Lab2: Mobile Application Development

1

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1 Emoji Mood Changer



Figure 1: Code For Emotions Change

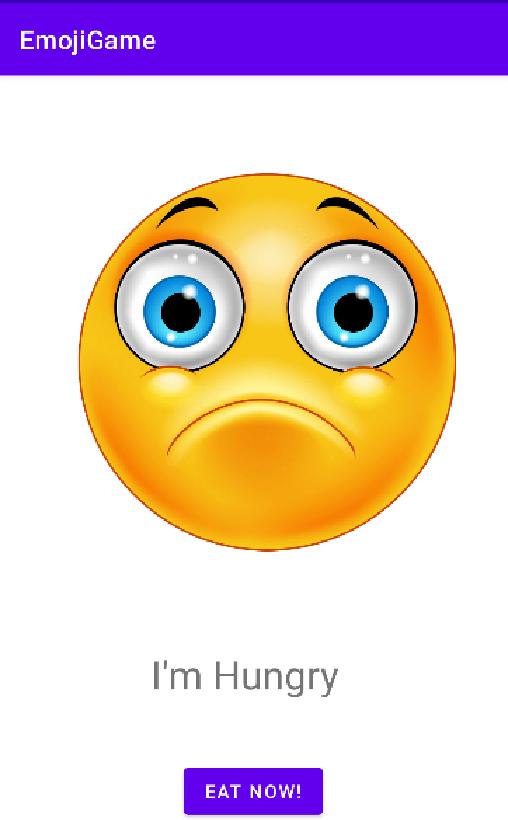


Figure 2: Hungry Mood

2







Figure 3: Happy Mood after meal

2 Coffee Shop



Figure 4: On Click Methods for minus and plus counter

Figure 5: On Click Methods for Order Button

3

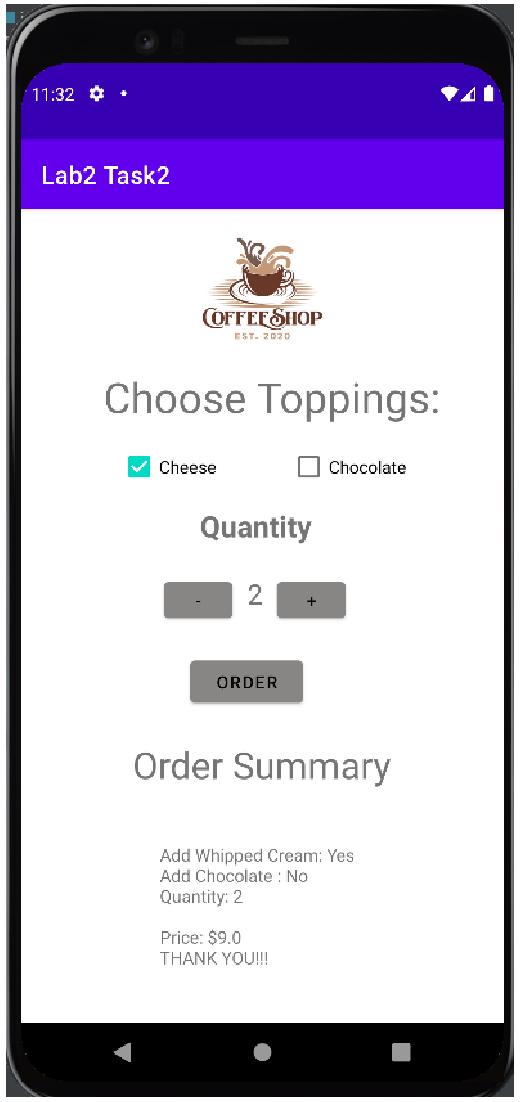


Figure 6: Interface of Coffee Shop

4

3 Calculator

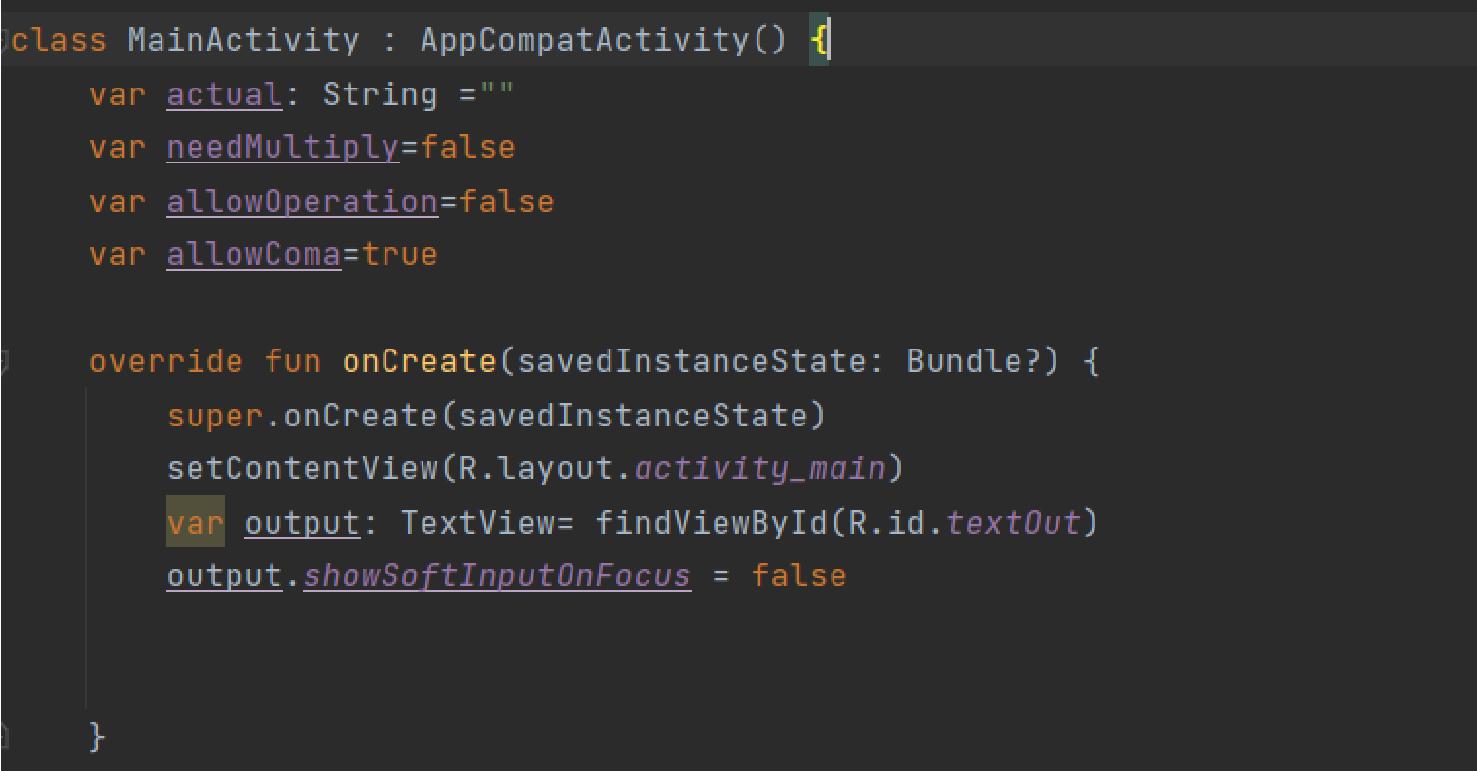


Figure 7: OnCreate Method

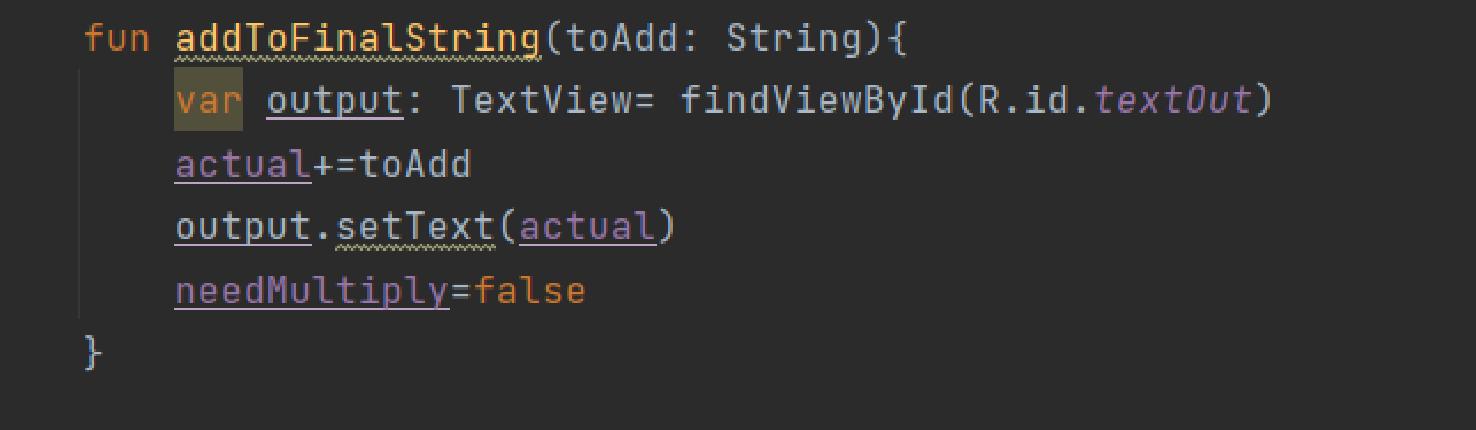


Figure 8: Add to final String

5



Figure 9: Percent and Coma Action



Figure 10: Clear and Bracket Open Action



6

Figure 11: Bracket Close and sign Check Action



Figure 12: number check and get input

7



Figure 13: equal action



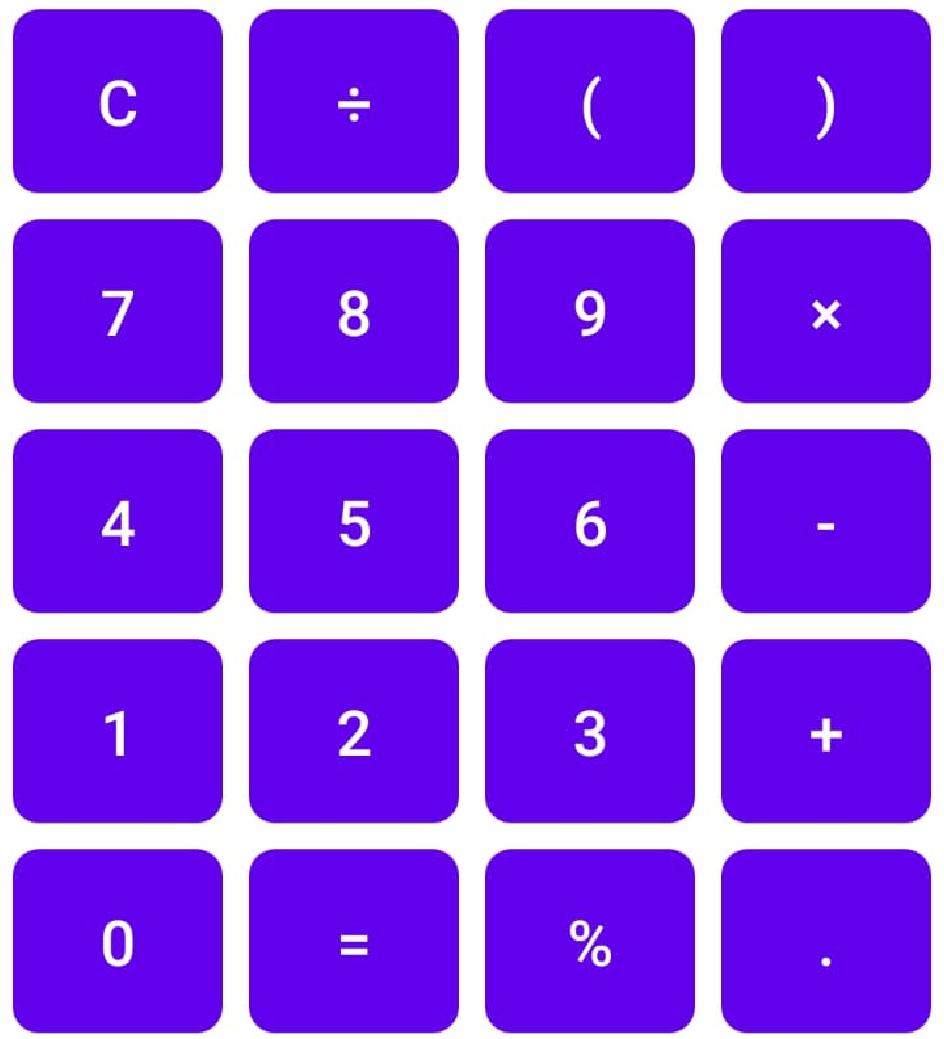




Figure 14: Output

8

4 Hangman

9

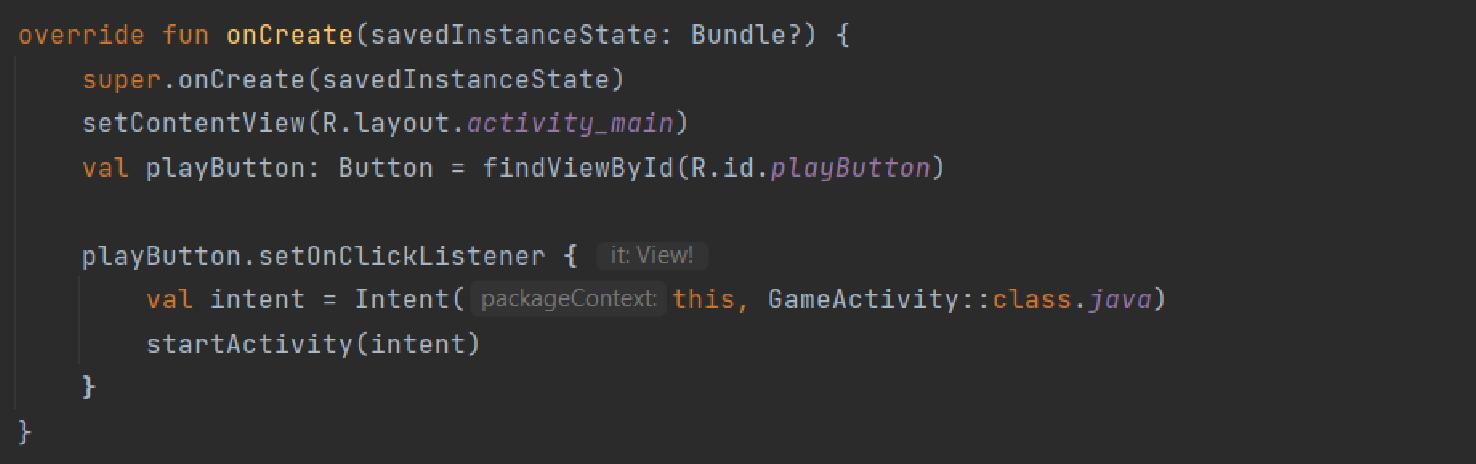


Figure 15: Main Activity

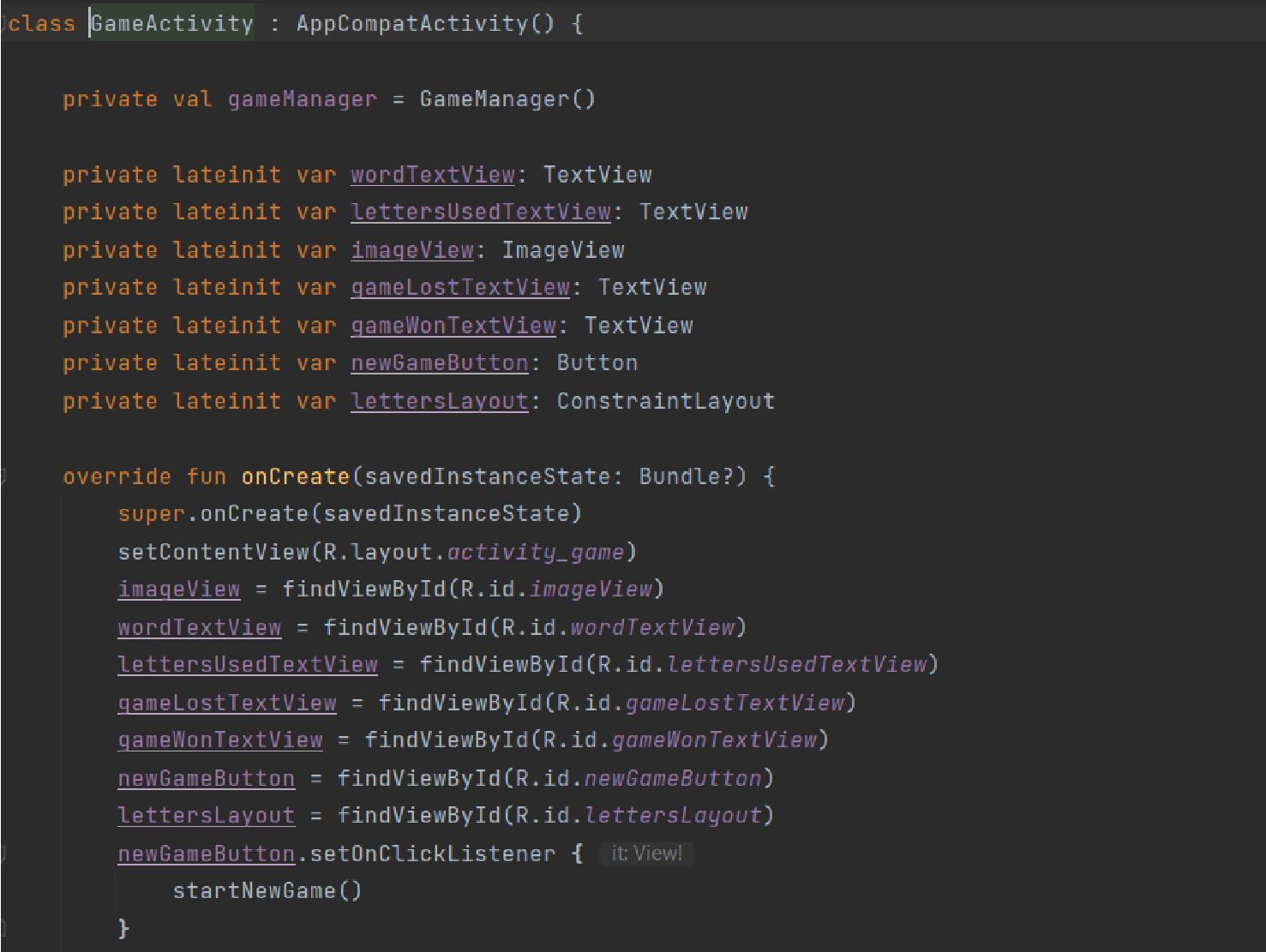


Figure 16: Game Activity



Figure 17: Update UI

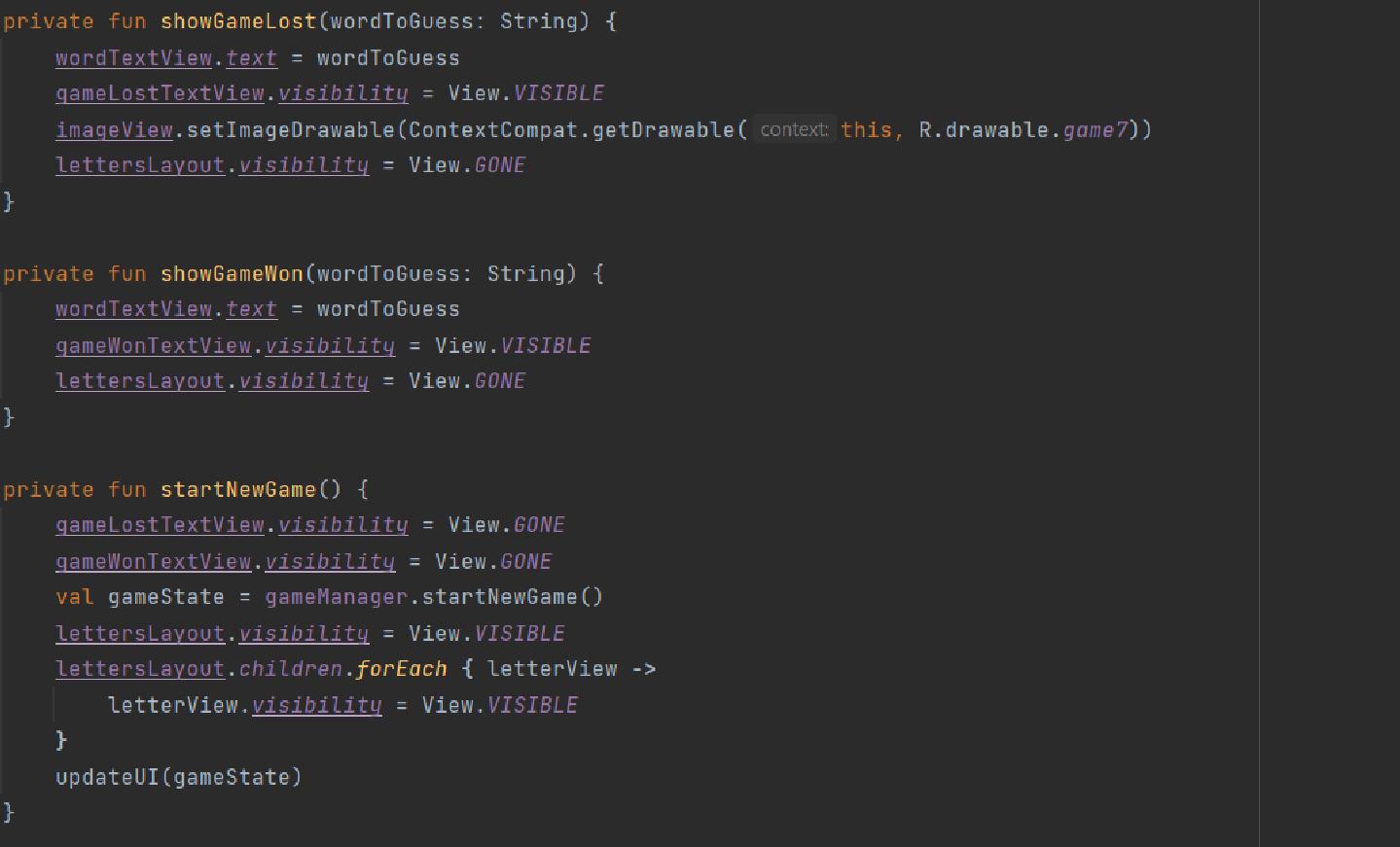


Figure 18: Show game Won/Lost and Start

10