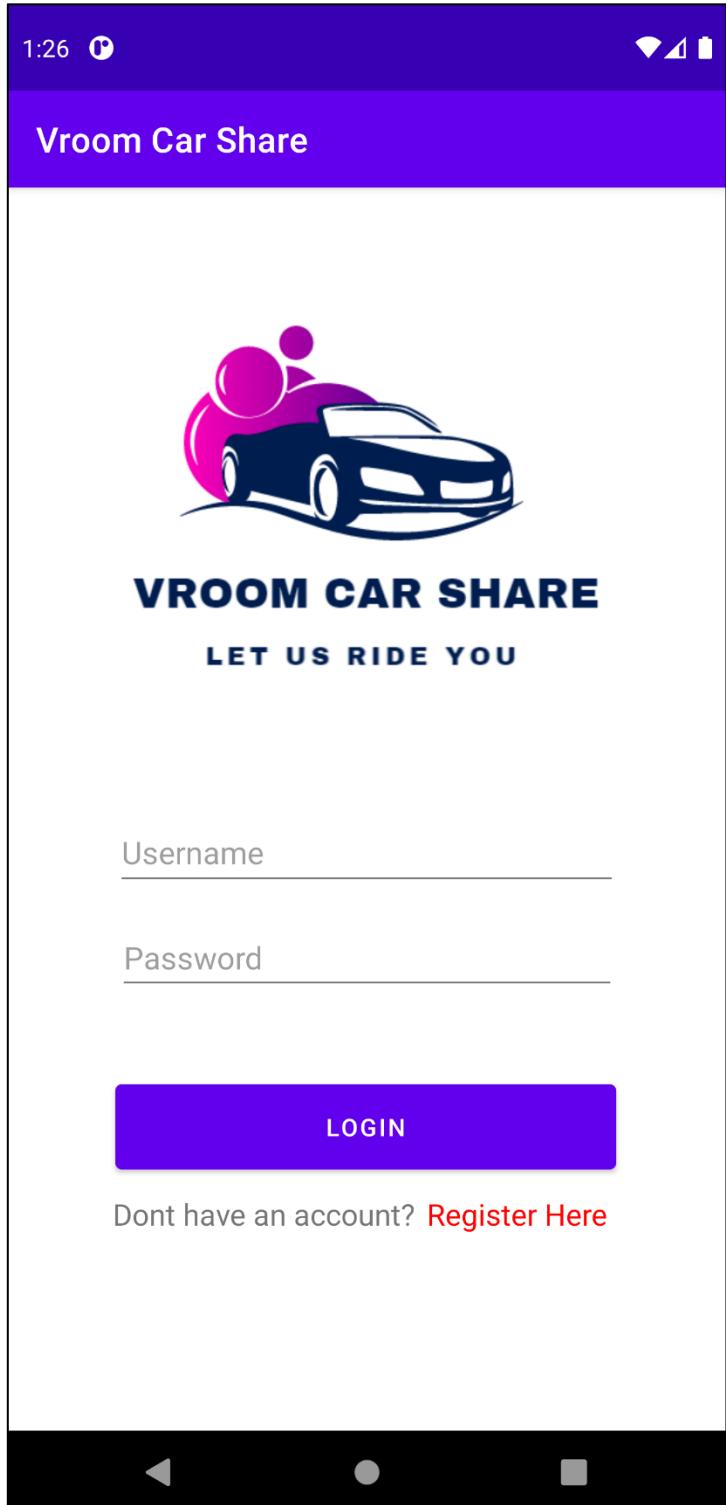
3. Welcome Screen



4. Invalid Login



9. Click on register



10. Register Form (01)

A screenshot of a registration form titled "Register Form". The form consists of several text input fields: "Firstname", "Lastname", "Email", "Phone Number", "Date Of Birth", "Driver License", "Street", and "City". Each field is preceded by its label and followed by a horizontal line for input. The background is white with a black header and footer bar.

11. Register Form (02)

Phone Number

Date Of Birth

Driver License

Street

City

State

Zipcode

CLEAR **SAVE** **FETCH**

SUBMIT



12. Register Form (Filling 01)

Register Form

Raj

Kumar

raj@crs.in

9361048881

June 27

TN4351345

SG Palya



13. Register Form (Filling 02)

9361048881

June 27

TN4351345

SG Palya

Bengaluru

KA

501005

CLEAR

SAVE

FETCH

SUBMIT

14. Data saved (Shared – Private)

9361048881

June 27

TN4351345

SG Palya

Bengaluru

KA

501005

CLEAR

SAVE

FETCH

SUBMIT
Details are saved!

15. Form Cleared

Phone Number

Date Of Birth

Driver License

Street

City

State

Zipcode

CLEAR

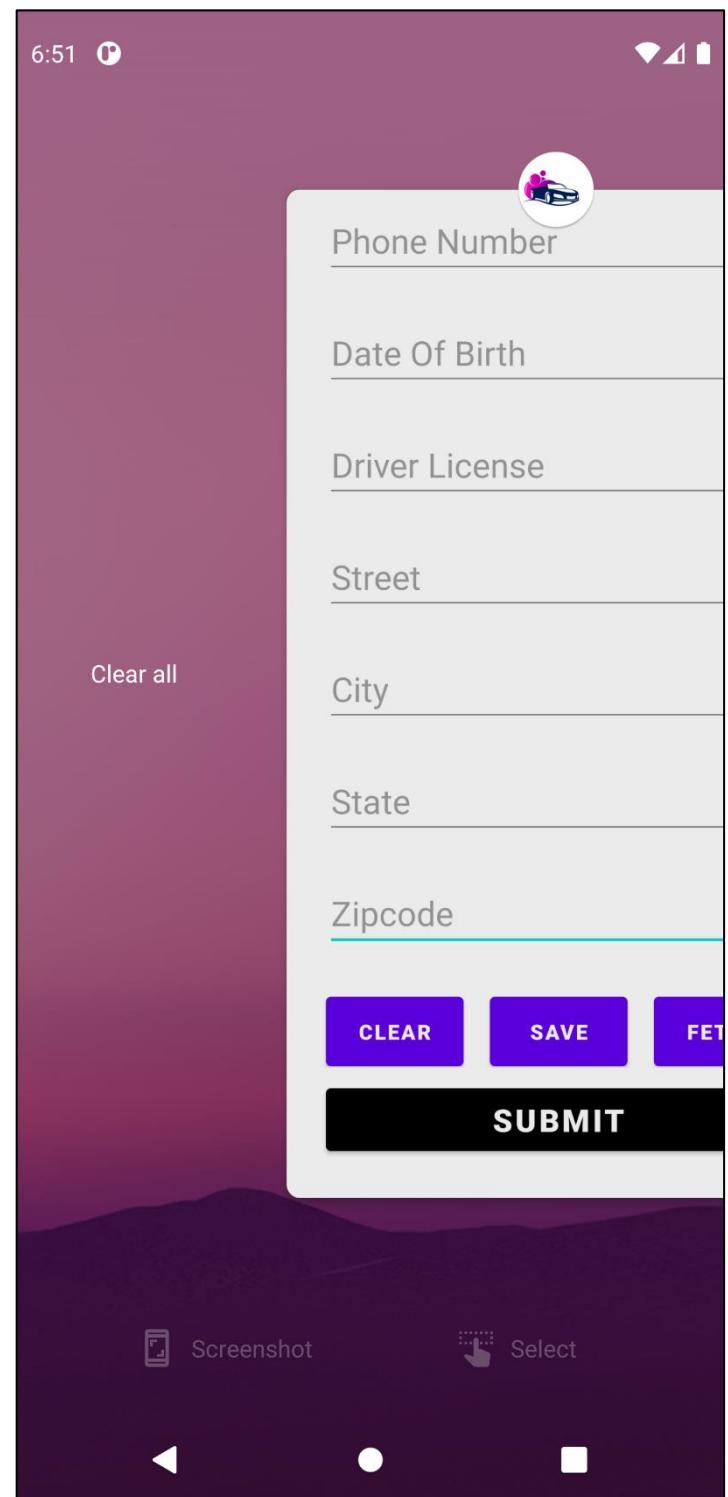
SAVE

FETCH

SUBMIT

Form Cleared

16. App closed



17. App Reopened

Register Form

Firstname

Lastname

Email

Phone Number

Date Of Birth

Driver License

Street

City

◀ ⏪ ⏹

18. Data Retrieved - SharedPreference

9361048881

June 27

TN4351345

SG Palya

Bengaluru

KA

501005

CLEAR SAVE FETCH

SUBMIT
Data Retrieved Successfully!

◀ ⏪ ⏹



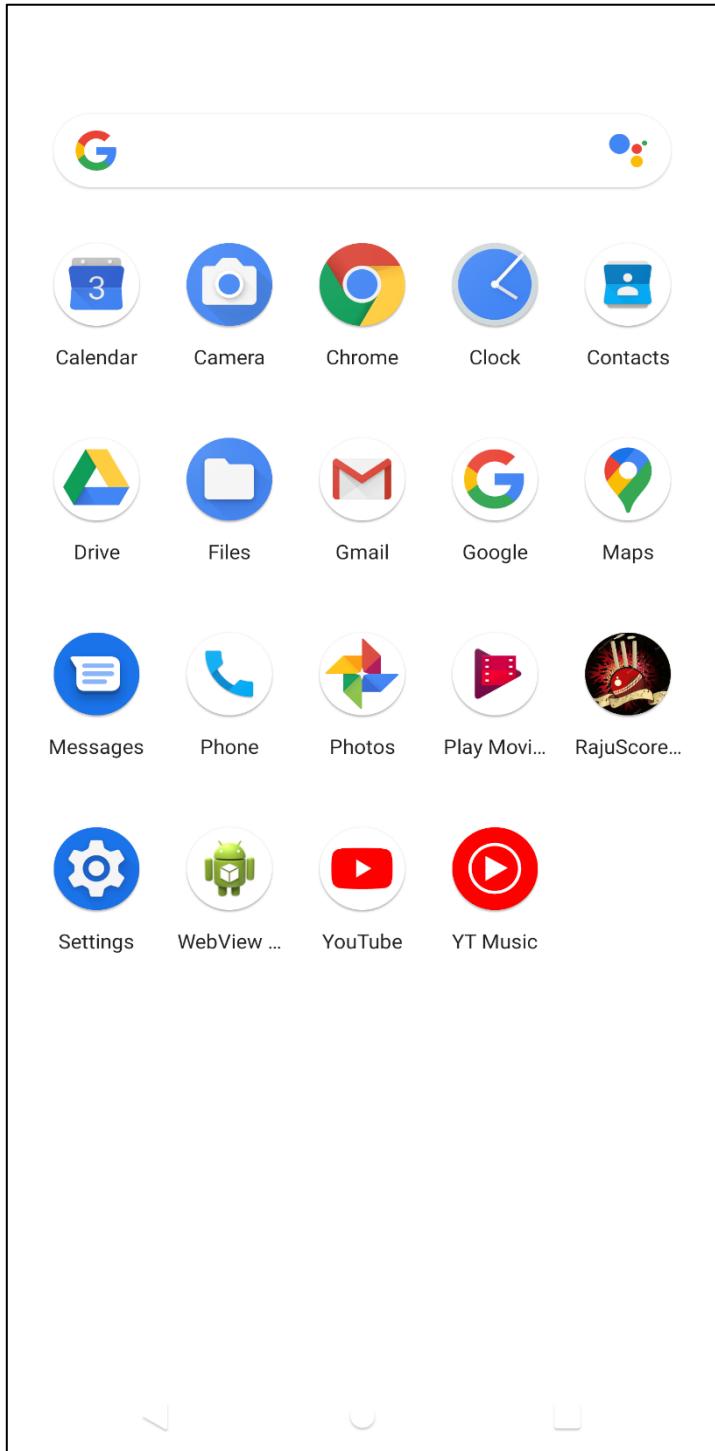
Lab 16 : Database CRUD Operations

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 16 – Raju Score Board)

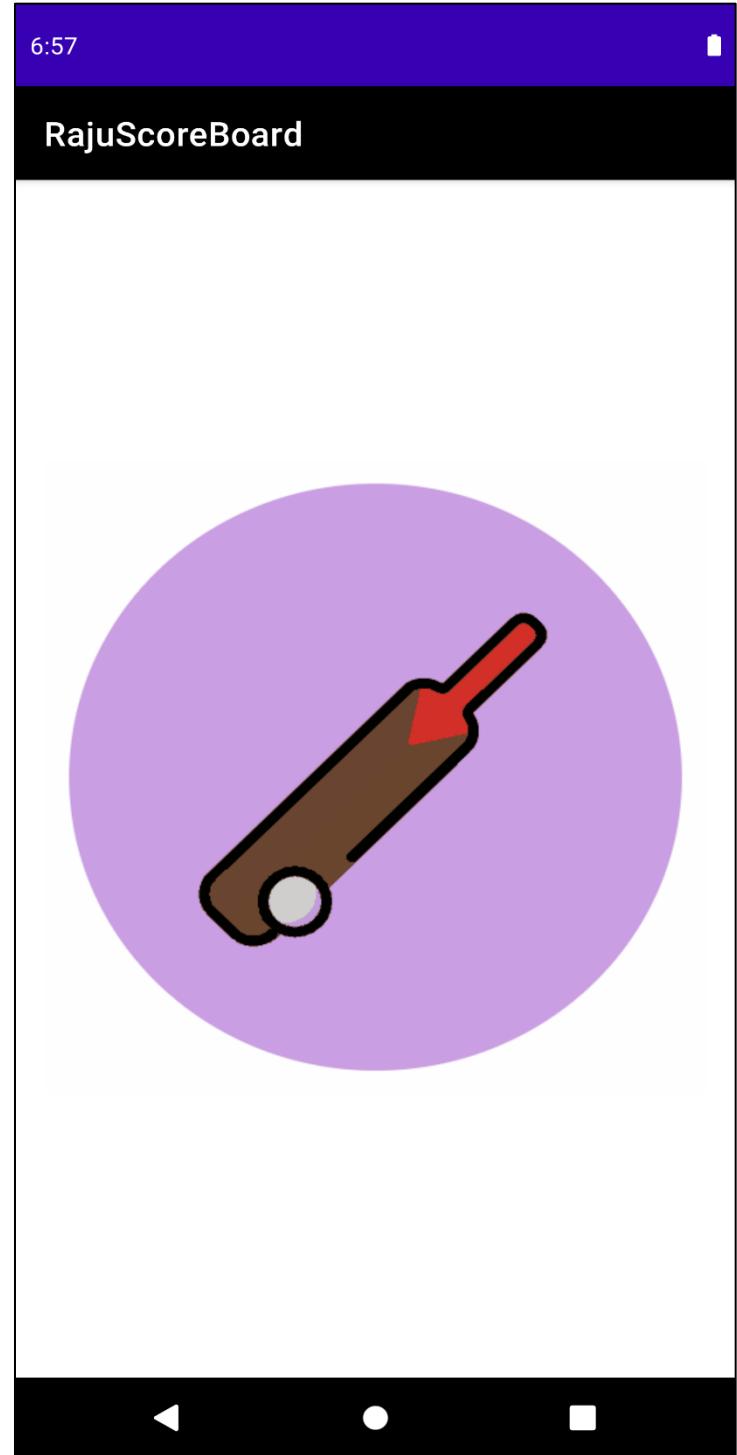


Output:

1. App Icon



2. Splash Screen



3. Welcome Screen



4. Enter the match name



Clicking on **Letsplay** option in the above screen will create the appropriate new match entry in the **matches** table of **rsb** database.

Database connection code:-

```
public class ConnectionClass {  
    String classs = "com.mysql.jdbc.Driver";  
    String url = "jdbc:mysql://192.168.0.101/rsb";  
    String un = "vroom";  
    String password = "Binod8321!";
```

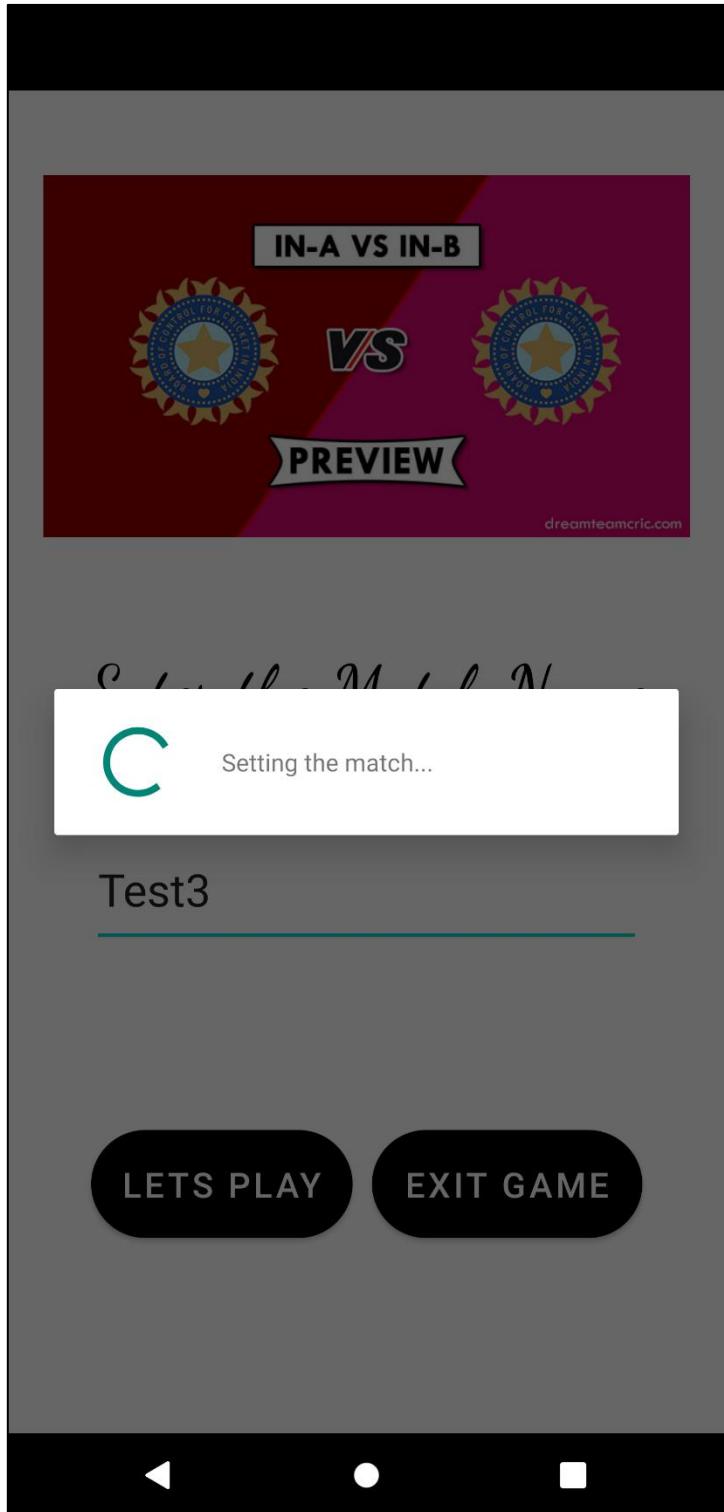
Insert entry into database:-

```
String mtches="select *from matches";  
ResultSet rsmtch=null;  
Statement stmttch = con.createStatement();  
rsmtch = stmttch.executeQuery(mtches);  
while(rsmtch.next()) {  
    String name = rsmtch.getString( columnLabel: "Name");  
    if(name.equals(match.getText().toString()))  
    {  
        String scrupd = "DELETE FROM matches WHERE Name=?";  
        PreparedStatement pstmtt = (PreparedStatement) con.prepareStatement(scrupd);  
        pstmtt.setString( parameterIndex: 1, name);  
        int i = pstmtt.executeUpdate();  
    }  
}
```

Database:-

The screenshot shows the MySQL Workbench interface. The title bar indicates the server is 127.0.0.1 and the database is rsb. The main area is the 'Structure' tab, which lists two tables: 'matches' and 'players'. Each table has three columns: 'ID', 'Name', and 'Age'. Below each table are several action buttons: 'Browse', 'Structure', 'Search', 'Insert', 'Empty', and 'Drop'. At the bottom left, it says '2 tables' and 'Sum'. On the left side, there is a 'Filters' section with a search input field labeled 'Containing the word:'.

5. Fetching details from database



6. Setup match "Test3"

+ Options	
Name	Score
test2	15
test1	0
Test3	0

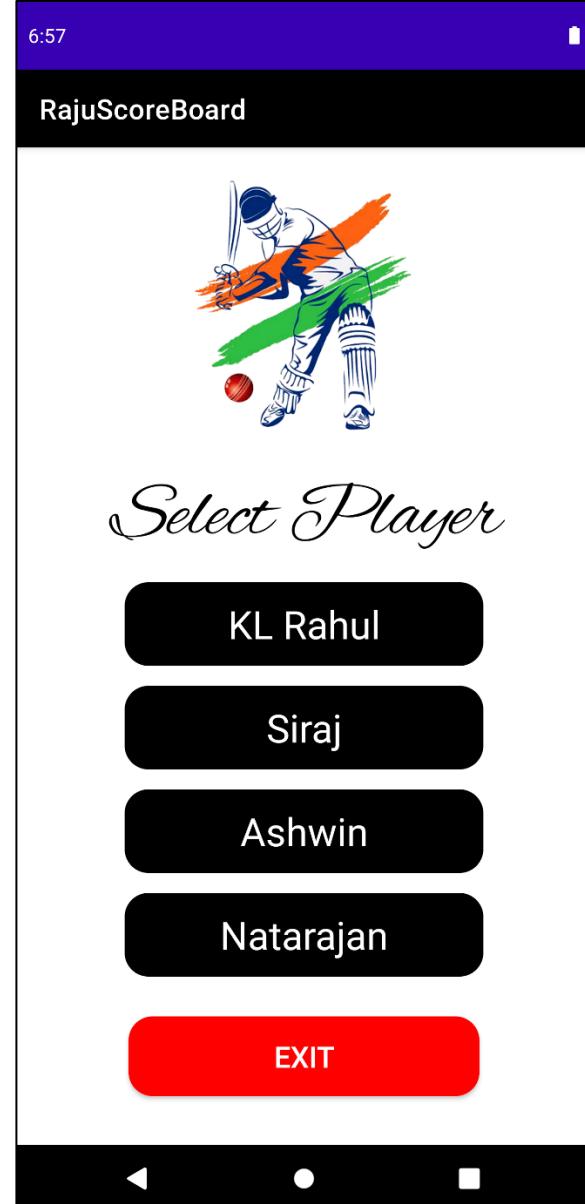
7. Fetch Player Details

+ Options	
Name	Available
Rohit Sharma	1
Submhan Gill	0
Virat Kholi	1
Krunal Pandya	1
Hardik Pandya	1
Suryakumar	1
KL Rahul	1
Siraj	1
Ashwin	1
Natarajan	1

8. Player List - 01



9. Player List - 02

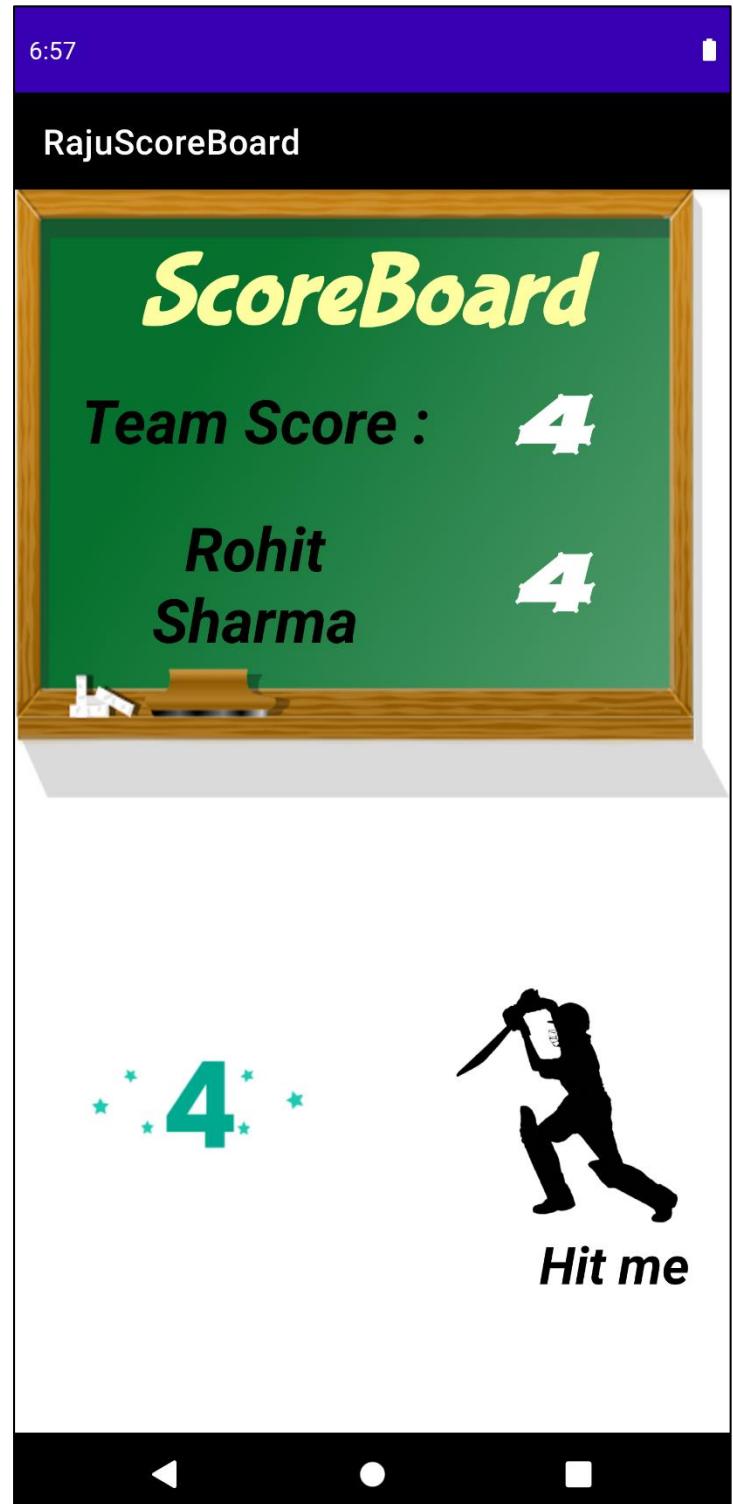


```
String query="select *from players where Available='"+avail+"'";  
ResultSet rs=null;  
Statement stmt = con.createStatement();  
rs = stmt.executeQuery(query);  
while(rs.next()) {  
    String name = rs.getString( columnLabel: "Name");|  
    DB_Support.addplayers(name);  
}  
z = "Match Setup successfull";  
isSuccess=true;
```

10. Player 1 Score Board - 01



11. Player 1 Score Board - 02



Clicking on **Hit me** option will randomly generate a score from (wicket,run1,run2,run3,run4,run6) and appropriate action like updating team score, updating player score and updating match score in the database will be triggered.

Update score in the database code:-

```
String scrupd = "update matches set Score=? where Name=?";  
PreparedStatement pstmt = (PreparedStatement) con.prepareStatement(scrupd);  
pstmt.setInt( parameterIndex: 1, score);  
pstmt.setString( parameterIndex: 2, DB_Support.getMtchName());  
int i = pstmt.executeUpdate();
```

12. Player 1 Score Board - 03



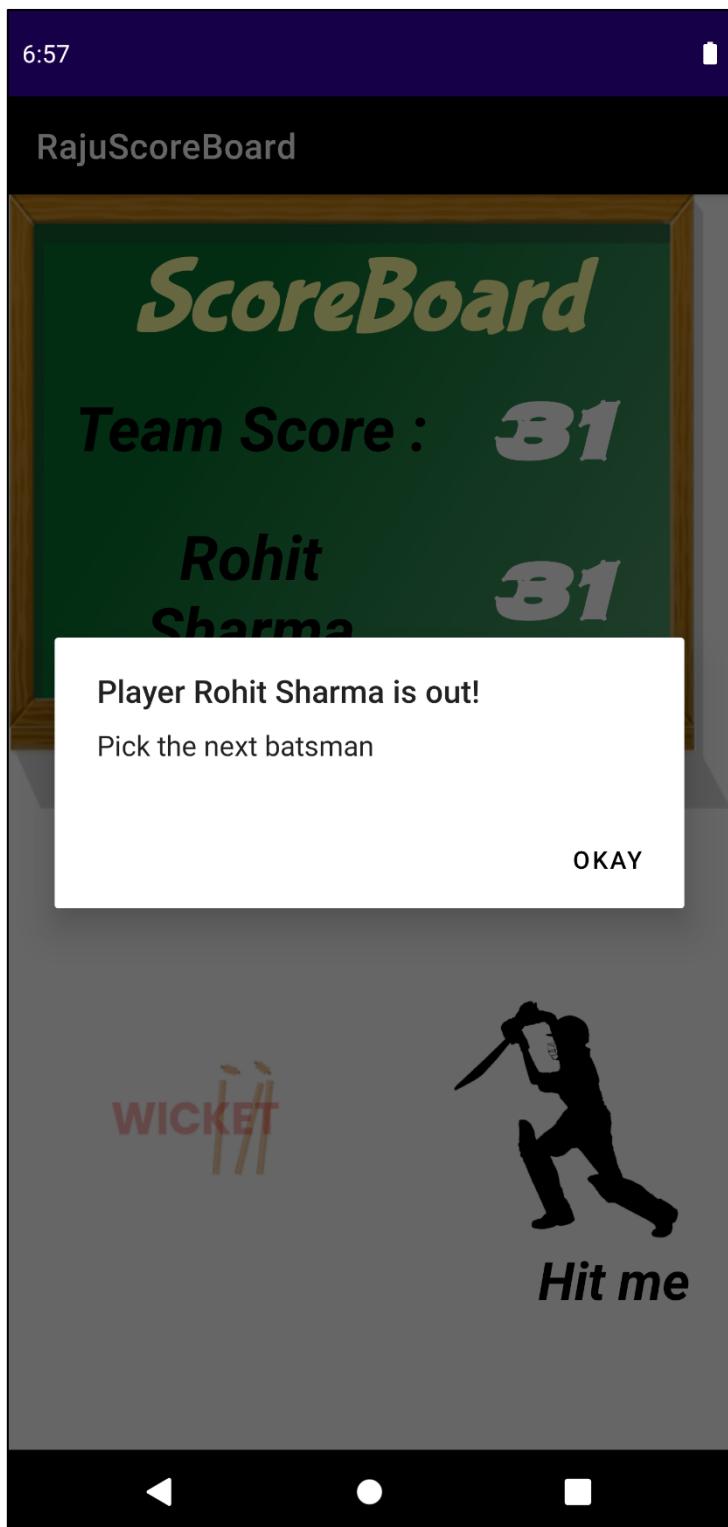
13. Score Reflection in the table:-

+ Options	
Name	Score
test2	15
test1	0
Test3	4

↓

+ Options	
Name	Score
test2	15
test1	0
Test3	5

14. Player 1 Score Board - 04

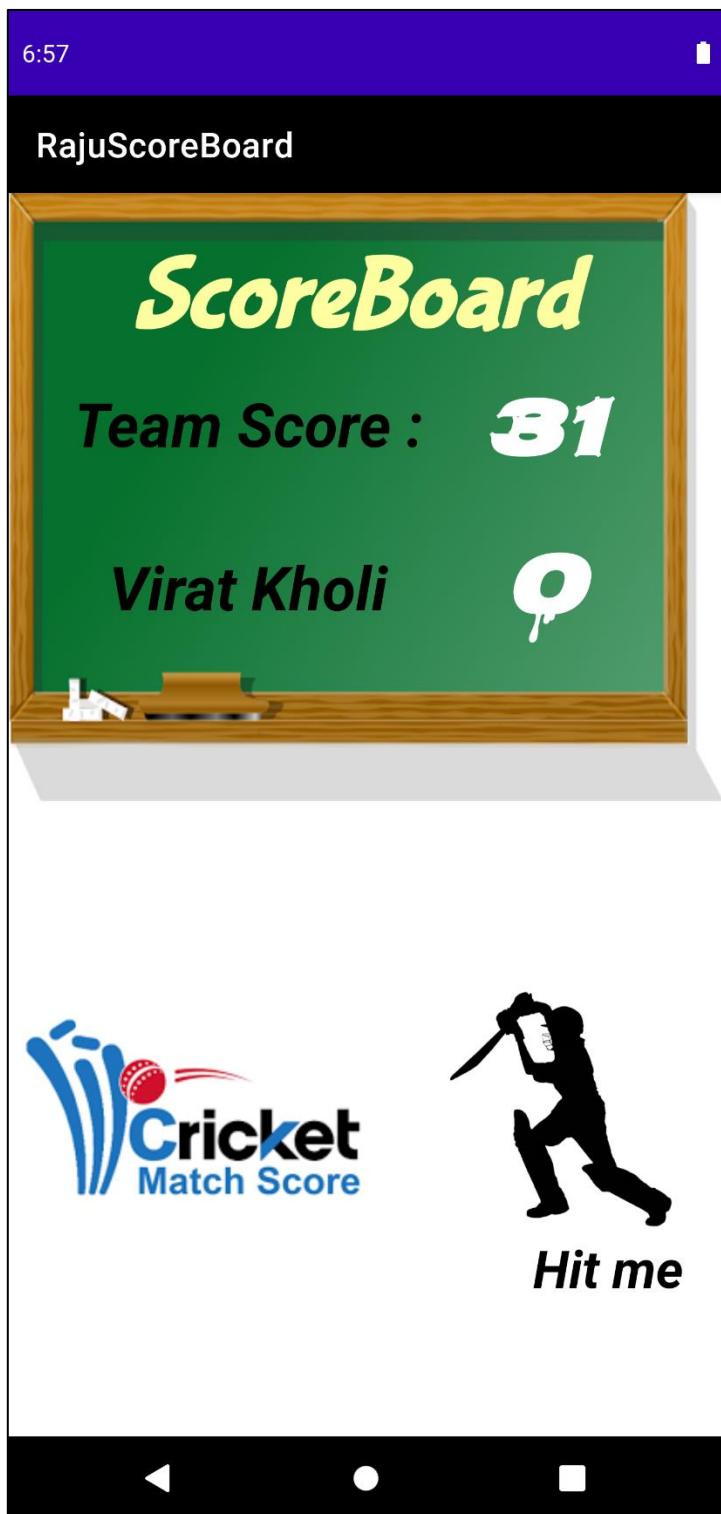


15. Choosing next batsman



Clicking on **Okay** option will take back to the updated player list where the user can select the next batsman.

16. Player 2 Score Board - 01

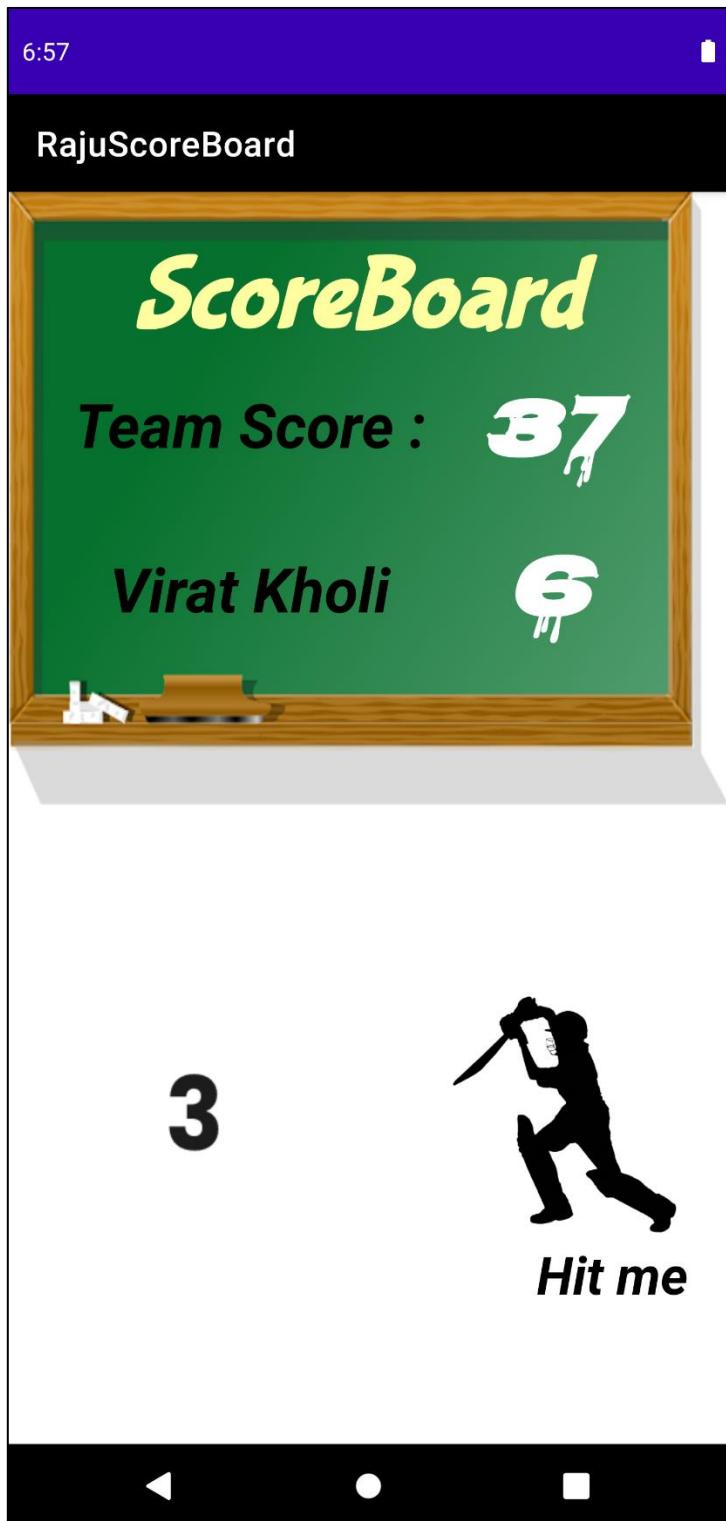


17. Player 2 Score Board - 02

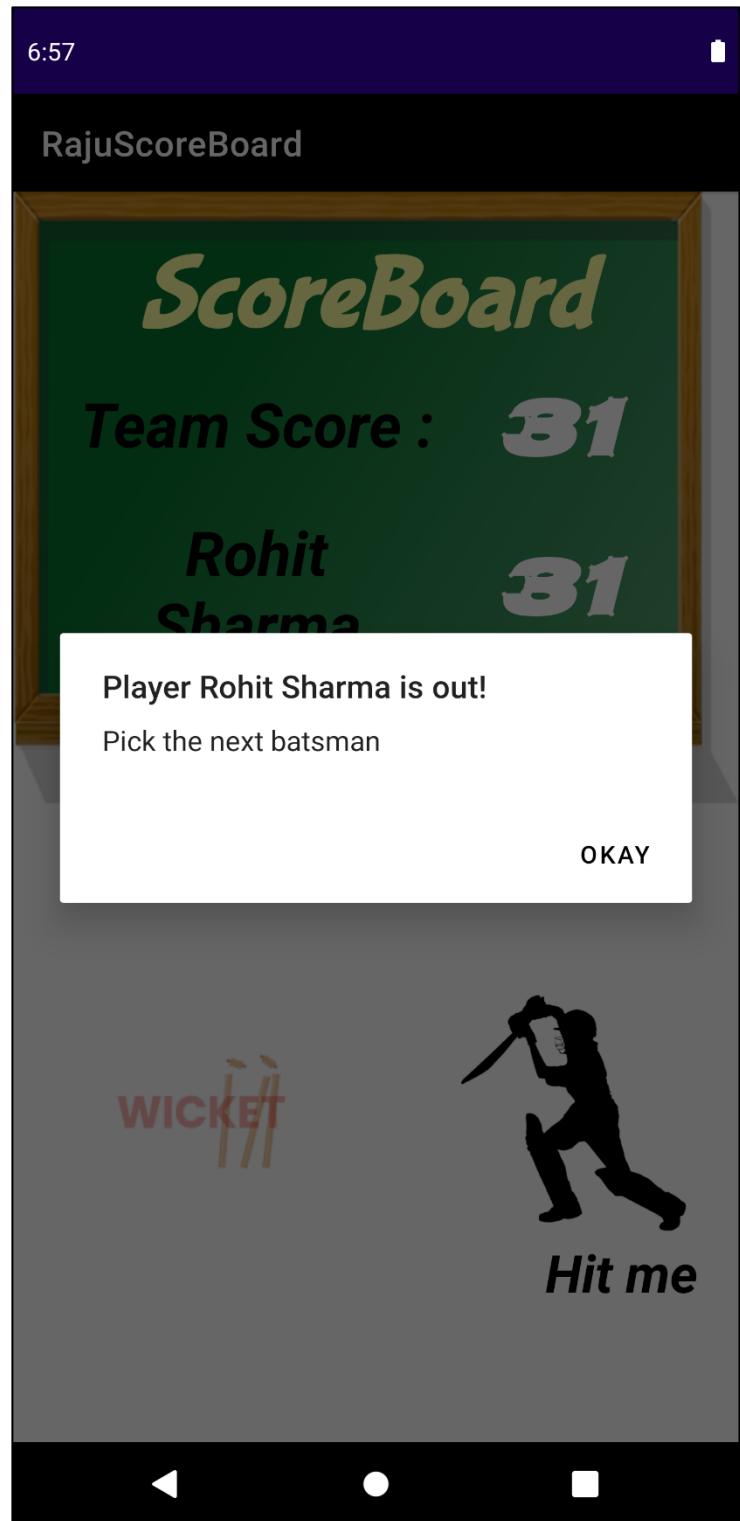


Here the team score is carried from the previous batsman and new score is set for the new batsman and updated accordingly.

18. Player 2 Score Board - 03

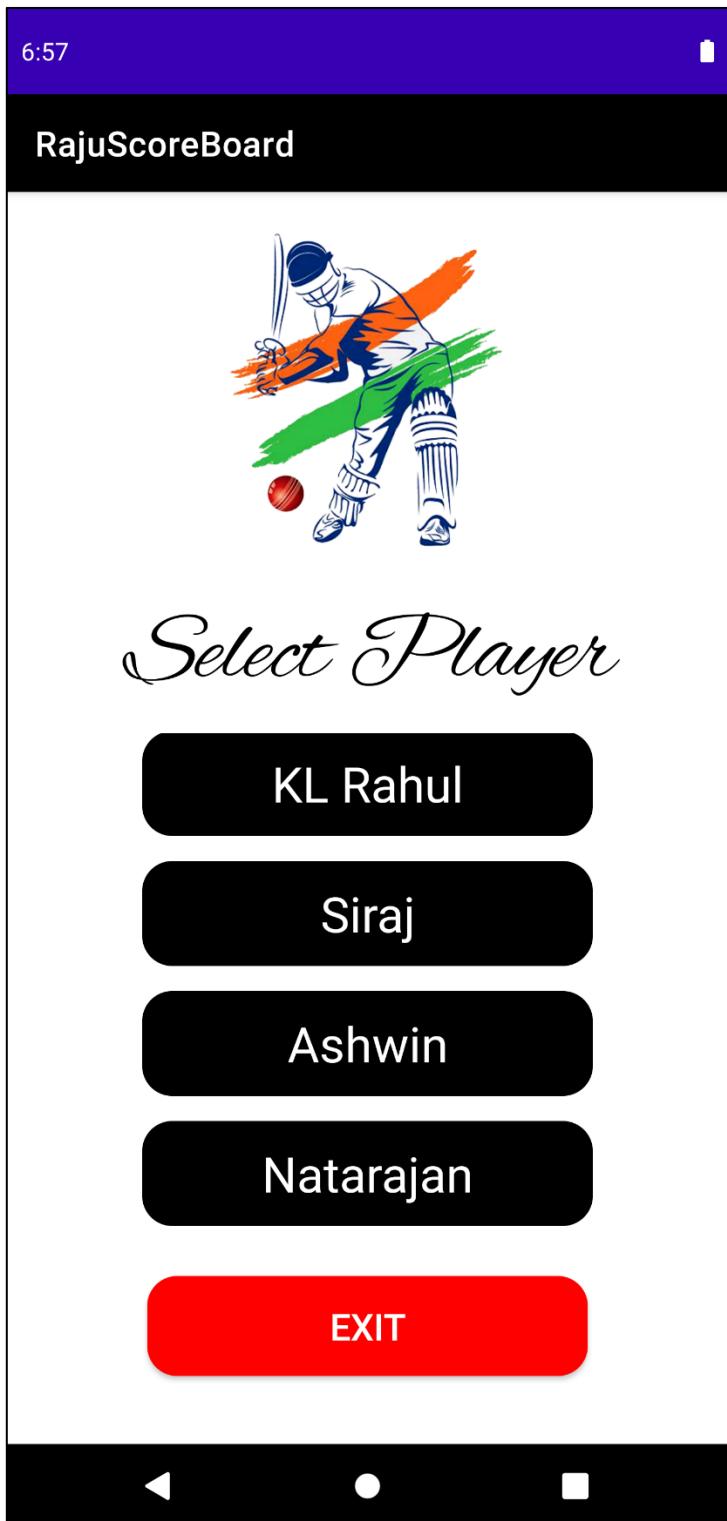


19. Player 2 Score Board - 04

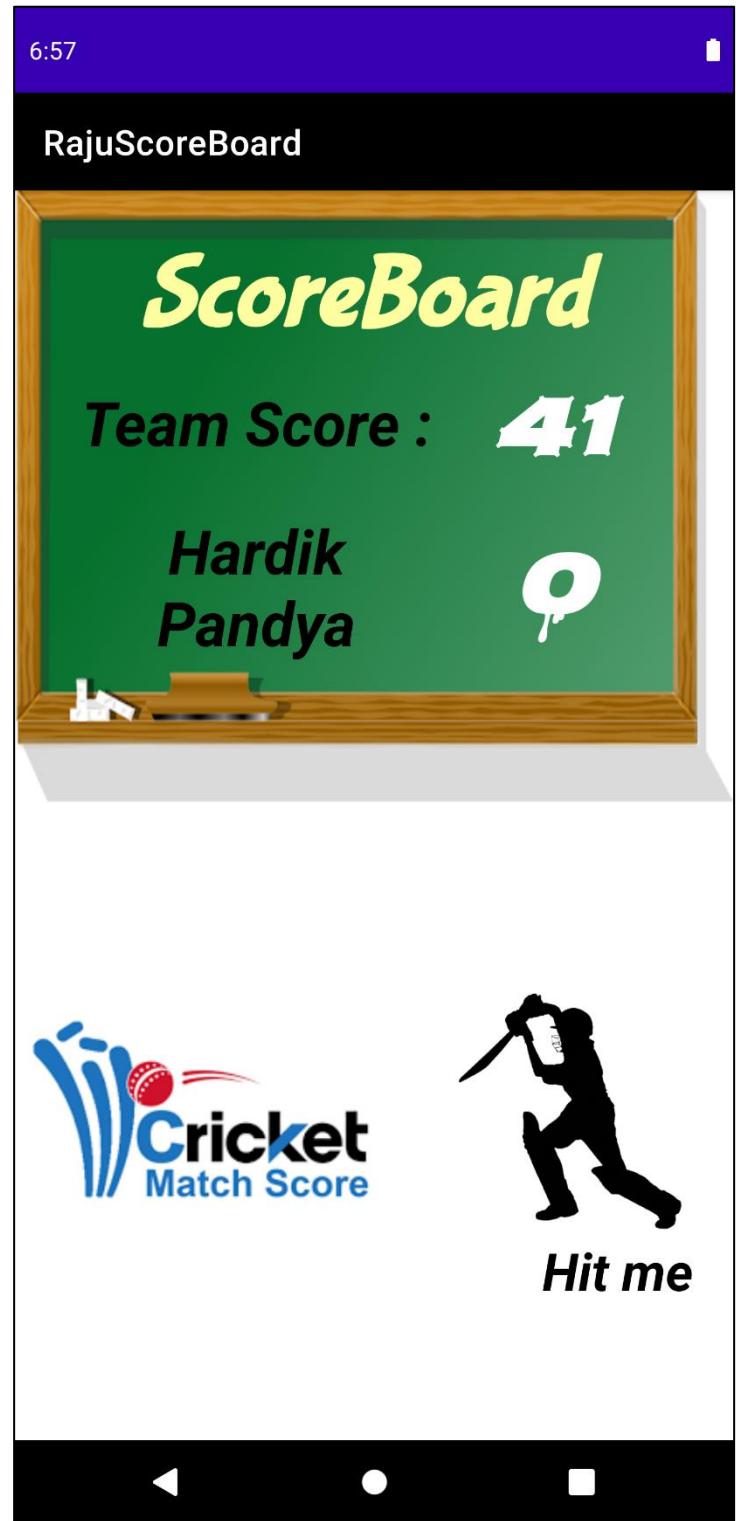


Clicking on **Okay** option will take back to the updated player list where the user can select the next batsman and this procedure follows until all players get out.

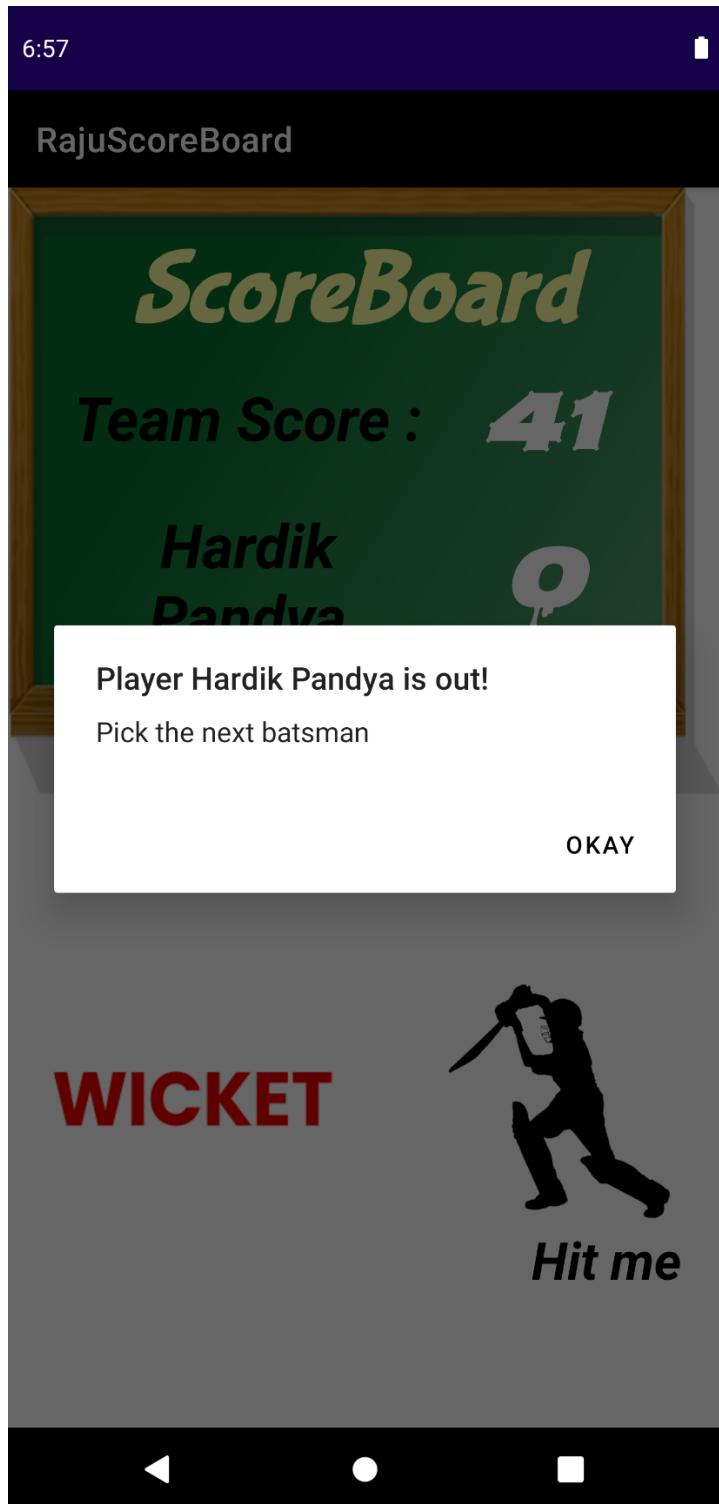
20. Selecting n-th batsman



21. Player n Score Board - 01



22. Player n Score Board - 02



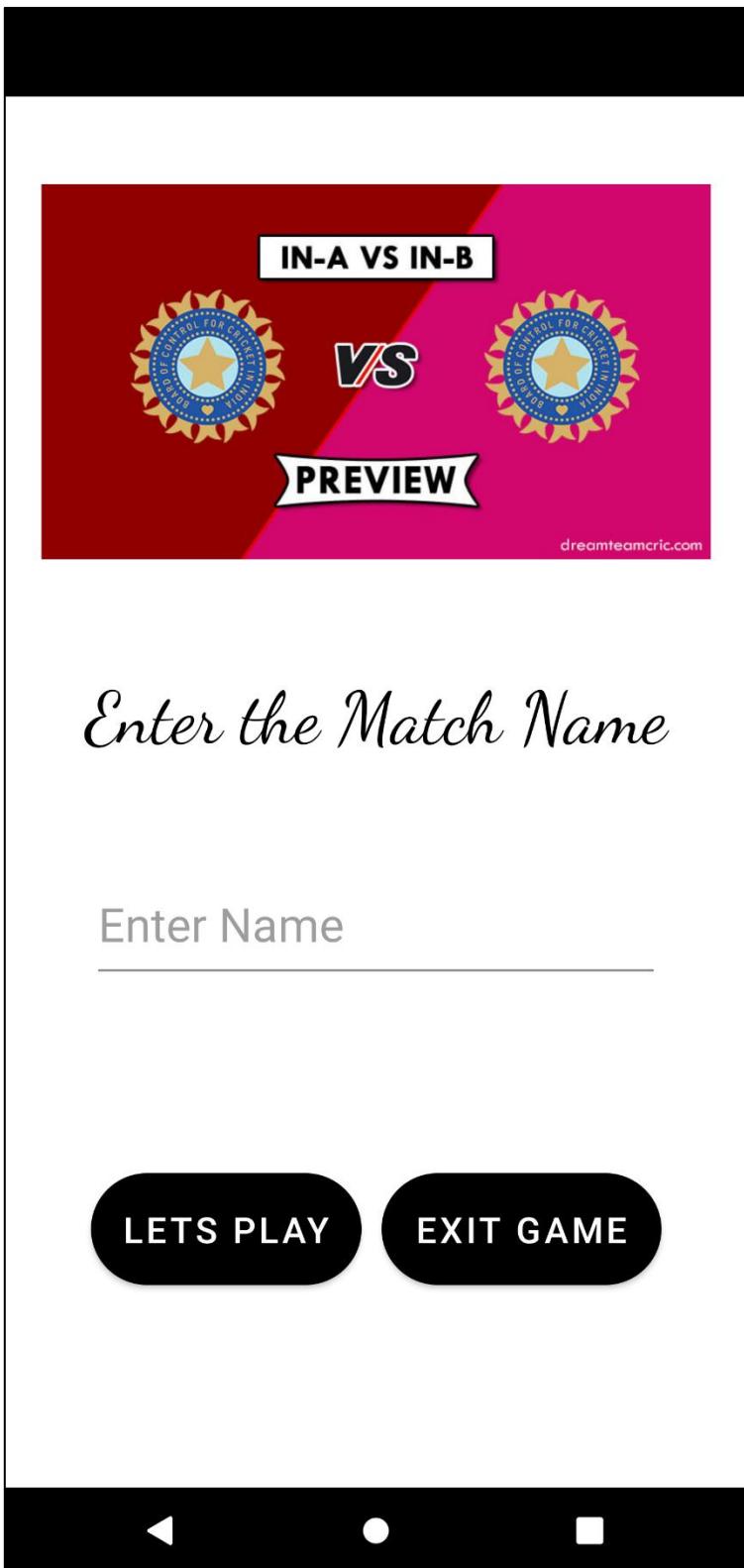
+ Options	
Name	Score
test2	15
test1	0
Test3	41

The pic to the left shows the updation of match score after player n ending his batting. Exit from the player list activity after all players have been outed and also exit from the game.

23. Exit after all players are out



24. Exit the game or start a new match



All necessary coding and video documents needed for this lab has been attached below for reference.