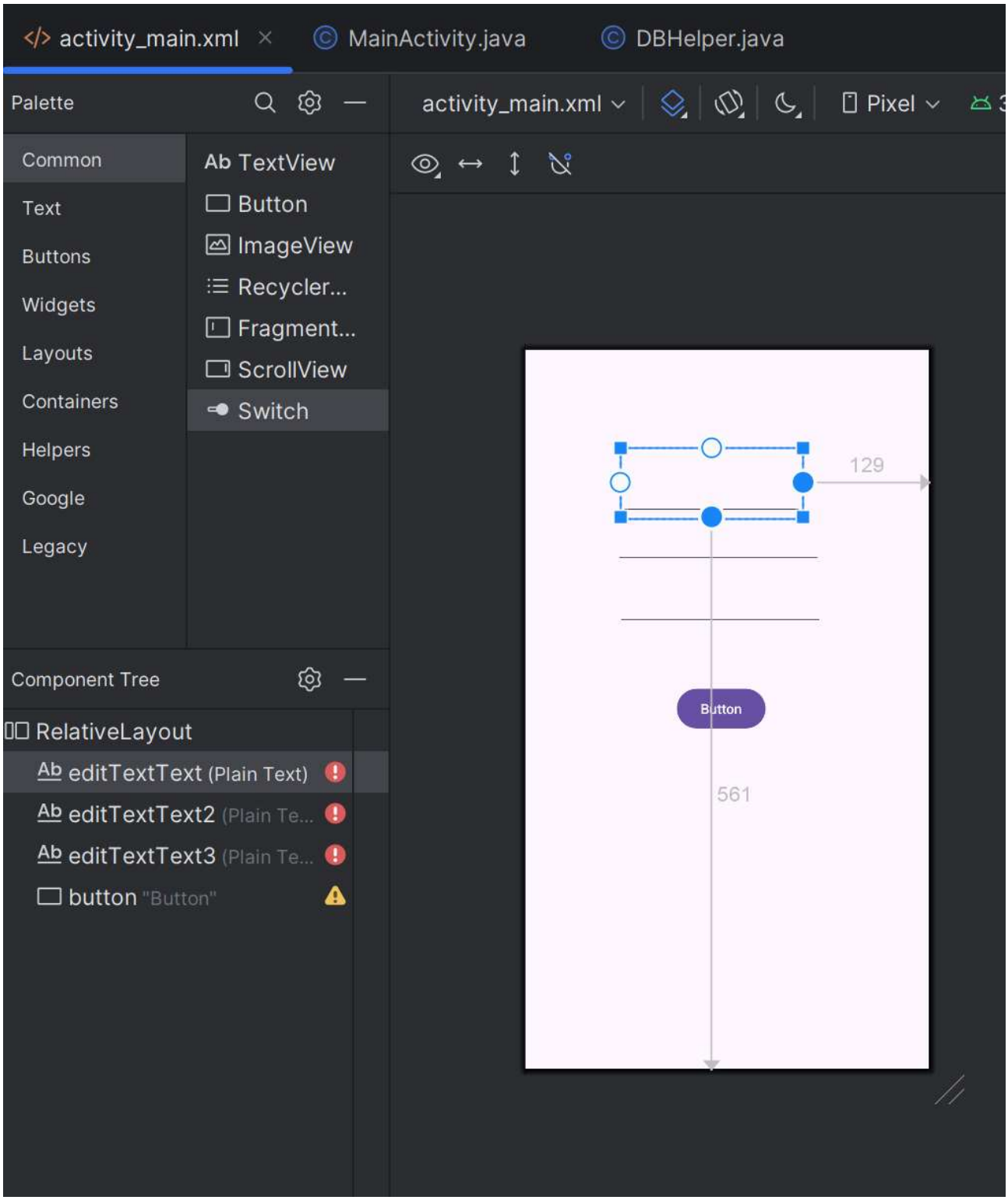
Android Programming Assignment 5

SET A :-

Q1) Create android application to send email with attachment

UI Design :

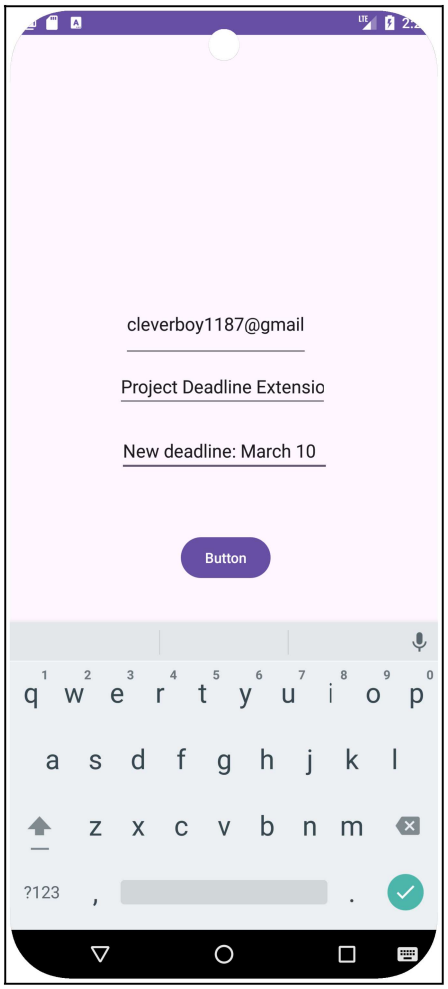


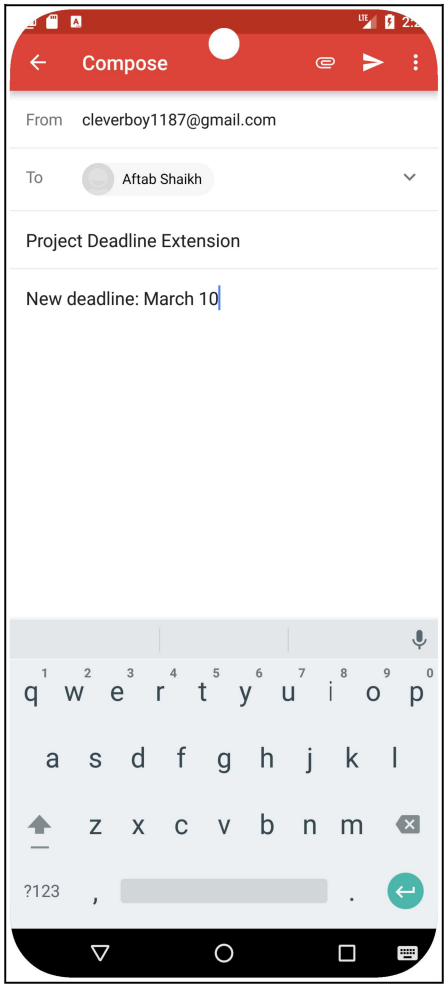
Code :

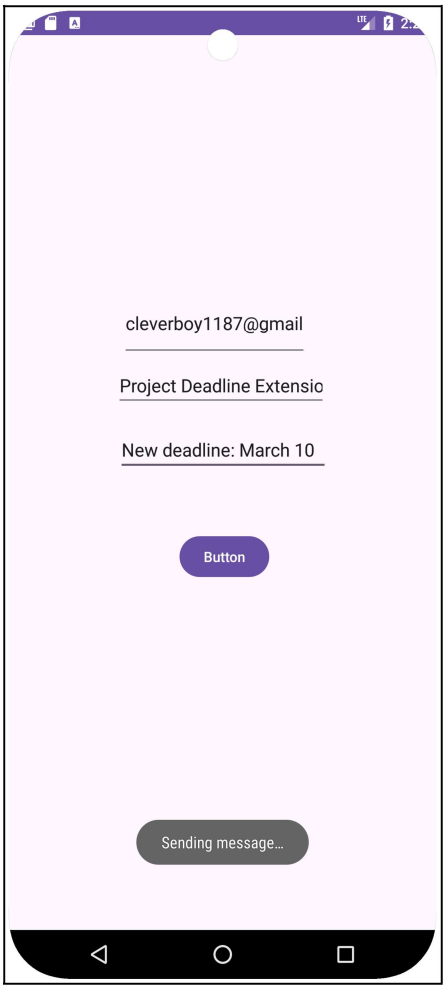
```
package com.example.experiment;


import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    EditText send,subject,text;
    Button b;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        send=findViewById(R.id.editTextText);
        subject=findViewById(R.id.editTextText2);

        text=findViewById(R.id.editTextText3);
        b=findViewById(R.id.button);
        b.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                sendEmail();

            }
            private void sendEmail(){
                String recipant=send.getText().toString();
                String sub=subject.getText().toString();
                String message=text.getText().toString();

                if(recipant.isEmpty() || sub.isEmpty() || message.isEmpty()){
                    Toast.makeText(MainActivity.this, "Please Fill",
Toast.LENGTH_SHORT).show();
                }
```

```
 Intent i=new Intent(Intent.ACTION_SENDTO);
                i.setData(Uri.parse("mailto:"+recipant));
                i.putExtra(Intent.EXTRA_SUBJECT,sub);
                i.putExtra(Intent.EXTRA_TEXT,message);
                if(i.resolveActivity(getPackageManager())!=null){
                   startActivity(Intent.createChooser(i,"Choose an Email"));

                }
                else{
                   Toast.makeText(MainActivity.this, "No Email Client found",
Toast.LENGTH_SHORT).show();
                }

            }
        });
    }
}
```

Output

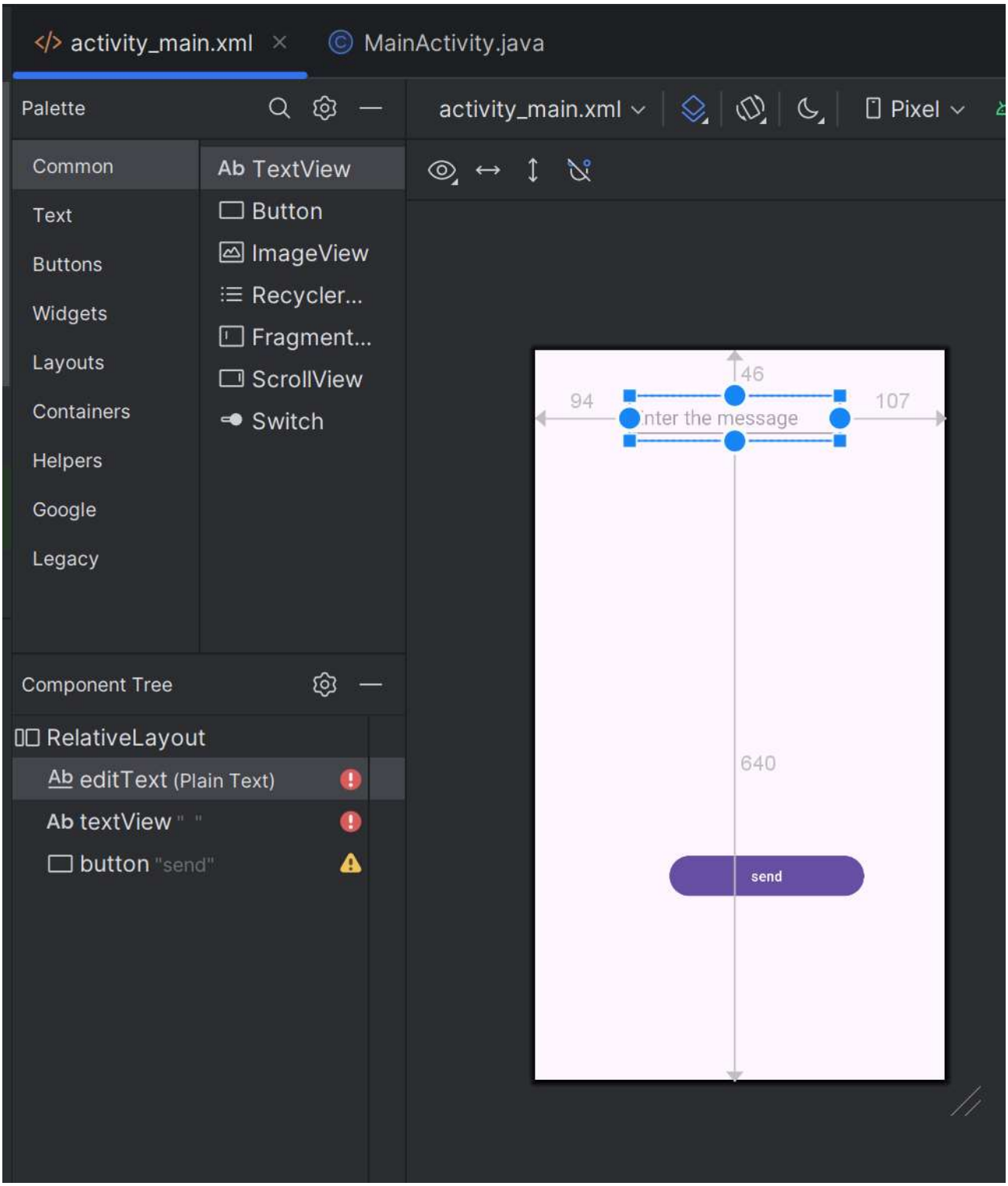

cleverboy1187@gmail
Project Deadline Extensio
New deadline: March 10
Button


Compose
From cleverboy1187@gmail.com
To Aftab Shaikh
Project Deadline Extension
New deadline: March 10


cleverboy1187@gmail
Project Deadline Extensio
New deadline: March 10
Button
Sending message...

Q2) Create android application to send and receive message

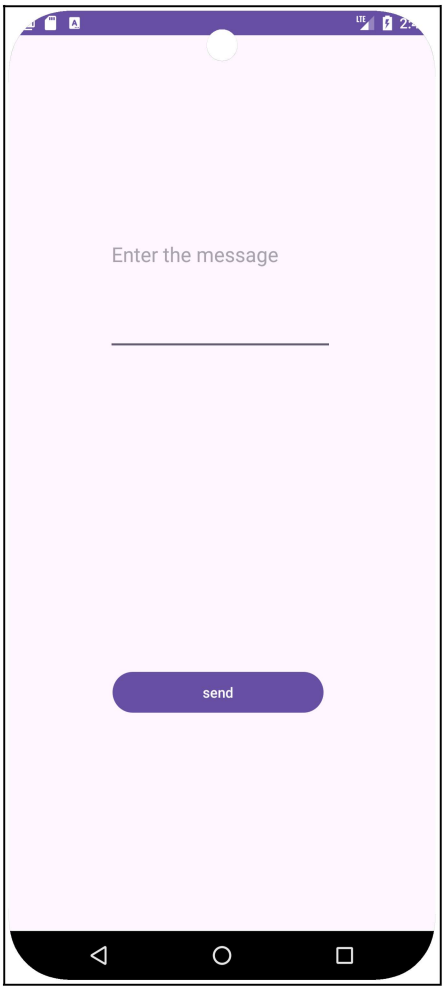
UI Design :

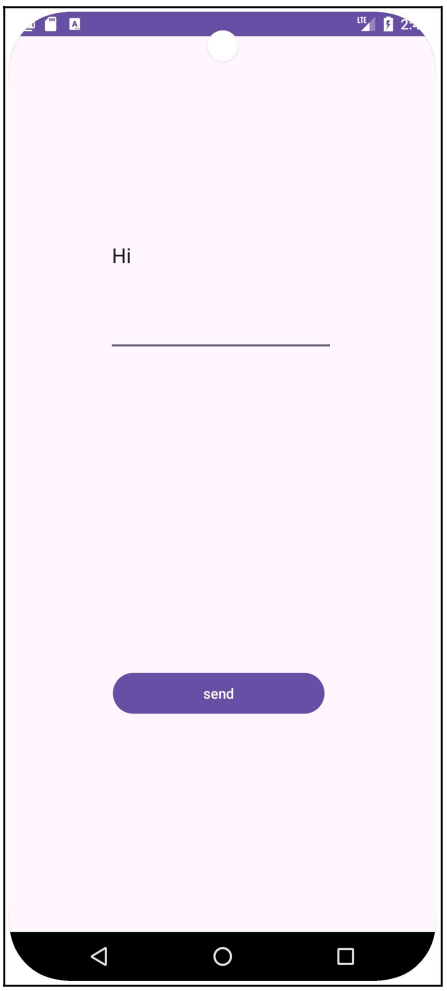


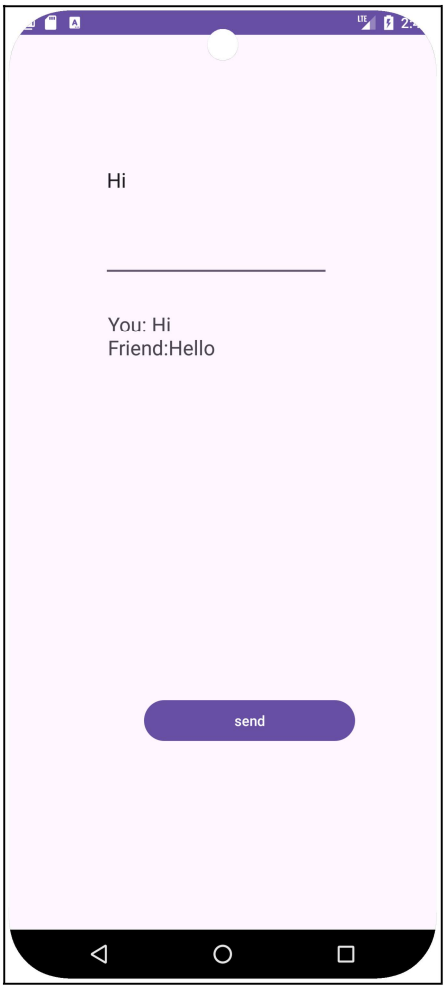
Code :

```
package com.example.experiment;

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 MainActivity extends AppCompatActivity {
    EditText send;
    TextView recieve;
    Button b;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        send=findViewById(R.id.editText);
        recieve=findViewById(R.id.textView);
        b=findViewById(R.id.button);
        b.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                sendMessage();
            }
            private void sendMessage() {
                String message=send.getText().toString();
                if (!message.isEmpty()){
                    recieve.setText("You: "+message);
                }
                recievemessage("Friend:Hello");
            }
            private void recievemessage(String s) {
                recieve.append("\n"+s);
            }
        });
    }
}
```

Output :

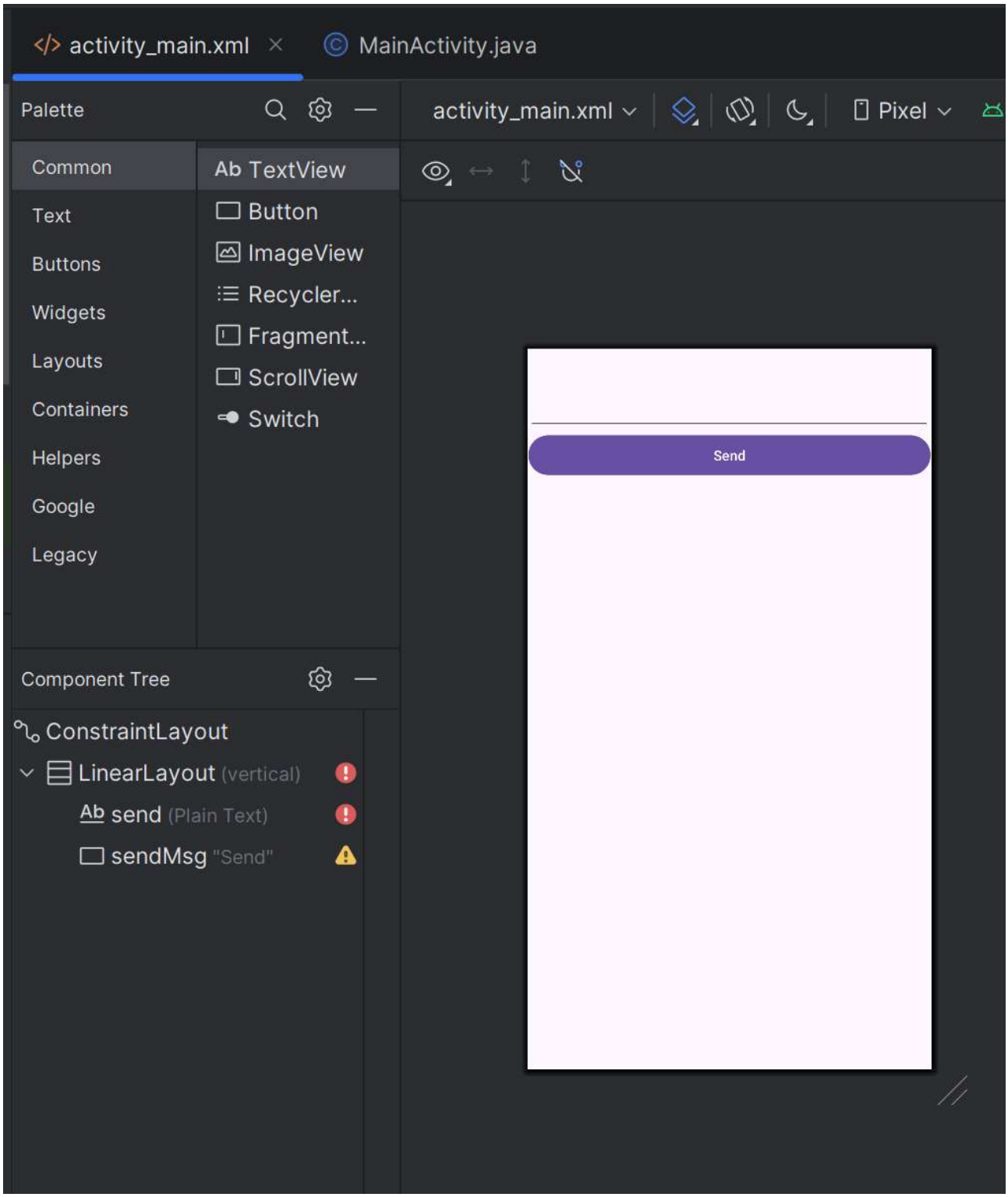






Q3) Create an android application to send message after sending message display “message Send successfully in Toast”

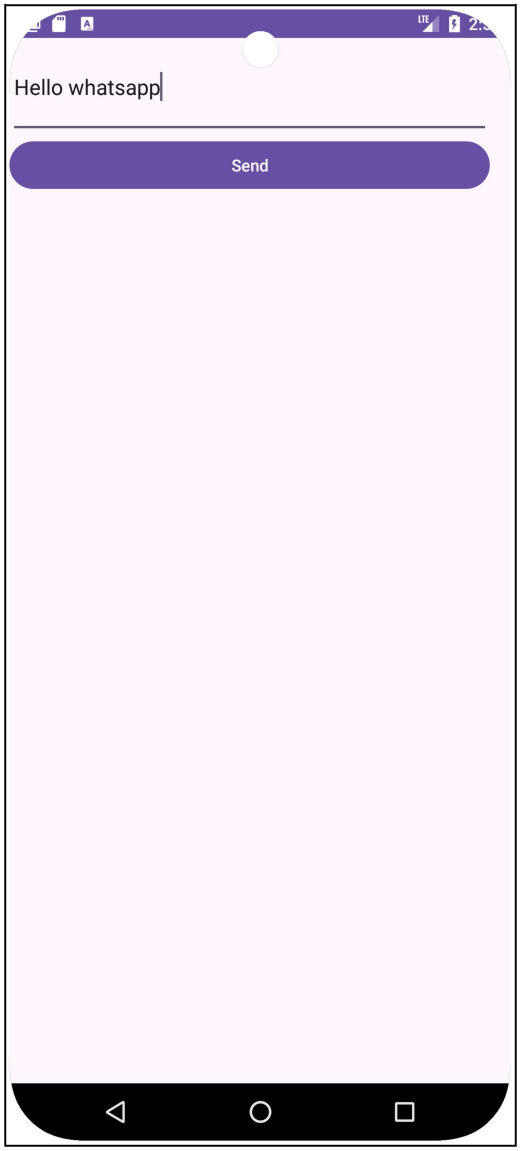
UI Design :

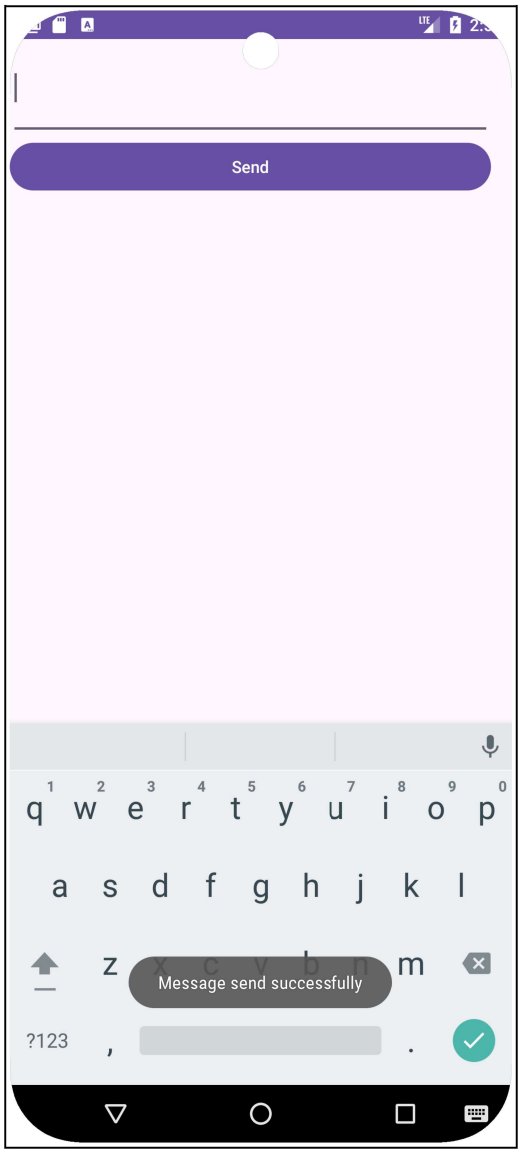


Code :

```
package com.example.experiment;

import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.os.Bundle;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    EditText send;
    Button sendButton;
    @SuppressLint("MissingInflatedId")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        send = findViewById(R.id.send);
        sendButton = findViewById(R.id.sendMsg);
        sendButton.setOnClickListener(v->{
            String msg = send.getText().toString();
            if(!msg.isEmpty()) {
                sendMessage();
            }
            else Toast.makeText(this, "Enter a message to send",
Toast.LENGTH_SHORT).show();
        });
    }
    protected void sendMessage(){
        Toast.makeText(this,"Message send successfully",
Toast.LENGTH_SHORT).show();
        send.setText("");
    }
}
```

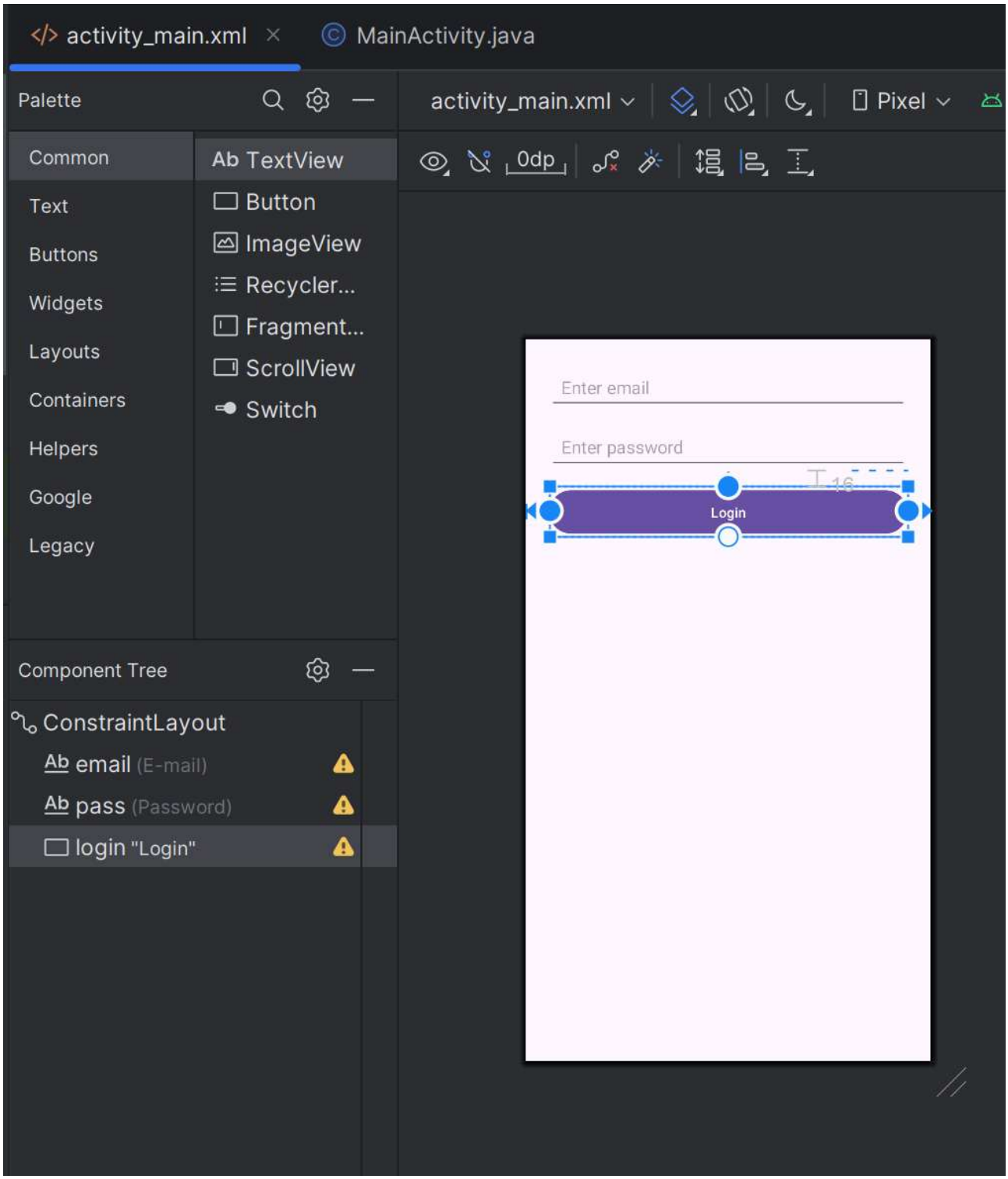
Output





Q4) Create application to design login form, validate it write and send email with appropriate Message

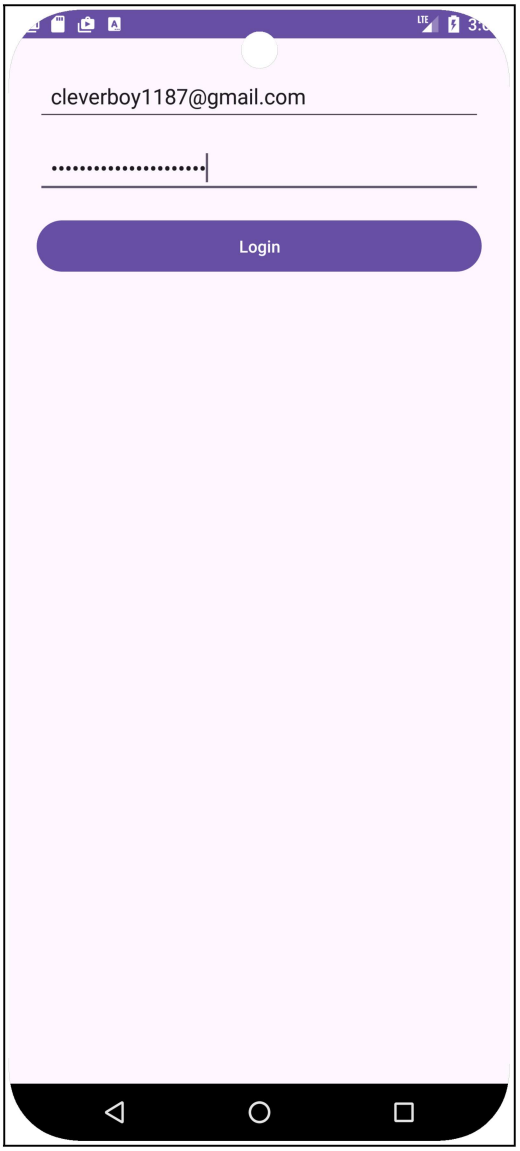
UI Design :

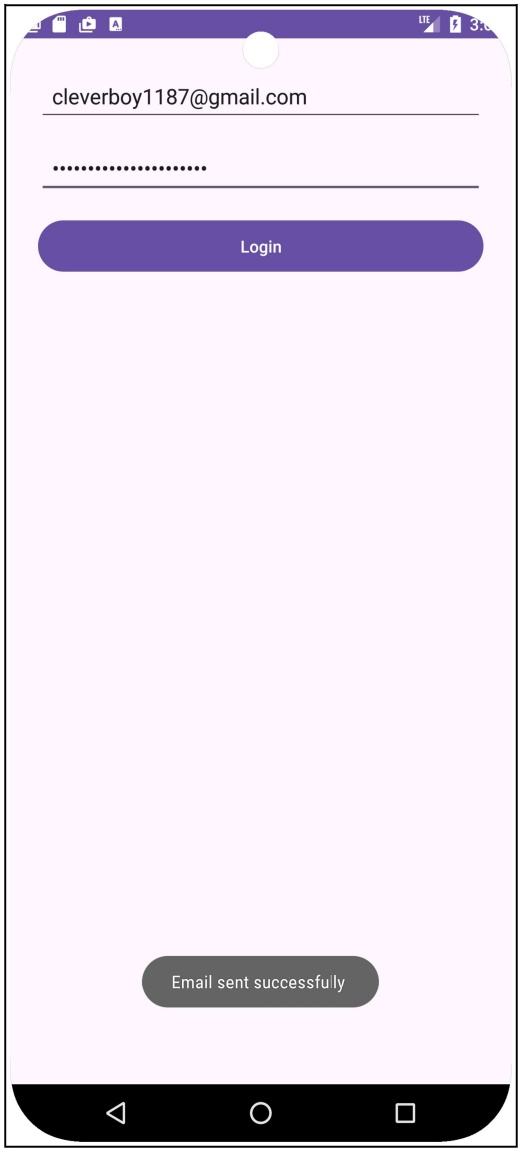


Code :

```
package com.example.experiment;

import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.os.Bundle;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    EditText username,password;
    Button login;

    @SuppressLint("MissingInflatedId")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        username = findViewById(R.id.email);
        password = findViewById(R.id.pass);
        login = findViewById(R.id.login);
        login.setOnClickListener(v->{
            String uname = username.getText().toString();
            String pass = password.getText().toString();
            if(pass.length()>=6 && uname.contains("@")){

                Toast.makeText(this, "Email sent successfully ",
Toast.LENGTH_SHORT).show();
            }
            else Toast.makeText(this, "Check your input field | Password must be greater
than 6|Email should contain @", Toast.LENGTH_SHORT).show();
        });
    }
}
```

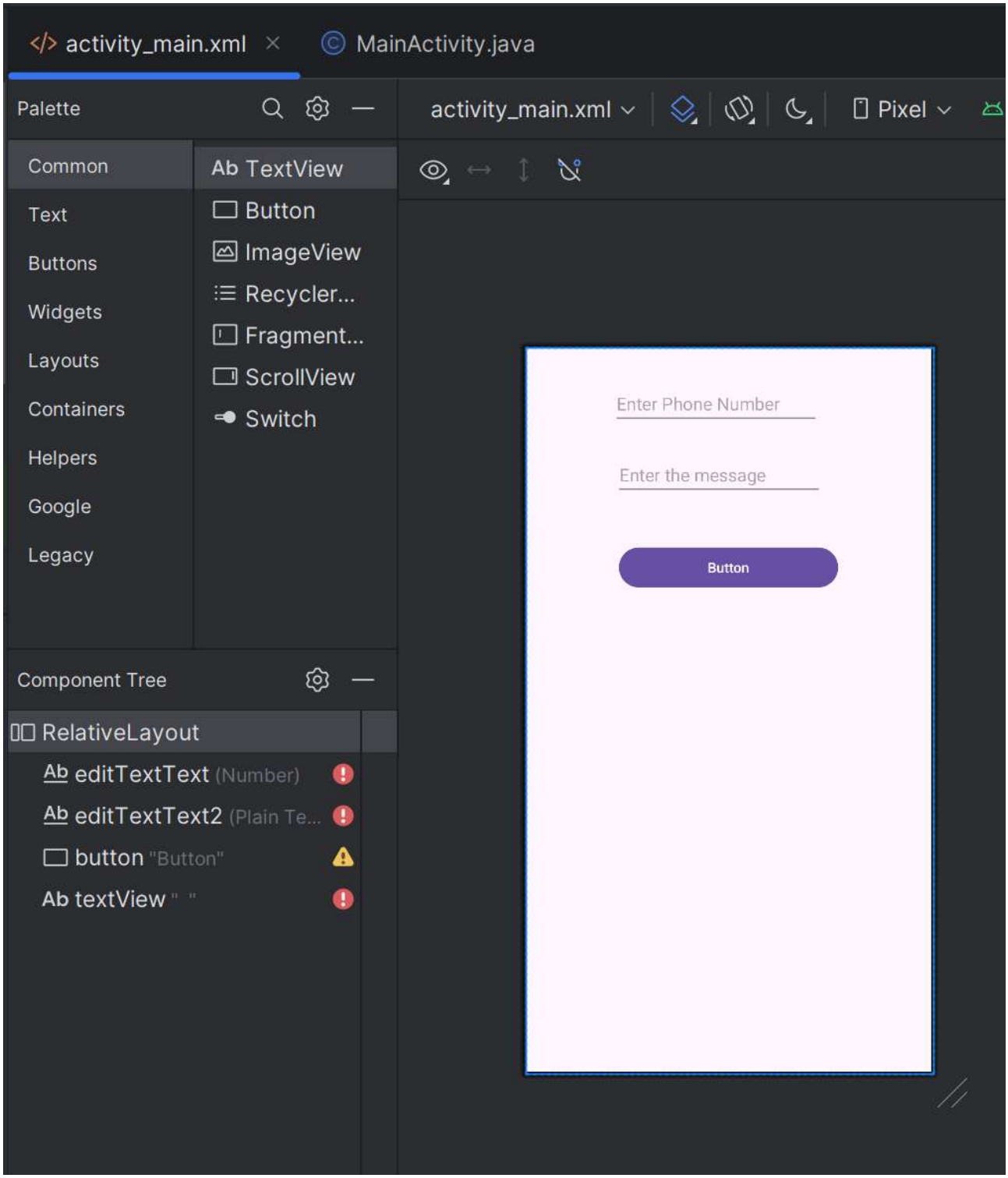
Output


cleverboy1187@gmail.com
Login


cleverboy1187@gmail.com
Login
Email sent successfully

Q5) Create application to send SMS with image and contact as attachment

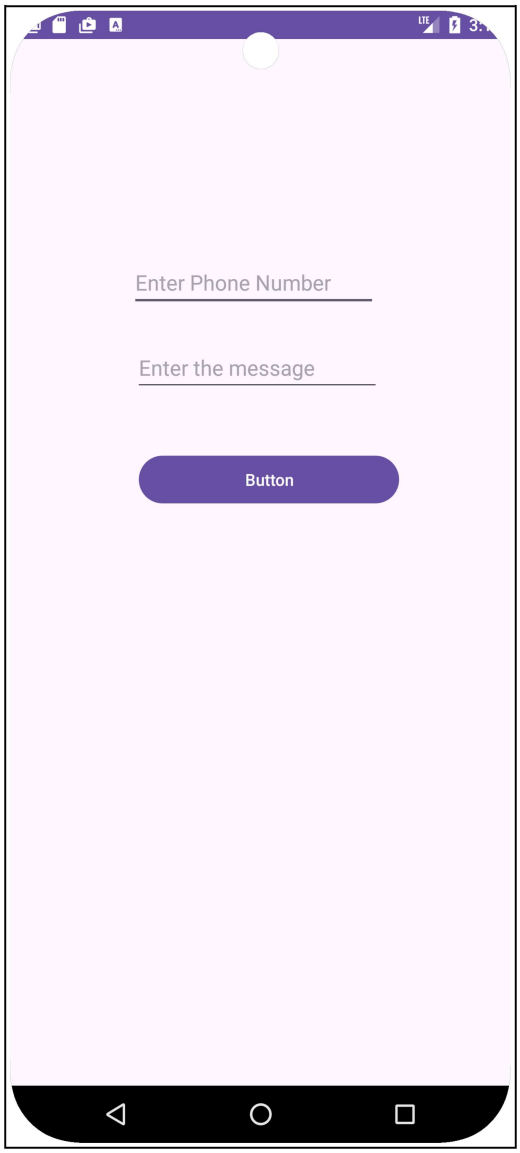
UI Design :

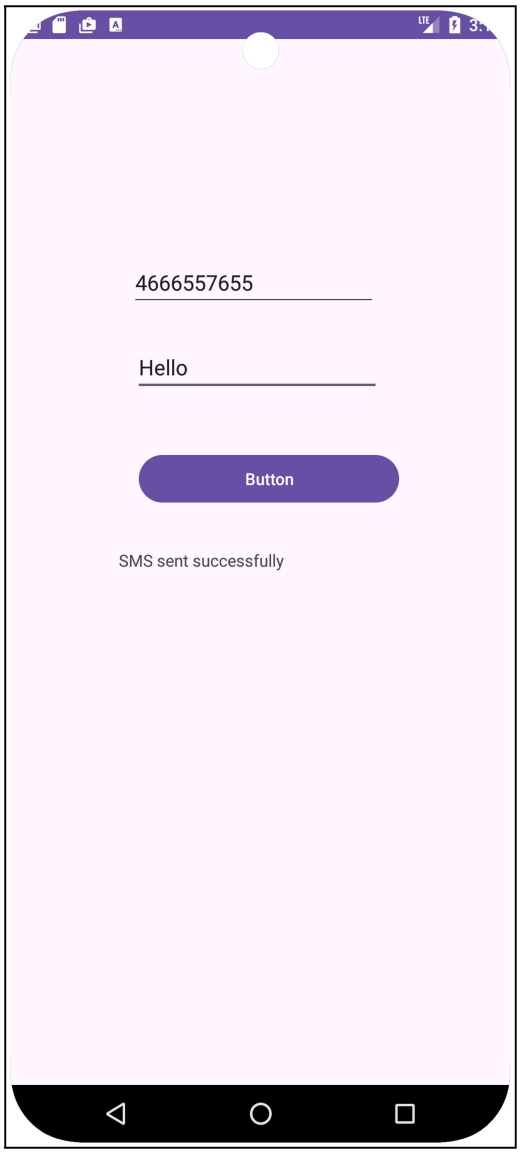


Code :

```
package com.example.experiment;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent; import android.net.Uri;
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 phonenumber, message;
    Button b;
    TextView t;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        phonenumber = findViewById(R.id.editTextText);
        message = findViewById(R.id.editTextText2);
        b = findViewById(R.id.button);
        t = findViewById(R.id.textView); // FIXED: Initialize TextView

        b.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                String phone = phonenumber.getText().toString().trim();
                String mess = message.getText().toString().trim();

                if (!phone.isEmpty() && !mess.isEmpty()) {
                    Intent i = new Intent(Intent.ACTION_VIEW);
                    i.setData(Uri.parse("smsto:" + phone)); // FIXED: Correct SMS URI
                    i.putExtra("sms_body", mess);
                    startActivity(i);

                    t.setText("SMS sent successfully"); // FIXED: No more Null Pointer
Exception
                } else {
                    t.setText("Please enter phone number and message");
                }
            }
        });
    }
}
```

Output


Enter Phone Number
Enter the message
Button


4666557655
Hello
Button
SMS sent successfully