*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".test33"  
 android:orientation="vertical"**>  
 <**EditText  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="name"  
 android:id="@+id/n"** />  
 <**EditText  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="room"  
 android:id="@+id/r"** />  
  
<**Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/save"  
 android:text="save"**/>  
 <**TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/s"** />  
</**LinearLayout**>

**package** com.example.testing;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.EditText;  
**import** android.widget.TextView;  
  
**public class** test33 **extends** AppCompatActivity {  
 EditText **namee**,**room**;  
 TextView **show**;  
 Button **b2**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_test33***);  
 **namee**=findViewById(R.id.***n***);  
 **room**=findViewById(R.id.***r***);  
 **show**=findViewById(R.id.***s***);  
 **b2**=findViewById(R.id.***save***);  
 **b2**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 String a= **namee**.getText().toString();  
 String u=units(a);  
  
 String t=tenth(**room**.getText().toString());  
  
 String h=hundreds(**room**.getText().toString());  
  
 **show**.setText(h+t+u);  
  
 }  
 });  
  
 }  
  
 **public** String units(String a)  
 {  
 **int** length = a.length();  
 **int** asciiVal = 96+length;  
 String s = **new** Character((**char**) asciiVal).toString();  
 **return** s;  
 }  
 **public** String tenth(String a)  
 {  
 **int** b=sumno(Integer.*parseInt*(a));  
 **return** String.*valueOf*(b);  
 }  
 **public** String hundreds(String a)  
 {  
 **int** d=sumno(Integer.*parseInt*(a));  
 **if**(d%2==0)  
 {  
 d+=1;  
 }  
 **return** String.*valueOf*(d);  
 }  
 **public int** sumno(**int** n) {  
 **int** sum = 0;  
  
 **while** (n != 0) {  
 sum = sum + n % 10;  
 n = n / 10;  
 }  
  
 **return** sum;  
 }  
}