## **Experiment No 5**

# Develop GMaps application by using Linear Layout Views with different attributes

**Aim:** To Develop a GMaps application by using Linear Layout Views with different Attributes.

#### **Procedure:**

**Step1:** Create the New Project->Empty Views Activity

**Step 2:** Design the User Interface in the activity\_main.xml file

### activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:orientation="vertical"
  android:padding="16dp"
  tools:context=".MainActivity">
  <Button
    android:id="@+id/fetchLocationButton"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Fetch Current Location"
    android:textColor="@android:color/white"
    android:layout_marginBottom="16dp" />
  <org.osmdroid.views.MapView
    android:id="@+id/map"
    android:layout_width="match_parent"
    android:layout_height="0dp"
```

#### android:layout\_weight="1" />

#### </LinearLayout>

**Note:** For using GMaps API we have to configure the two step Verification Process which includes your card and Payment Gateway process even for using free trial of API. So, for that alternate I'm using OSM (Open Street Map) OSMDroid in this Application.

For Configuring OSMDroid in your application follow the Steps,



**Step 3:** Add this Dependency in your Gradle Scripts build.gradle.kts *implementation(libs.osmdroid.android)* 

## MainActivity.kt

package com.example.locationapp

import android.Manifest import android.annotation.SuppressLint

```
import android.content.pm.PackageManager
import android.os.Bundle
import android.widget.Button
import android.widget.Toast
import androidx.appcompat.app.AppCompatActivity
import androidx.core.app.ActivityCompat
import androidx.core.content.ContextCompat
import org.osmdroid.config.Configuration
import org.osmdroid.util.GeoPoint
import org.osmdroid.views.MapView
import org.osmdroid.views.overlay.Marker
import org.osmdroid.views.overlay.mylocation.MyLocationNewOverlay
import org.osmdroid.views.overlay.mylocation.GpsMyLocationProvider
import org.osmdroid.tileprovider.tilesource.TileSourceFactory
class MainActivity : AppCompatActivity() {
  private lateinit var mapView: MapView
  private lateinit var locationOverlay: MyLocationNewOverlay
  private lateinit var fetchLocationButton: Button
  companion object {
    private const val REQUEST_LOCATION_PERMISSION = 1
  @SuppressLint("MissingInflatedId")
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    // Load OSMDroid configuration
    Configuration.getInstance().load(this, getPreferences(MODE_PRIVATE))
    setContentView(R.layout.activity_main)
    // Initialize the MapView
    mapView = findViewById(R.id.map)
    mapView.setTileSource(TileSourceFactory.MAPNIK) // Set tile source
    mapView.setMultiTouchControls(true) // Enable multi-touch gestures
    // Set up button to fetch current location
```

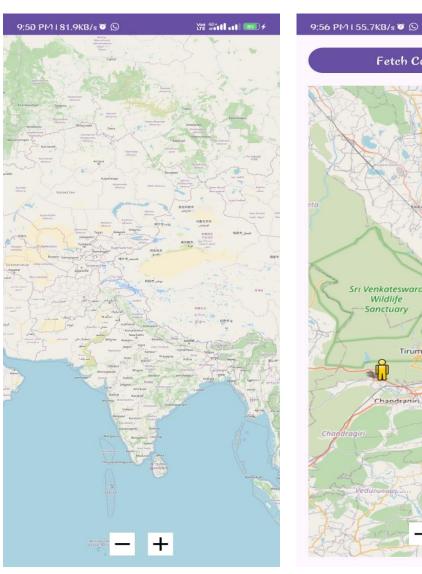
```
fetchLocationButton = findViewById(R.id.fetchLocationButton)
    fetchLocationButton.setOnClickListener {
      fetchCurrentLocation()
    }
    // Setup location overlay
    setupLocationOverlay()
  private fun setupLocationOverlay() {
    // Check for location permission
    if (ContextCompat.checkSelfPermission(this,
Manifest.permission.ACCESS_FINE_LOCATION)
      != PackageManager.PERMISSION_GRANTED) {
      // Request location permissions if not already granted
      ActivityCompat.requestPermissions(
        this.
        arrayOf(Manifest.permission.ACCESS_FINE_LOCATION),
        REQUEST_LOCATION_PERMISSION
      )
    } else {
      // Initialize the location overlay
      locationOverlay =
MyLocationNewOverlay(GpsMyLocationProvider(this), mapView)
      locationOverlay.enableMyLocation() // Enable current location
      mapView.overlays.add(locationOverlay)
      mapView.invalidate() // Refresh the map view
  private fun fetchCurrentLocation() {
    val currentLocation: GeoPoint? = locationOverlay.myLocation
    if (currentLocation != null) {
      val currentGeoPoint = GeoPoint(currentLocation.latitude,
currentLocation.longitude)
      mapView.controller.setCenter(currentGeoPoint) // Center the map on the
current location
```

```
Toast.makeText(this, "Latitude: ${currentLocation.latitude}, Longitude:
${currentLocation.longitude}", Toast.LENGTH_SHORT).show()
      addMarker(currentGeoPoint, "Current Location")
    } else {
      Toast.makeText(this, "Current Location: Not available",
Toast.LENGTH_SHORT).show()
  }
  private fun addMarker(geoPoint: GeoPoint, title: String) {
    val marker = Marker(mapView)
    marker.position = geoPoint
    marker.setAnchor(Marker.ANCHOR_CENTER,
Marker. ANCHOR_BOTTOM)
    marker.title = title
    mapView.overlays.add(marker)
    mapView.invalidate()
  override fun onRequestPermissionsResult(
    requestCode: Int,
    permissions: Array<String>,
    grantResults: IntArray
 ) {
    super.onRequestPermissionsResult(requestCode, permissions,
grantResults)
    if (requestCode == REQUEST_LOCATION_PERMISSION) {
      if (grantResults.isNotEmpty() && grantResults[0] ==
PackageManager.PERMISSION_GRANTED) {
        setupLocationOverlay()
      } else {
        Toast.makeText(this, "Location permission denied",
Toast.LENGTH_SHORT).show()
```

```
override fun onResume() {
    super.onResume()
    mapView.onResume()
}

override fun onPause() {
    super.onPause()
    mapView.onPause()up
}
```

# **Output:**





# Fetch Current Location

