Cycle 1

1. Develop a Simple Android Application that print Hello using a Text view
2. Android Application to add two numbers
3. Display a Toast message when you Click a button
4. Design a user interface using linear layout with vertical orientation
5. Design a user interface using Table Layout
6. Design a user interface using Absolute Layout
7. Design a user interface using Relative Layout (Design login page)
8. Design a user interface using Grid View
9. Write a program to design a User Interface using Normal List View
10. Write a program to design a User Interface using Image button - Add Image to Resources
11. Write a program to design a User Interface using Widget **-**RadioButton
12. Write a Android Program to Start and Stop a Service in Android

2. Android Application to add two numbers

MainActivity .java

**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.EditText;  
**import** android.widget.TextView;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 EditText **t1**,**t2**;  
 Button **b**;  
 TextView **t**;  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
 **t1**=(EditText)findViewById(R.id.***editText***);  
 **t2**=(EditText)findViewById(R.id.***editText2***);  
 **t**=(TextView)findViewById(R.id.***textView***);  
 **b**=(Button)findViewById(R.id.***button***);  
  
 **b**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
  
  
 String a=**t1**.getText().toString();  
 String b=**t2**.getText().toString();  
  
 **int** c=Integer.*parseInt*(a)+Integer.*parseInt*(b);  
  
 **t**.setText(String.*valueOf*(c));  
  
  
 }  
 });  
 }  
}