Roll no: 2023f-BCS-113 (M. Hashir Salman)

LAB#02

INTRODUCING ACTIVITY AND CREATE FIRST ANDROID APPLICATION

Activity

Android's architecture encourages component reuse, enabling you to publish and share Activities, Services, and data with other applications, with access managed by the security restrictions you define. Activity is the base class for the visual, interactive components of your

application; it is roughly equivalent to a Form in traditional desktop development.

Create First Activity

- By default your project contains activity_main.xml file and MainActivity.Java File.
- If you want to create another
 Activity, right click on res folder
 and choose New> Activity>
 Empty Activity.Name the activity.
- Go to res folder and click on activity_first.xml.

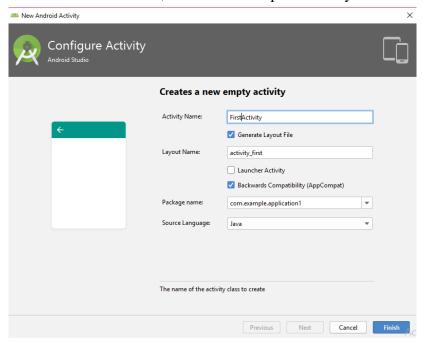


Fig. 1. Showing the configuration activity

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout
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"
  android:background="@android:color/holo_green_light"
  tools:context=".FirstActivity">
  <TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="First Program"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintHorizontal_bias="0.456"
    app:layout constraintLeft toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
```

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```
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.467" />

<Button
android:id="@+id/button"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:onClick="submit"
android:text="submit"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintHorizontal_bias="0.458"
app:layout_constraintLeft_toLeftOf="parent"
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.595" />
</android.support.constraint.ConstraintLayout>
```

• Now add method to submit method to FirstActivity.java file.

```
package com.example.application1;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Toast;

public class FirstActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_first);
    }

    public void submit(View view) {
        Toast.makeText(this,"This is our First
        Program",Toast.LENGTH_LONG).show();
    }
}
```

Lab Task

1) Create calculator in Android Studio.

```
import android.os.Bundle;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

import android.widget.TextView;

import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;

import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;

public class MainActivity extends AppCompatActivity {

2 usages
EditText input1, input2;
4 usages
TextView result;
2 usages
Button btnAdd, btnSubtract, btnMultiply, btnDivide;
```

```
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState):
    EdgeToEdge.enable( SthisSenableEdgeToEdge: this);
    setContentView(R.layout.activity_main);
    ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) -> {
        Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());
       v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);
       return insets;
    input1 = findViewById(R.id.input1);
    input2 = findViewById(R.id.input2);
    result = findViewById(R.id.result);
    btnAdd = findViewById(R.id.btnAdd);
    btnSubtract = findViewById(R.id.btnSubtract);
    btnMultiply = findViewById(R.id.btnMultiply);
    btnDivide = findViewById(R.id.btnDivide);
    btnAdd.setOnClickListener(v -> performOperation( operator '+'));
    btnSubtract.setOnClickListener(v -> performOperation( operator '-'));
```

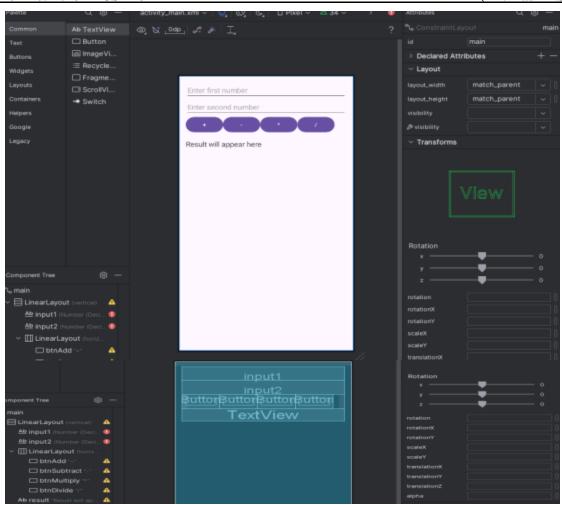
```
preak;

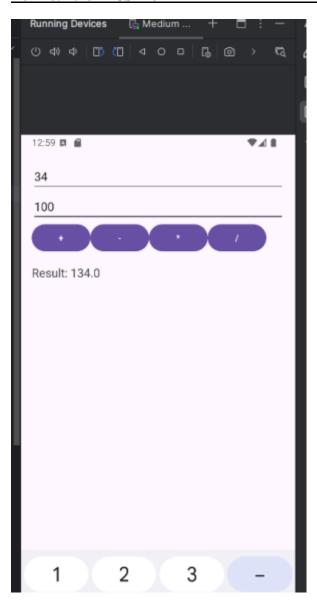
presult.setText("Result: " + resultValue);

presult.setText("Result: " + resultValue);

presult.setText("Please enter both numbers");

presult.setText("P
```





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2) Create Login activity and navigate to next activity.

```
import androidx.appcompat.app.AppCompatActivity;
      import android.content.Intent;
      import android.os.Bundle;
      import android.view.View;
      import android.widget.Button;
      import android.widget.EditText;
      import android.widget.TextView;
      import android.widget.Toast;
public class MainActivity extends AppCompatActivity (
          private EditText etUsername, etPassword;
          private Button btnLogin;
          protected void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.activity_main);
              etUsername = findViewById(R.id.etUsername);
              etPassword = findViewById(R.id.etPassword);
              tvLoginStatus = findViewById(R.id.tvLoginStatus);
              btnLogin = findViewById(R.id.btnLogin);
              btnLogin.setOnClickListener(new View.OnClickListener() {
```

