Play Cards-

activity main.xml-

```
<EditText
<TextView
    android:layout width="338dp"
               _constraintStart_toEndOf="@+id/n2"
<EditText
```

```
<EditText
    android:inputType="number"
<Button
<TextView
    android:inputType="number"
```

```
app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toEndOf="@+id/sum"
    app:layout_constraintTop_toBottomOf="@+id/sort" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

activity_main2.xml -

```
<TextView
<EditText
<EditText
    android:layout height="44dp"
    android:ems="10"
    android:inputType="number"
    android:inputType="number"
    app:layout_constraintTop_toBottomOf="@+id/textView" />
```

```
<EditText
       android:inputType="number"
       app:layout constraintTop toBottomOf="@+id/nm3"
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.java-

```
package com.lab4.playcards;
import androidx.annotation.Nullable;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.widget.Button;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import java.util.Random;

public class MainActivity extends AppCompatActivity {

    EditText e1,e2,e3,e4,e5,e6;
    Button b1,b2;
    TextView t1;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

```
b2.setOnClickListener(new View.OnClickListener() {
protected void onActivityResult(int requestCode, int resultCode, @Nullable Intent
```

MainActivity2.java-

```
package com.lab4.playcards;
import androidx.annotation.Nullable;
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 java.util.Arrays;
```

```
protected void onCreate(Bundle savedInstanceState) {
```







Arduino Billing-

Activity main.xml -

```
<?xml version="1.0" encoding="utf-8"?>
   <TextView
       android:textAppearance="@style/TextAppearance.AppCompat.Large"
       app:layout constraintStart toStartOf="parent" />
   <EditText
       android:layout width="83dp"
       android:ems="10"
       app:layout_constraintStart_toEndOf="@+id/et5"
   <EditText
       android:inputType="number"
       android:textAppearance="@style/TextAppearance.AppCompat.Large"
```

```
<EditText
    android:inputType="number"
<EditText
    android:ems="10"
    android:inputType="number"
<TextView
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
<EditText
    app:layout_constraintStart_toEndOf="@+id/et3"
```

```
<EditText
<EditText
    android:ems="10"
    android:inputType="number"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
<EditText
```

```
<EditText
    android:inputType="number"
    android:textAppearance="@style/TextAppearance.AppCompat.Display1"
<TextView
    android:textAppearance="@style/TextAppearance.AppCompat.Body2"
    android:textAppearance="@style/TextAppearance.AppCompat.Body2"
<TextView
    app:layout_constraintTop_toBottomOf="@+id/textView"
```

```
app:layout_constraintVertical_bias="0.8" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.java-

```
super.onCreate(savedInstanceState);
                e9.setText(String.valueOf(Double.parseDouble(e4.getText().toString()) *
                e5.setText(String.valueOf(
Double.parseDouble(e2.getText().toString()) +
Double.parseDouble(e3.getText().toString()) +
                        Double.parseDouble(e6.getText().toString()) +
```

