DAREIT THE LAST MAN STANDING

Android Based Application

A Thesis Submitted
In Partial Fulfilment of the
Requirements For the degree of

MASTER OF COMPUTER APPLICATIONS
in
COMPUTERAPPLICATIONS
By

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(1802914007)

Under the Supervision of
Dr. AMIT KUMAR GUPTA
(Associate Professor)

To the
FACULTY OF COMPUTER
APPLICATIONS
DR. APJ ABDUL KALAM TECHNICAL UNIVERSITY LUCKNOW
(Formerly Uttar Pradesh Technical University,
Lucknow) MAY, 2021

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Name : Mohit Singh
Roll-No : 1802914007
Branch : ComputerApplications

(Candidate Signature)

.

Trainning Letter

TO WHOMSOEVER IT MAY CONCERN

Date: 22 June2021

This is to certify that the project named **"Dareit The Last Man Standing"** prepared by **Mohit Singh** sixth-semester student of MCA, of **"Krishna Institute of Engineering & Technology, Ghaziabad"**, is hereby accepted and approved as a credible work. He is working in the position of intern in **Omnist Techhub Solutions Pvt. Ltd**. since 17 Feb 2021.
He has done 3 months training at our organisation.

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--

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CERTIFICATE

Certified that **Mohit Singh(**1802914007) has carried out the research work presented inthisthesisentitled**"DAREITTHELASTMANSTANDING"**fortheawardof **Master of Computer Applications** (print only that is applicable) from Dr. APJ Abdul Kalam Technical University, Lucknow under my/our (print only that is applicable) supervision. The thesis embodies results of original work, and studies are carried out by the student himself/herself (print only that is applicable) and the contents of the thesis do not form the basis for the award of any other degree to the candidate or to anybody else from this or any otherUniversity/Institution.

Signature **Signature**

(Dr.AmitKumarGupta) **(Mrs.SangeetaArora)**

(Asso.Proffessor) **(Asst.Proffessor)**

(KIETCollege) **(KIETCollege)**

Date: 25Apr2021

Report Submitted online

ABSTRACT

Sports is another method for wagering ,on the games matches. In basic words, Users can wager on the matches by the advanced stage application or site, which gives the particular experience of games wagering to the client. The virtual wagering amusement applications or sites stages has turned into an available stage to join wagering diversion matches right now.This kind so stage sare known as the Virtual Betting Game Platform. It relies upon you that, whichvirtual games amusement you pick as the wagering diversion merchant. Virtual games application advancement gives you the answer for pick the victor on the non-predisposition framework,where the outcome will be created through amusement wageringexercisespremise.

ACKNOWLEDGEMENTS

Success in life is never attained single handedly. My deepest gratitude goes to my thesis supervisor, **Dr.Amit Kumar Gupta** for his guidance,help and encouragementthroughoutmyresearchwork.Theirenlighteningideas,comments, and suggestions.Words are not enough to express my gratitude to Dr. AjayKumar Shrivastava, Professor and Head, Department of Computer Applications, for his insightful comments and administrative help at variousoccasions.Fortunately,Ihavemanyunderstandingfriends,whohavehelpedmea lotonmanycritical conditions.Finally, my sincere thanks go to my family members andallthosewhohavedirectlyandindirectlyprovidedmemoralsupportandother kind of help. Without their support, completion of this work would not have been possible in time. They keep my life filled with enjoyment andhappiness.

Mohit Singh(1802914007)

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INTRODUCTION

Bettingonsportsisapopularpastime.Andwhenwesaypopular,weREALLYmean it. Countless people all over the world enjoy sports betting, so much that they collectively spend billions of dollars on it each year. Not only is it a lot of fun, but there's also the chance to win money. The same could be said for almost allforms of gambling, though, and few (if any) are as popular as sportsbetting.

CHAPTER -2

LITERATURE REVIEW

1. Overview Of Mobile App AndDevlopmentSkills

Mobile system and mobile app are two fundamental aspects in Android mobile app development. In this chapter, we introduce the overview of mobile system and mobile app,which include:Introduction of the mobile system.Before we jump into the Android world,let us have a quick review about Android installations, project creations,andapplication executions. Introduce the process of installing Android and creating an Android project inthis chapter. Main contents include:Installing Java Installing integrate development environment Installing Android SDK Creating an Android application projectCreatingan Android Virtual DeviceRunning an Android application on the emulator Running an Android application on a realphone[1].

2. AndroidFeature

The Android Software Development Kit (SDK) can work on any operating system, such as Windows, Linux, and Mac OS X. Before starting our installing Android and codingprograms,weneedtoinstallJava.AlltheAndroiddevelopmenttoolsrequire Java,andprogramswillbeusingtheJavalanguage.Fromthelatestversionofthe Android Developer website, we suggest that Java 7 or 8 is the bestchoice.

Datastorageonmobiledevicesisagreatissuethroughouttheexecutionsofmobile apps.Inthelastchapter,weintroducedthemultimediainAndroid,andapplied2-DgraphicstoimproveourAndroidmini-game.However,ifauserisinterruptedby some other app when he or she is playing the game, all the data will be lost. We need to consider how to store the data from apps on mobile devices for later use.Mobile device is the indispensable part of a mobile system, and all the chips used in a mobile device are embedded systems. These embedded systems with various functions are controlled by the mobile operating system and collaborate witheachothertocompleteeverytaskmobileappsrequest.Optimizationbyusing heterogeneous computings is one of the crucial methods for increasing performances.Embeddedsystemshavemanyconstraints,suchastime,reliability, and energy consumption.Balancingtheseconstraints isanexcellent

mechanism to increase the performance of an embedded system. Therefore, leveraging heterogeneous computing in mobile embedded systems is an optimization problem. Dynamic programming is an important approach for optimizing embedded systems, and this has been broadly used in multiple industries and mobile domains. This chapter

focuses on introducing the updated mechanism of adopting dynamic programming in embedded systems. The represented schema is named Heterogeneous Embedded Systems (HES) that can be used to enable embedded systems to accomplish works with the least resource costs under a specific timing constraint. Two models of heterogeneous embedded systems are introduced in this chapter. The main contents of this chapter include:

1. Dynamicprogramming
2. Heterogenous embeddedsystems
3. Fixed time model of heterogenous embeddedsystems
4. Probabilistic time model of heterogenous embeddedsystems[2].

3. AndroidSecurity

This chapter introduces the reader to the mobile devices landscape and demonstrate why Android security matters. It analyzes the evolution of mobile security threats, from basic phones to smartphones and aims to introduceAndroid history, releases, and marketplaces for Android applications. Android's share of mobile devices has been increasing at a steady rate. Android devices surpassed iPhonesalesby2011.Bymid-2011,therewereabouthalfamillionAndroiddevice activationsperday.AsthemarketshareofSymbiancontinuestodeclineandthere is a corresponding increase in the share of Android devices and iPhones, attackers aretargetingtheplatforms.AnattackonanAndroidorsmartphoneisdifferentand more sophisticated—for example, a malicious application accessing a user's sensitive information and sending it to potential attackers. The Android Open Source Project was tasked with maintaining and further development of Android. Android applications can be downloaded and installed from multiple Android Markets.[3]

4. Android Malware andAnalysis

The Android Software Development Kit (SDK, Get the Android SDK) contains a varietyoftoolsforcreation,compiling,andpackingofanAndroidapp.Byinstalling SDK into a Linux analysis environment a variety of tools and capabilities exist for an analyst.In August 2010, the first Android Trojans, FakePlayer and DroidSMS, were discovered in the wild. From that moment on, an explosion an occurred in the Android malware space. Mostly Trojans, Android malware covers a comprehensive range of known malware activities including but not limited to stolen PII data, dialed premium phone numbers, botnets, scareware and ransomware, recorded phone calls, photos, backdoors, and root privileges on a device. In this chapter, we present a historical perspective with a timeline of notable Android malware from 2010 to 2014.* This information will aid an analyst in becoming familiar with known primary Android malware families, tactics, and payloads.[4]

5. WebDesigning

Designing for User Engagement on the Web introduces 10 basic principles that we believe characterize engaging user experience. These principles were developed thoughresearchfundedbytheSocietyforTechnicalCommunication(2005),which gave us the mandate in 2005 to address the topic of making content usable. We proposedaniterativedesignprocessasawaytodevelopandtestdesignprinciples for web-based communications whose main purpose is the engagement of users. And in work undertaken at Rensselaer Polytechnic Institute (RPI) over threeyears beginning in the fall of 2005, we undertook a set of case studies designing and redesigning fi ve web-basedexemplars.[5]

6. Fundamental ofC/C++

It'sinthenatureofcommercialsoftwaretoupdatefromtimetotime,andevenas I write this I will have to deal with software updates of at least three of my key tools,whichareknowntoupdateregularly.WhenIfinishwritingthis,Iwillgoback throughitandchangeasmanyoldimagesasIcantobeasup-to-dateaspossible, buteventhen,bythetimeyoureaditthereare likelytobemanysubtledifferences in the layout and format, even sequences of some of the tools, especially visually. I also use at least two development machines: (1) home and (2) office with different versions of the main tools and multiple targets, so I fully expect a lot of images to be different to your basic first timesetup.[6]

7. C++ forFinanacialMathematics

Westartbylearninghowtowriteandrunasimpleexampleprogramtocompute compound interest. First we will need to install and configure the software required to write C++ programs. Next we will see how to write a simple program.[7]

8. AI forGames

Game development lives in its own technical world. Each game has its own rules, itsownaesthetic,itsowntrade-offs,andthehardwareitwillrunonkeepschanging. Despitenumerouseffortstostandardizegamedevelopment,inlinewiththerestof the software industry, the style of programming in a game is rather unique. For artificial intelligence (AI) designed to run on the device during the game, low computation / high knowledge approaches are often the clear winners. Sports gamesanddrivinggamesinparticularhavetheirownAIchallenges,someofwhich remain largely unsolved, while role-playing games with complex character interactions implemented as conversation trees feel overdue for something better. [8]

9. C# GameProgramming

When I first started making games, I would approach development on a project-to-project basis, recoding and rebuilding everything from scratch each time. As I became a professional developer, landing a job at a game development studio making browser-based games, I was lucky enough to work with a guy who was innovating the scene. He was a master at turning out great games (both visually andgameplay-wise)veryquickly.Onesecrettohissuccesslayinthedevelopment ofareusableframeworkthatcouldeasilyberefactoredtouseonallofhisprojects. His framework was set up to deal with server communication, input handling, browser communication, and UI among other things, saving an incredible amount of time in putting together all of theessentials[9]

10. Computer Programming forBeggineers

chapter gives a brief introduction of all the aspects of computer needed by a budding programmer. These include definitions of the computer, data,processing, bits and bytes, binary-coded decimal (BCD), extended binary-coded decimal interchange code (EBCDIC), and the American Standard Code for Information Exchange (ASCII), as well as components of the computer, namely the central processing unit (CPU), bus, system clock, random-access memory (RAM), and input/output(I/O)devices.Thenthetermsofsoftwareandfirmwareareexplained. [10]

11. Game Programmig forBeggiineers

The goal of this chapter is to give anyone with a basic technical background an index to understand audio and its perception with a focus on issues relevant to video games. Acoustics and psychoacoustics are huge topics with large bodies of research, so out of necessity I will only discuss points that I have found useful in my day-to-day work as a game audio

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engineer. The references are all books I wish had known about when I was just starting to work in gameaudio.[11]

12. C++ forfinancialmathematics

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13. GameAudioProgrmming

The goal of this chapter is to give anyone with a basic technical background an index to understand audio and its perception with a focus on issues relevant to video games. Acoustics and psychoacoustics are huge topics with large bodies of research, so out of necessity I will only discuss points that I have found useful in my day-to-day work as a game audio.

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engineer. The references are all books I wish had known about when I was just starting to work in game audio.[13]

14. Introduction ofPythonProgramming

Advantages of using Python programming language and the scope of Python's reacharediscussed,andallthedifferentareasofapplicationdevelopmentinwhich Python plays a part are identified. This chapter also covers downloading and installation of Anaconda distribution and PyCharm IDE. You will be guidedtowards setting up your own Python development environment. You will understand the meaning of Open Source Software and its variouslicenses.[14]

15. Programming in Html,CSS,JavaScript

homework wasn't very difficult, in fact. What occupied us most was studying the CSS reference to find the appropriate properties to use. First, we focused on the article and we came up with this solution:There's only one thing we are not certain about. We wanted to include some spacing around the article text and padding did thetrick.Butweareconfusedabouttheexactdifferencesbetweenmargin,border, andpadding.[15]

3.TECHNICAL FEASIBILITY

FeasibilityStudy

Feasibility is a measure of how beneficial the development of the information systemwillbetoanorganization.Thisisdonebyinvestigatingtheexistingsystem inthearea under investigationorgenerallyideasaboutanewsystem.Itisatest of a system proposal according to its workability, impact on the organization, ability to meet user needs, and effective use ofresources.

TechnicalFeasibility

In examining Technical feasibility of the system, more importance is given to the hardware interaction part of the system. The assessments of technical feasibility centers on the existing system and to what extent it can support the proposed addition. This was based on an outline design of system requirements in turns of inputs, files, programs, procedures and staff. It involves financial considerations to accommodate technique.

TechnologyDescription

Technology is the collection of techniques, skills,methods and processes used in the production of goods or services or in the production of goods or services in the accomplishment of objectives, such as scientific investigation. Technology can bethe knowledge of techniques, process, etc., or it can be embedded in machines, computers, devices and factories which can operate by individuals without detailed knowledge of working of such things. Technology can be defined as following ways

i. **Tangible:** blueprints, models, operating manuals, prototypes. High: entirely or almost entirely automated and intelligent technology that manipulates ever finer matter and ever powerful forces.

ii. **Intermediate:** semi-automated partially intelligent technology thatmanipulates refined matter and medium level forces. iii. Low: labor intensive technology that manipulates only coarse or gross matter and weakerforces.

3.2 TECHNOLOGY USED INTHEPROJECT

There are various technologies being used now it is these technology play vital role in the development of the project.

3.3.1Goals

Thegoalofthistoolisthatanyoneshouldbeabletinkertheirsmartphoneandcan easily develop their own android apps. Even it promotes beginners, non- programmer to use app inventor for creating app. It is easy to use because it eliminates the need to remember and type code. We only to drag and drop the components and function that exist in the drawer we have to just findthem.

Languages

ThelanguageusedindevelopingAndroidappsisJavaandabitofXMLisalsousedfortheUIp art, but it is easy to grab on to. So if you want to start developing apps learn Java and its various object-oriented concepts. The official language for Android development is Java. Large parts of Android are written in Java and its APIs are designed to be called primarily from Java. It is possible to develop C and C++ app using the Android Native Development Kit (NDK); however it isn't something that Googlepromote.

Majorlibraries

App inventor uses open source java libraries that are used to create programming interface it contain different functions, events, andprocedure.

App inventorsoftware

Appinventoremulatorcannotbeused,ifthissoftwareisnotinstalled.Wefirstneed to install the app inventor software for proper working of app inventor that runs on the browser.

RELATED WORKS

BeingthefirsttimeanAndroidapplicationandmaybethefirstmobileapplication ever to be developed at the University of AKTU it was not possible to foresee and plan for the whole application development life cycle. Therefore an agile software developmentmethodologywasadopted,tackingasmallpieceofrequirement(only one or two new features), implementing and testing them separately from the application and then integrate them with the application, testinge application and repeating this sequence for the nextfeature.

DEVELOPMENT

i. UserInterface

The term "User interface" refers to the graphical appearance of the application. To what it looks like. This is an important part of the development for mobile applications.Somestudieshaveshownthattheveryfirstsecondsaredecisive.Most mobile applications are uninstalled few seconds after the first opening. That is why it is very important to provide the user with an enjoyable experience. A nice and original user interface helps to reach that goal. At the beginning we mainly took care of developing the functionalities of the application. The user interface was developer oriented. Which means the application only displayed the information usefulforthedeveloper.AftertheworkshopattheVasarelyFoundation,weagreed to create the first useroriented version of our application, which wasminimal.

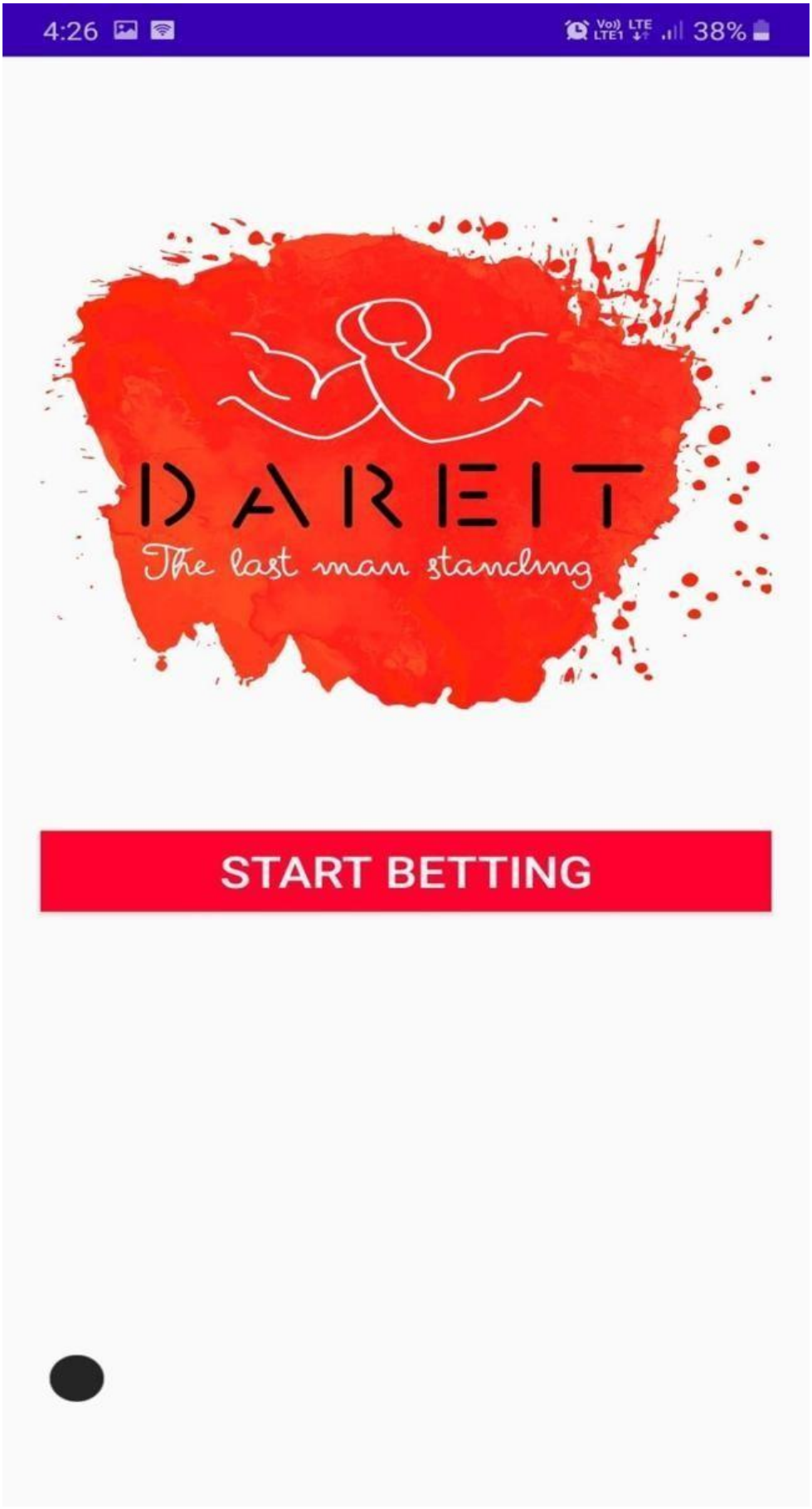
ii. Design It is necessary to know the exact structure of the Java program, and this lesson contains a detailed description of it. This lesson is essential for you before proceeding to learn more advanced lessons of Java programming. Here, in this chapter, you will study the structure of the Java program. Such as how to create a simple Java program and what its different sections mean. A Java program involves the followingsections:

1. DocumentationSection
2. PackageStatement
3. Import Statements
4. InterfaceStatement
5. ClassDefinition

Main Method Class

MethodologyBeingthefirsttimeanAndroidapplicationandmaybethefirstmobile application ever to be developed at the A.P.J ABDUL KALAM University it was not possible to foresee and plan for the whole application development life cycle. Thereforeanagilesoftwaredevelopmentmethodologywasadopted,tackingasmall pieceofrequirement(onlyoneortwonewfeatures),implementingandtestingthem separatelyfromtheapplicationandthenintegratethemwiththeapplication,testing the application and repeating this sequence for the nextfeature

Likewithanyproject,thefirstphasewasinformationgatheringandanalysis,trying tounderstandhowtheprojectcanbedone,whatthevariousmethodsare,together withtheirrespectivemerits.Anyjavalearnapplicationinvolvestwoparts;aclient- side part and a server-side part. The clientside part provides a user interface and accesses a map server. On the server-side part developers prepare the maps in a well-defined format and provide an API to learn the java languages, then developers can use the API to develop applications that access the maps and use additional features provided by the API. Some servers publish their API for public accessanduseforfree,othersrequireanAPIkey,andsomeraiseafeefortheuse of the API. Therefore the first phase of the project was to study the various APIs available on the Internet, their functionality, and their merits. There are so many mapping APIs available, each of which belonging to and accessing a particular server. Some APIs target indoor mapping, while others target outdoor mapping. Computer Science & Information Technology (CS & IT). We studied the merits of each one, and even tested some of them by accessing and displaying maps using them,finallysettleforoutdoormapping,becauseoutdoormappingismoregeneral and more suitable for the University of AKTU complex. In this paper we will notdiscuss all APIs available, because there are many APIs, and they are always changing,newAPIsareintroducedandtheavailableonesareconstantlyimproved. The first step for anyone trying to develop a similar application is to look and examine the available APIs, their features andlicenseagreements.


4:26
38%
DARE IT
The last man standing
START BETTING

Enter Mobile Number

Login

New User?

OR

Login

Login

Enter Name

Enter Email Address

Enter Contact Number

Recj ster

Mome

Active Dare

Active Challenges

Dare/Challanges Requests

Dare/Challanges Earnings

Dare/Challanges Won

Dare/Challanges Lost

Dare OfThe Week

Weight Gain/ weightLoss

Acadmices

Sports

Weight Gain/ weightLoss

Acadmices

Sports

Weight Gain/ weightLoss

Weight Gain/ weightLoss

Acadmices

Sports

Active

Bets Challenges

Public

weight Gain/ weightLoss 10

 weight Gain/ weightLoss 10 >

 WeightGain/weightLoss 10 >

 WeightGain/weightLoss 10

 WeightGain/weightLoss 10 >

WeightGain/weightLoss 10

 Weight Gain/ weightLoss 10 >

Weight Ga in/ weightLoss

John Davis

Push Notifications

Bank Account

EditProfile

About Us

Logout Account

Weight Gain/ weightLoss

Acadmices

SpOFts

Welcome to Active Dare

Challenges

MyDare AllDone

Weight Gain/ weightLoss

Acadmices

SpO[tS

Welcome to Active Challenges

Dare/Challenges Request

MyDare AllDone

Weight Gain/ weight Loss

ActiveBets: 15

Acadmices

ActiveBets: 15

Sports

ActiveBets 15

MyDare AllDone

Weight Gain/ weight Loss

Acadmices

Sports

Welcome to Dare Challenges Earning

MyDare AllDone

Weight Ga in/ weight Loss

Acadmices

Sports

Welcome to Dare Challenges Won

MyDare AllDone

Weight Gain/ weight Loss

ActiveBets: 15

Acadmices

ActiveBets 15

Sports

ActiveBets 15

Welcome to Dare Challenges Lost

CONCLUSION

Substantially more research is required to understand Internet gambling and guide appropriate responses from policy makers and governments. In addition, educators, treatment providers and the community need to have a greater understanding of Internet gambling so that they may takeappropriate actions in response to the risks posed by this form of gambling. Internet gambling offers many opportunities and challenges and has changed the nature of gambling at a global level. It is important that collaborative working partnerships be formed between researchers, industry operators, and policy makers to facilitate methodologically-sound empirical research that may accurately inform on the state of and impact of Internet gambling. Efforts must continue to ensure that this mode of gambling represents an entertainment activitywithminimalrisksandtomitigate therisksandchallengesthataccompanyit.

CODE

```
<?xml version="1.0"encoding="utf-8"?>
<RelativeLayout
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"xmlns:app="http://schemas.android.com/apk/r
  es-
  auto"xmlns:tools="http://schemas.android.com/tools"a
  ndroid:layout_width="match_parent"android:layout_hei
  ght="match_parent"tools:context=".Main2Activity">
    <ImageView
      android:id="@+id/iv_lo
      go"
      android:layout_width="match_parent"androi
      d:layout_height="@dimen/_300sdp"android:l
      ayout_marginTop="@dimen/_38sdp "
      android:layout_marginLeft="@dimen/_15sdp
      "
      android:layout_marginRight="@dimen/_15s
      dp"android:src="@drawable/ic_logo"></Ima
      geV iew>
  </RelativeLayout>

packagecom.example.myapplication;
importandroidx.appcompat.app.AppCompatActivity;
importandroid.content.Inten
t; importandroid.os.Bundle;
import android.os.Handler;
importandroid.view.animation.Animation;
import
android.view.animation.AnimationUtils;
import android.widget.ImageView;
public class Main2Activity extends AppCompatActivity {
  privateImageView
  ivLogo; @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main2);
    ivLogo=(ImageView)findViewById(R.id.iv_logo);
   Handler      handler=new      Handler();
    handler.postDelayed(new Runnable(){
      @Override
      public void run() {
        Intent     intent=new     Intent(Main2Activity.this,StartBettingActivity.class);
        startActivity(intent);
        finish();
      }
    },4000);
    Animation myanim = AnimationUtils.loadAnimation(this,R.anim.myanimation);
    ivLogo.startAnimation(myanim);
```

```
    }
}
```

```
<?xml version="1.0"encoding="utf-8"?>
<RelativeLayout
  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:l
  ayout_width="match_parent"android:layout_height="match_pa
  r
  ent"tools:context=".StartBettingA
  ctivit y">
  <ImageView
    android:id="@+id/iv_lo
    go"
    android:layout_width="match_parent"androi
    d:layout_height="@dimen/_300sdp"android:l
    ayout_marginTop="@dimen/_38sdp "
    android:layout_marginLeft="@dimen/_15sdp
    "
    android:layout_marginRight="@dimen/_15s
    dp"android:src="@drawable/ic_logo"></Ima
    geV iew>
  <Button
    android:id="@+id/bt_betting"
    android:layout_width="match_parent"and
    roid:layout_height="wrap_content"androi
    d:layout_below="@+id/iv_logo"android:la
    yout_marginStart="@dimen/_1
    5sdp"android:layout_marginTop="@dimen
    /_15s
    dp"android:layout_marginEnd="@dimen/_
    15s dp"
                android:background="#FF002F"
    android:text="@string/bt_betting"android
    :textColor="#F2F4F4"android:textSize="@
    dimen/_20sdp"/>

</RelativeLayout>


package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import android.content.Inten
t; import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
public class StartBettingActivity extends AppCompatActivity {
```

```
    privateImageView      ivLogo;
    private  TextView  tvBetting;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.activity_start_betting);
      ivLogo=(ImageView)findViewById(R.id.iv_logo);
      tvBetting=(TextView)findViewById(R.id.bt_betting);
      tvBetting.setOnClickListener(new View.OnClickListener()
      {
        @Override
        public void onClick(View v) {
          Intent                                                intent=new
          Intent(StartBettingActivity.this,MainActivity.class);
          startActivity(intent);
          finish();
}
});
    }
  }
```

```
<?xml version="1.0"encoding="utf-8"?>
<RelativeLayout
  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:l
  ayout_width="match_parent"android:layout_height="match_pa
  r
  ent"tools:context=".MainActivity">
  <ImageView
    android:id="@+id/iv_lo
    go"
    android:layout_width="@dimen/_350sdp"android
    :layout_height="@dimen/_200sdp"android:layout
    _centerHorizontal="true"android:layout_marginTo
    p="@dimen/_26sdp"android:src="@drawable/ic_l
    ogo"/>
  <TextView
    android:id="@+id/tv_new_user"an
    droid:layout_width="wrap_conte
    nt"android:layout_height="wrap_c
    ont
    ent"android:layout_above="@+id/t
    v_o r"
    android:layout_marginStart="@dimen/_12
    5sdp"android:layout_marginLeft="@dimen/
    _125
    sdp"android:layout_marginTop="@dimen/_
    15sd
    p"android:layout_marginEnd="@dimen/_50
    sd
    p"android:layout_marginRight="@dimen/_
    50 sdp"
          android:text="@string/tv_new_user"
    android:textColor="#E91E63"android:textSi
    ze="@dimen/_15sdp"/>
  <EditText
    android:id="@+id/et_mobile_num
    ber"android:layout_width="match
    _par
    ent"android:layout_height="wrap_
    cont
    ent"android:layout_centerInParent
    ="tr ue"
    android:layout_marginStart="@dimen/_15s
    dp"android:layout_marginEnd="@dimen/_1
    5sd
    p"android:background="@drawable/et_bg_r
    ec t"
```

```
  android:backgroundTint="@null"android:gra
  vity="center"android:hint="@string/et_ente
  r_mobile_nu mber"
                    android:inputType="phone"
  android:maxLength="10"android:paddingTo
  p="@dimen/_5sdp"android:paddingBottom=
  "@dimen/_5sdp"android:textColor="#00000
  0"android:textSize="@dimen/_15sdp"/>
<TextView
  android:id="@+id/tv_
  or"
  android:layout_width="wrap_content"andr
  oid:layout_height="wrap_content"android:l
  ayout_above="@id/cv_login_fb"android:lay
  out_marginStart="@dimen/_15
  0sdp"android:layout_marginLeft="@dimen/
  _150
  sdp"android:layout_marginTop="@dimen/_
  15sd
  p"android:layout_marginEnd="@dimen/_50
  sd
  p"android:layout_marginRight="@dimen/_
  50 sdp"
                android:text="@string/tv_or"
  android:textColor="#949A9A"android:textS
  ize="@dimen/_20sdp"/>
<!--<Button
  android:id="@+id/bt_login_faceb
  ook"
```

```
    android:layout_width="match_parent"andr
    oid:layout_height="wrap_content"
    android:layout_below="@+id/tv_or"
    android:layout_marginStart="@dimen/_15
    sdp"
    android:layout_marginTop="@dimen/_15s
    dp"
    android:layout_marginEnd="@dimen/_15s
    dp"
    android:background="@color/colorPrimary
    Dark"
                    android:text="@string/login"
    android:textColor="#F2F4F4"
    android:textSize="@dimen/_20sdp"/>-->
<androidx.cardview.widget.CardView
  android:id="@+id/cv_login_gmail"android:la
  yout_width="match_parent"android:layout_
  height="wrap_content"android:layout_alignP
  arentBottom="true"android:layout_marginSt
  art="@dimen/_15s
  dp"android:layout_marginTop="@dimen/_15
  sd
  p"android:layout_marginEnd="@dimen/_15s
  d
  p"android:layout_marginBottom="@dimen/_
  1
  5sdp"app:cardBackgroundColor="#F12E20"a
  pp:cardCornerRadius="@dimen/_3sdp">
  <RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="@dimen/_40s
    dp">
    <TextView
      android:layout_width="wrap_conte
      nt"android:layout_height="wrap_c
      ont
      ent"android:layout_centerInParent
      ="tr ue"
                    android:gravity="center"
      android:text="@string/cv_login"an
      droid:textColor="#F1F4F4"android:
      textSize="@dimen/_20sdp "/>
    <ImageView
      android:layout_width="@dimen/_25sdp"
      android:layout_height="@dimen/_25sdp"
      android:layout_centerVertical="true"andr
      oid:layout_marginLeft="@dimen/_10
      sdp"
              android:padding="@dimen/_3sdp"
      android:src="@drawable/images"
      />
  </RelativeLayout>
```

```
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView
  android:id="@+id/cv_login_fb"android:layo
  ut_width="match_parent"android:layout_he
  ight="wrap_content"android:layout_above=
  "@+id/cv_login_gmai
  l"android:layout_marginStart="@dimen/_15
  s
  dp"android:layout_marginTop="@dimen/_1
  5sd
  p"android:layout_marginEnd="@dimen/_15s
  d
  p"android:layout_marginBottom="@dimen/_
  1
  5sdp"app:cardBackgroundColor="#3713A1"
  app:cardCornerRadius="@dimen/_3sdp">
  <RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="@dimen/_40s
    dp">
    <TextView
      android:layout_width="wrap_conte
      nt"android:layout_height="wrap_c
      ont
      ent"android:layout_centerInParent
      ="tr ue"
                  android:gravity="center"
      android:text="@string/cv_login"
```

```
        android:textColor="#F1F4F4"andr
        oid:textSize="@dimen/_20sdp "/>
      <ImageView
        android:layout_width="@dimen/_25sdp"
        android:layout_height="@dimen/_25sdp"
        android:layout_centerVertical="true"andr
        oid:layout_marginLeft="@dimen/_10
        sdp"
                android:padding="@dimen/_3sdp"
        android:src="@drawable/download"
        />
    </RelativeLayout>
  </androidx.cardview.widget.CardView>
  <androidx.cardview.widget.CardView
    android:id="@+id/cv_login"android:layout_
    width="match_parent"android:layout_height
    ="wrap_content"android:layout_below="@id
    /et_mobile_num
    ber"android:layout_marginStart="@dimen/_
    15s
    dp"android:layout_marginTop="@dimen/_15
    sd
    p"android:layout_marginEnd="@dimen/_15s
    d
    p"android:layout_marginBottom="@dimen/_
    1
    5sdp"app:cardBackgroundColor="#FF002F"a
    pp:cardCornerRadius="@dimen/_3sdp">
    <RelativeLayout
      android:layout_width="match_parent"
      android:layout_height="@dimen/_40s
      dp">
      <TextView
        android:layout_width="wrap_conte
        nt"android:layout_height="wrap_c
        ont
        ent"android:layout_centerInParent
        ="tr ue"
                    android:gravity="center"
        android:text="@string/cv_login"an
        droid:textColor="#F1F4F4"android:
        textSize="@dimen/_20sdp "/>
      <ImageView
        android:layout_width="@dimen/_25sdp"
        android:layout_height="@dimen/_25sdp"
        android:layout_centerVertical="true"andr
        oid:layout_marginLeft="@dimen/_10
        sdp"android:padding="@dimen/_3sdp"
        />
    </RelativeLayout>
  </androidx.cardview.widget.CardView>
</RelativeLayout>
```

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
import android.content.Intent
; import android.os.Bundle;
import      android.view.View;
import
android.widget.EditText;
import android.widget.ImageVie
w;                              import
android.widget.TextView;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  private ImageView      ivLogo;
  private TextView tvNewUser;
  private EditText editText;
```

```
    privateCardView
    cvLogin,cvLoginfb,cvLogingmail; @Override
    protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.activity_main);
      ivLogo=(ImageView)findViewById(R.id.iv_logo);
      tvNewUser=(TextView)findViewById(R.id.tv_new_user)
      ;
      editText=(EditText)findViewById(R.id.et_mobile_numb
      er);     cvLogin=(CardView)findViewById(R.id.cv_login);
      cvLoginfb=(CardView)findViewById(R.id.cv_login_fb);
      cvLogingmail=(CardView)findViewById(R.id.cv_login_g
      mail);                tvNewUser.setOnClickListener(new
      View.OnClickListener(){
        @Override
        public void onClick(View v) {
          Intent                                                intent=new
          Intent(MainActivity.this,RegisterActivity.class);
          intent.putExtra("MOBILE",editText.getText().toString().trim())
          ; startActivity(intent);
          finish();
}
});
      cvLogin.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
          if(editText.getText().toString().trim().isEmpty()){
            Toast.makeText(MainActivity.this,   "Please   Enter   your   mobile
            number",
  Toast.LENGTH_SHORT).show();
          }
          else                    if(editText.getText().toString().trim().length()<10){
            Toast.makeText(MainActivity.this,   "Please   Enter   a   valid   mobile
            number",
  Toast.LENGTH_SHORT).show();
          }else{
            Toast.makeText(MainActivity.this,"LoginSucessfull",Toast.LENGTH_SHORT).
            show(); Intent intent=new Intent(MainActivity.this,NewHomeActivity.class);
            startActivity(intent);
          }
}
});
    }
  }
```

```
<?xml version="1.0"encoding="utf-8"?>
<RelativeLayout
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"xmlns:app="http://schemas.android.com/apk/r
  es-
  auto"xmlns:tools="http://schemas.android.com/tools"a
  ndroid:layout_width="match_parent"android:layout_hei
  ght="match_parent"tools:context=".HomeActivity">
  <FrameLayout
   style="@style/parentFrame"androi
   d:id="@+id/fragment_contai ner"
   />
  <RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content
    "
    android:layout_alignParentBottom="tr
    ue">
    <include
      layout="@layout/layout_bottom_navigation"and
      roid:id="@+id/tb_bottom"/>
  </RelativeLayout>
```

```
  <!--<androidx.recyclerview.widget.RecyclerView
     android:id="@+id/rv_home"
     android:layout_below="@+id/tb_home"
     android:paddingTop="@dimen/_10sdp"
     android:clipToPadding="false"
     android:paddingBottom="@dimen/_20sdp"
     android:layout_width="match_parent"
     android:layout_height="wrap_content"/>
-->
</RelativeLayout>



package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentManager;
import
androidx.fragment.app.FragmentTransaction;
import androidx.recyclerview.widget.GridLayoutMan
ager;
import androidx.recyclerview.widget.LinearLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import androidx.recyclerview.widget.StaggeredGridLayoutManager;
import android.app.Activity;imp
ort       android.content.Intent;
import android.icu.lang.UCharac
ter; import android.os.Bundle;
import android.text.Layout;
import android.view.View;
import android.widget.ImageView;
import
android.widget.RelativeLayout;
import android.widget.Toast;
import org.w3c.dom.Te
xt;                  import
java.util.ArrayList;
import java.util.List;
public class NewHomeActivity extends AppCompatActivity implements RecycleItemClickListener
{
   private List<String> abc;
  // private RecyclerView rvHome;
   int[] myImageList = new int[]{R.drawable.ic_active_bets,
R.drawable.ic_active_challenge,R.drawable.ic_my_requests,R.drawable.ic_bets_earning_,R.
drawable.i c_bet_won_,R.drawable.ic_bets_lost_,R.drawable.ic_bets_of_the_week};
  private RelativeLayout   rlOne;
  private  RelativeLayout  rlTwo;
  private            RelativeLayout
  rlThree;                  private
  RelativeLayout rlFour; private
  RelativeLayout            rlFive;
  @Override
    protected  void   onCreate(Bundle  savedInstanceState) {
     super.onCreate                        (savedInstanceState);
```

```
setContentView(R.layout.activity_new_home);
Helper.setFragment(new
DashboardFragment(),true,NewHomeActivity.this,R.id.fragment_container);
rlOne=(RelativeLayout)findViewById(R.id.rl_one);
rlTwo=(RelativeLayout)findViewById(R.id.rl_two)
;
rlThree=(RelativeLayout)findViewById(R.id.rl_thr
ee);
rlFour=(RelativeLayout)findViewById(R.id.rl_four
);
rlFive=(RelativeLayout)findViewById(R.id.rl_five)
;            rlOne            .setOnClickListener(new
View.OnClickListener(){
  @Override
  public void onClick(View v) {
    FragmentManager       fm=       getSupportFragmentManager();
    DashboardFragment                    dashboardFragment=new
    DashboardFragment();
    fm.beginTransaction().replace(R.id.fragment_container,dashboardFragment).commit();
```

```
}
});
        rlTwo.setOnClickListener(new   View.OnClickListener()   {
          @Override
          public void onClick(View v) {
            FragmentManager                                fragmentManager=
            getSupportFragmentManager();                    MydareFragment
            mydareFragment=new MydareFragment();
            fragmentManager.beginTransaction().replace(R.id.fragment_container,mydareFragment).
            commit();
}
});
        rlThree.setOnClickListener(new View.OnClickListener() {
          @Override
          public void onClick(View view) {
            FragmentManager
            fragmentManager=getSupportFragmentManager();
            ChallengesFragment                        challengesFragment=new
            ChallengesFragment();

  fragmentManager.beginTransaction().replace(R.id.fragment_container,challengesFragment).com
  mit();
            }
        });
        rlFour.setOnClickListener(new View.OnClickListener() {
          @Override
          public void onClick(View v) {
            FragmentManager
            fragmentManager=getSupportFragmentManager();
            ChatsFragment chatsFragment=new ChatsFragment();
            fragmentManager.beginTransaction().replace(R.id.fragment_container,chatsFragment).co
            mmit();
}
});
        rlFive.setOnClickListener(new View.OnClickListener()    {
          @Override
          public void onClick(View v) {
            FragmentManager
            fragmentManager=getSupportFragmentManager();
            MyAccountFragment                      myAccountFragment=new
            MyAccountFragment();

  fragmentManager.beginTransaction().replace(R.id.fragment_container,myAccountFragment).com
  mit();
}
});
        abc      =      new      ArrayList<>();
        abc.add("Active                Dare");
        abc.add("Active        Challenges");
        abc.add("Dare/Challanges
        Requests");
        abc.add("Dare/Challanges
        Earnings");
        abc.add("Dare/Challanges Won");
        abc.add("Dare/Challanges   Lost");
```

```
    abc.add("Dare Of The Week");
  // rvHome = (RecyclerView) findViewById(R.id.rv_home);
   // setBlogAdapter();
 }
 private void startNewActivity(){
    Intentintent=new
    Intent(NewHomeActivity.this,HomeActivity.class);
    startActivity(intent);
 }
// private void setBlogAdapter() {
  // MyAdapter blogAdapter = new MyAdapter(NewHomeActivity.this, abc,myImageList,this);
    // final GridLayoutManager layoutManager = new GridLayoutManager(this,2);
    // rvHome.setLayoutManager(layoutManager);
     //rvHome.setAdapter(blogAdapter);
//}
 @Override
 public void onItemclick(int position) {
    switch(position)
    {
```

```
      case 0:
        Toast.makeText(this, "Welcome to Active Dare", Toast.LENGTH_SHORT).show();
        break
      ;   case
      1:
        Toast.makeText(this, "Welcome to Active Challenges",Toast.LENGTH_SHORT).show();
        break
      ;   case
      2:
        Toast.makeText(this,   "Welcome   to   Dare   Challenges
Requests",Toast.LENGTH_SHORT).show();
        break
      ;   case
      3:
        Toast.makeText(this,      "Welcome      to      Dare      Challenges      Earning",
        Toast.LENGTH_SHORT).show();
        break
      ;   case
      4:
        Toast.makeText(this,      "Welcome      to      Dare      Challenges      Won",
        Toast.LENGTH_SHORT).show();
        break
      ;   case
      5:
        Toast.makeText(this,      "Welcome      to      Dare      Challenges      Lost",
        Toast.LENGTH_SHORT).show();
        break;
    }
  /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
  startNewActivity();
  }
}
```

```
<?xmlversion="1.0"encoding="utf-8"?>
<FrameLayoutxmlns:android="http://schemas.android.com/apk/res/a
  ndroid"       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
  =".HomeActivity">
  <LinearLayout
    style="@style/parentLayout">
  <include
    layout="@layout/layout_home_toolbar"
    android:id="@+id/tb_home"/>
  <androidx.recyclerview.widget.RecyclerView
    android:id="@+id/rv_dare"android:clipToP
    adding="false"android:layout_below="@+i
    d/tb_home"android:layout_width="match
    _parent"android:layout_height="wrap_con
    tent"/>
  </LinearLayout>
</FrameLayout>
```

```
package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
import androidx.recyclerview.widget.LinearLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import android.content.Inten
t; import android.os.Bundle;
import android.view.View;
import android.widget.ImageVi
ew;                    import
android.widget.TextView;
import    android.widget.Toast;
import java.util.ArrayList;
import java.util.List;
```

```
public class DareActivity extends AppCompatActivity implements RecycleItemClickListener {
  privateList<String>bct;
  private          RecyclerView
  rvDare; private CardView
  cvListg;
  int[]  myImageListC  =  new
  int[]{};    private    ImageView
  ivBack;
  privateTextView     tvAction;
  private  TextView  tvPoints;
  private  ImageView  ivCoins;
  private  ImageView  ivPlus;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_dare);
    bct     =     new     ArrayList<>();
    bct.add("Weight  gain  5kg  in  10
    days");  bct.add("Hill  climbing");
    bct.add("Weight  gain  5kg  in  10
    days");  bct.add("Hill  climbing");
    bct.add("Weight  gain  5kg  in  10
    days"); bct.add("Hill climbing");
    ivBack=                          (ImageView)
    findViewById(R.id.iv_back);
    ivBack.setImageResource(R.drawable.ic_back);
    tvAction                =                (TextView)
    findViewById(R.id.tv_action);
    tvAction.setText("Weight  Loss/Gain  Dare");
    tvPoints                =                (TextView)
    findViewById(R.id.tv_point);
    tvPoints.setVisibility(View.GONE);
    ivCoins= (ImageView) findViewById(R.id.iv_coin);
    ivCoins.setVisibility(View.GONE);
    ivPlus= (ImageView) findViewById(R.id.iv_plus);
    ivPlus.setVisibility(View.GONE);
    rvDare=                          (RecyclerView)
    findViewById(R.id.rv_dare); setBlogAdapter();
    ivBack.setOnClickListener(new View.OnClickListener() {
      @Override
      public void onClick (View
        v){ finish();
      }
    });
    //rvHome.setAdapter(new Adapter(abc));
  }
  private void startNewActivity() {
    Intent intent = new Intent(DareActivity.this, DareActivity.class);
    startActivity(intent);
  }
  private void setBlogAdapter() {
    MyAdapterC blogAdapter = new MyAdapterC(DareActivity.this, bct, myImageListC,
    this); final LinearLayoutManager layoutManager = new LinearLayoutManager(this);
    rvDare.setLayoutManager(layoutManager);
  }
```

```
public void onItemclick(int position){
  switch(position) {
    case0:
      Toast.makeText(this, "Weight gain 5kg in 10 days", Toast.LENGTH_SHORT).show();
      break
    ;   case
    1:
      Toast.makeText(this, "Hill climbing", Toast.LENGTH_SHORT).show();
      break
    ;   case
    2:
      Toast.makeText(this, "Weight gain 5kg in 10 days ", Toast.LENGTH_SHORT).show();
      break
    ;   case
    3:
```

```
            Toast.makeText(this, "Weight gain 5kg in 10 days", Toast.LENGTH_SHORT).show();
            break
          ;   case
          4:
            Toast.makeText(this, "Hill climbing", Toast.LENGTH_SHORT).show();
            break
          ;   case
          5:
            Toast.makeText(this, "Weight gain 5kg in 10 days ", Toast.LENGTH_SHORT).show();
            break;
        }
        /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
      }
    }
```

```
<?xml version="1.0"encoding="utf-8"?>
<RelativeLayout
  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:l
  ayout_width="match_parent"android:layout_height="match_pa
  r
  ent"tools:context=".RegisterActivi
  ty">
  <ImageView
    android:id="@+id/iv_lo
    go"
    android:layout_width="@dimen/_350sdp
    "
    android:layout_height="@dimen/_235sd
    p"android:layout_centerHorizontal="true
    "android:layout_marginTop="@dimen/_1
    0
    sdp"android:src="@drawable/ic_logo"/>
  <EditText
    android:id="@+id/et_enter_name"an
    droid:layout_width="match_parent "
    android:layout_height="@dimen/_40
    sdp"android:layout_centerInParent=
    "true "
    android:layout_marginStart="@dimen/_2
    0sdp"android:paddingStart="@dimen/_30
    sdp"android:layout_marginEnd="@dimen/
    _20s
    dp"android:background="@drawable/et_b
    g_r ect"
                android:backgroundTint="@null"
    android:hint="@string/et_enter_name"an
    droid:inputType="text"android:paddingTo
    p="@dimen/_5sdp"android:paddingBotto
    m="@dimen/_5sdp"android:textColor="#
    000000"
```

```
  android:textSize="@dimen/_15sdp"androi
  d:paddingLeft="@dimen/_30sdp"/>
<EditText
  android:layout_width="match_parent
  "
  android:layout_height="@dimen/_40
  sdp"android:layout_marginStart="@dime
  n/_2 0sdp"
  android:layout_marginEnd="@dimen/_20s
  dp"android:paddingStart="@dimen/_30sd
  p"android:id="@+id/et_email_address"an
  droid:backgroundTint="@null"android:hint
  ="@string/et_email_address"android:pad
  dingLeft="@dimen/_30sdp"android:layout
  _below="@+id/et_enter_na
  me"android:inputType="textEmailAddress
  "android:paddingTop="@dimen/_5sdp"an
  droid:paddingBottom="@dimen/_5sdp"an
  droid:textColor="#000000"android:textSiz
  e="@dimen/_15sdp"android:background=
  "@drawable/et_bg_r ect"
```

```
    android:layout_marginTop="@dimen/_15sdp"
    />
  <EditText
    android:layout_width="match_parent
    "
    android:paddingStart="@dimen/_30s
    dp"android:layout_height="@dimen/
    _40 sdp"
    android:layout_marginStart="@dimen/_20sdp"a
    ndroid:layout_marginEnd="@dimen/_20sdp"and
    roid:backgroundTint="@null"android:paddingLeft
    ="@dimen/_30sdp"android:hint="@string/et_co
    ntact_number"android:layout_below="@+id/et_
    email_address"android:inputType="phone"andro
    id:paddingTop="@dimen/_5sdp"android:padding
    Bottom="@dimen/_5sdp"android:textColor="#0
    00000"android:textSize="@dimen/_15sdp"andro
    id:id="@+id/et_contact_number"android:backgr
    ound="@drawable/et_bg_rect"android:layout_m
    arginTop="@dimen/_15sdp"android:maxLength
    ="10"
    />
  <Button
    android:id="@+id/bt_register"
    android:layout_width="match_parent"androi
    d:layout_height="wrap_content"android:lay
    out_below="@+id/et_contact_nu
    mber"android:layout_marginStart="@dimen/
    _20sd
    p"android:layout_marginTop="@dimen/_35s
    dp "
    android:layout_marginEnd="@dimen/_20sdp
    "
                    android:background="#FF002F"
    android:text="Register"android:textAllCaps=
    "false"android:textColor="#F1F4F4"android:t
    extSize="@dimen/_15sdp"/>
</RelativeLayout>
```

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent
; import android.os.Bundle;
import   android.util.Patterns;
import      android.view.View;
import
android.widget.Button;
import
```

```
android.widget.EditText;
import android.widget.ImageView;
import android.widget.Toast;
public class RegisterActivity extends AppCompatActivity {
  private ImageView ivLogo;
  private EditText
  etentername,etemailaddress,etcontactnumber;      private
  Button btregister;
  private String
  mbNumber; @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_register);
    ivLogo=(ImageView)findViewById(R.id.iv_logo);
    etentername=(EditText)findViewById(R.id.et_enter_na
    me);
    etemailaddress=(EditText)findViewById(R.id.et_email_address);
```

```
        etcontactnumber=(EditText)findViewById(R.id.et_contact_numb
        er);              btregister=(Button)findViewById(R.id.bt_register);
        mbNumber=getIntent().getStringExtra("MOBILE");
        etcontactnumber.setText(mbNumber);
        btregister.setOnClickListener(new View.OnClickListener(){
          @Override
          public void onClick(View v) {
            if(etentername.getText().toString().isEmpty())                {
              Toast.makeText(RegisterActivity.this,  "Please  Enter  your
              name",
    Toast.LENGTH_SHORT).show();
            }else          if          (etemailaddress.getText().toString().trim().isEmpty())          {
              Toast.makeText(RegisterActivity.this, "Please Enter your EmailAddress",
    Toast.LENGTH_SHORT).show();
            }
            else                              if(etcontactnumber.getText().toString().trim().isEmpty()){
              Toast.makeText(RegisterActivity.this, "Please Enter your mobilenumber",
    Toast.LENGTH_SHORT).show();
            }
            else                            if(etcontactnumber.getText().toString().trim().length()<10){
              Toast.makeText(RegisterActivity.this, "Please Enter a valid mobilenumber",
    Toast.LENGTH_SHORT).show();
            }else{
              Toast.makeText(RegisterActivity.this,              "Register              Successfully",
              Toast.LENGTH_SHORT).show();                Intent                  intent=new
              Intent(RegisterActivity.this,NewHomeActivity.class);
              startActivity(intent);
            }
}
});
      }
     /*     private     boolean     validateEmailAddress(EditText
        etemailaddress){        String        emailInput        =
        etemailaddress.getText().toString();
        if(!emailInput.isEmpty()                                                    &&
          Patterns.EMAIL_ADDRESS.matcher(emailInput).matches()){
          Toast.makeText(this,          "email          valid          successfully!",
          Toast.LENGTH_SHORT).show(); returntrue;
        }
        else
          {
          Toast.makeText(this,          "Invalid          Email          Address!",
          Toast.LENGTH_SHORT).show(); returnfalse;
}
}*/
    }
```

```
    <?xml version="1.0"encoding="utf-8"?>
    <RelativeLayout
      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:lay
out_height="match_par
ent"tools:context=".HomeActivi
ty">
<include
  layout="@layout/layout_home_toolbar"
  android:id="@+id/tb_home"/>
<androidx.cardview.widget.CardView
  android:layout_width="match_pare
  nt"android:layout_height="wrap_co
  nte
  nt"android:layout_below="@+id/tb
  _ho
  me"android:backgroundTint="@null
  ">
```

```
  <LinearLayout
    android:layout_width="match_parent
    "
    android:layout_height="@dimen/_45
    sdp"android:orientation="horizontal"
    android:weightSum="2">
    <TextView
      android:layout_width="0dp"androi
      d:layout_height="match_par ent"
                android:text="My
                Dare"android:gravity="cen
      ter"android:textStyle="bold"androi
      d:layout_weight=".995"android:tex
      tColor="#290496"android:textSize
      ="@dimen/_13sdp ">
    </TextView>
    <View
      android:layout_width="0dp"
      android:layout_height="match_par
      ent"android:background="#DBDBD
      B"android:layout_weight="0.01"
      />
    <TextView
      android:layout_width="0dp"androi
      d:layout_height="match_par ent"
                android:text="All
                Done"android:gravity="cen
      ter"android:layout_weight=".995"a
      ndroid:textColor="#290496"androi
      d:textStyle="bold"android:textSize
      ="@dimen/_13sdp "
      ></TextView>
  </LinearLayout>
  </androidx.cardview.widget.CardView>
  <androidx.recyclerview.widget.RecyclerVie
    w
                    android:id="@+id/rv_home"
    android:paddingTop="@dimen/_5sdp"an
    droid:layout_marginTop="@dimen/_45
    sdp"android:layout_below="@+id/tb_ho
    me"android:clipToPadding="false"androi
    d:paddingBottom="@dimen/_20sd
    p"android:layout_width="match_parent"
    android:layout_height="wrap_content"
    />
</RelativeLayout>

package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
import androidx.recyclerview.widget.LinearLayoutManager;
```

```
import androidx.recyclerview.widget.RecyclerView;
import android.content.Intent;
import android.media.Image;
import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
import android.widget.Toast;
import java.util.ArrayList;
import java.util.List;
public class HomeActivity extends AppCompatActivity implements RecycleItemClickListener {
  private List<String> bcd;
  private RecyclerView rvHome;
```

```
    privateCardView cvList;
    int[]      myImageListA      =      new      int[]{R.drawable.ic_weight_gain_weight_loss,
  R.drawable.ic_academic,    R.drawable.ic_sports,    R.drawable.ic_weight_gain_weight_loss,
  R.drawable.ic_academic,    R.drawable.ic_sports,    R.drawable.ic_weight_gain_weight_loss,
  R.drawable.ic_academic, R.drawable.ic_sports};
    privateImageView
    ivBack;            private
    TextView        tvAction;
    private  String  tvName;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.activity_home);
      bcd=        new        ArrayList<>();
      bcd.add("Weight   Gain/   weight
      Loss");      bcd.add("Acadmices");
      bcd.add("Sports");
      ivBack=(ImageView)findViewById(R.id.iv_back);
      ivBack.setImageResource(R.drawable.ic_back);
      tvAction=(TextView)findViewById(R.id.tv_action);
      tvAction.setText("Active Dare");
      rvHome= (RecyclerView) findViewById(R.id.rv_home);
      tvName=getIntent().getStringExtra("TITLE");
      tvAction.setText(tvName);
      setBlogAdapter();
      // rvHome.setAdapter(new Adapter(abc));
       ivBack.setOnClickListener(new View.OnClickListener() {
        @Override
        public voidonClick(View
          v) { finish();
}
});
    }
    private void startNewActivity() {
      Intent intent = new Intent(HomeActivity.this, DareActivity.class);
      startActivity(intent);
    }
    private void setBlogAdapter() {
      MyAdapterB    blogAdapter    =    new    MyAdapterB(HomeActivity.this,    bcd,
      myImageListA,   this);   final   LinearLayoutManager   layoutManager   =   new
      LinearLayoutManager(this); rvHome.setLayoutManager(layoutManager);
      rvHome.setAdapter(blogAdapter);
    }
    @Override
    public void onItemclick(int position) {
      switch(position) {
        case0:
          Toast.makeText(this, "Weight gain/weight loss", Toast.LENGTH_SHORT).show();
          break
        ;   case
        1:
          Toast.makeText(this, "Acadmices", Toast.LENGTH_SHORT).show();
          break
        ;   case
        2:
```

```
            Toast.makeText(this, "Sport", Toast.LENGTH_SHORT).show();
            break;
        }
        startNewActivity();
    }
}
```

```
<?xml version="1.0"encoding="utf-8"?>
<FrameLayout
```

```
  xmlns:android="http://schemas.android.com/apk/res/androi
  d"xmlns:tools="http://schemas.android.com/tools"style="@s
  tyle/parentFrame">
    <LinearLayout
      style="@style/parentLayou
      t">
      <include
                layout="@layout/layout_home_toolbar"
        android:id="@+id/tb_home"/>
      <androidx.recyclerview.widget.Recycler
        View
                android:id="@+id/rv_home"a
        ndroid:layout_below="@+id/tb_hom
        e"android:paddingTop="@dimen/_10s
        dp "
                android:clipToPadding="false"
        android:paddingBottom="@dimen/_20
        sdp"android:layout_width="match_par
        ent"android:layout_height="wrap_con
        tent "/>
    </LinearLayout>
  </FrameLayout>
```

```
packagecom.example.myapplication;

importandroid.content.Intent;
importandroid.os.Bundle;
importandroid.view.LayoutInflater;
importandroid.view.View;
import
android.view.ViewGroup;
import
android.widget.TextView;
import android.widget.Toast;
importandroidx.fragment.app.Fragment;
importandroidx.recyclerview.widget.LinearLayoutManager;
importandroidx.recyclerview.widget.RecyclerView;
importjava.util.ArrayList;
importjava.util.List;
/**
 * A simple {@link Fragment} subclass.
 */
public class ChallengesFragment extends Fragment implements RecycleItemClickListener {
  privateRecyclerView rvHome;
  private List<String>bcd;
  int[]  myImageListA  =  new  int[]{R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic,  R.drawable.ic_sports,  R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic,  R.drawable.ic_sports,  R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic, R.drawable.ic_sports};
  privateTextView  tvaction;
  publicChallengesFragment()
  {
    // Required empty public constructor
  }
```

```
@Override
publicView onCreateView(LayoutInflater inflater, ViewGroup
            container, Bundle savedInstanceState){
  // Inflate the layout for this fragment
  View view= inflater.inflate(R.layout.fragment_challenges, container,
  false); bcd = new ArrayList<>();
  bcd.add("Weight Gain/ weight
  Loss");      bcd.add("Acadmices");
  bcd.add("Sports");
  bcd.add("Weight Gain/ weight
  Loss");   bcd.add("Weight Gain/
  weight                    Loss");
  bcd.add("Acadmices");
  bcd.add("Sports");
  bcd.add("Weight Gain/ weight Loss");

  bcd.add("Weight Gain/ weight Loss");
  bcd.add("Acadmices"); bcd.add("Sports");
  bcd.add("Weight      Gain/      weight      Loss");
  tvaction=(TextView)view.findViewById(R.id.tv_action);
  tvaction.setText("Challenges");
  rvHome=(RecyclerView)view.findViewById(R.id.rv_hom
  e);setBlogAdapter();
  returnview;
}
private void setBlogAdapter() {
  MyAdapterB blogAdapter = new MyAdapterB(getActivity(), bcd,myImageListA,this);
  LinearLayoutManager layoutManager = new LinearLayoutManager(getActivity());
  rvHome.setLayoutManager(layoutManager);
  rvHome.setAdapter(blogAdapter);
}
@Override
public void onItemclick(int position) {
  switch(position) {
    case0:
      Intent                                    intent=new
      Intent(getActivity(),DareActivity.class);
      startActivity(intent);
      Toast.makeText(getActivity(),          "Weight          gain/weight          loss",
      Toast.LENGTH_SHORT).show();
      break
    ;   case
    1:
      Toast.makeText(getActivity(), "Acadmices", Toast.LENGTH_SHORT).show();
      break
    ;   case
    2:
      Toast.makeText(getActivity(), "Sport", Toast.LENGTH_SHORT).show();
      break;
  }
  /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
  getActivity();
}
}
```

```
<?xml version="1.0"encoding="utf-8"?>
<FrameLayoutxmlns:android="http://schemas.android.com/apk/res/a
  ndroid"
                          xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"android:layout_height="match
  _parent"xmlns:app="http://schemas.android.com/apk/res-
  auto"tools:context=".ChatsFragment">
  <RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#FFFFFF"tools:c
    ontext=".HomeActivity">
  <RelativeLayout
    android:layout_width="match_parent"androi
    d:layout_height="?attr/actionBarSize"androi
    d:id="@+id/tb_home"android:background="
    @color/background">
    <TextView
      android:layout_width="wrap_conte
      nt"android:layout_height="wrap_c
      ont ent"
                        android:text="Home"
      android:id="@+id/tv_action"androi
      d:textStyle="bold"android:textColo
      r="#FFFFFF"android:textSize="@di
      men/_15sd"android:gravity="cent
      er"android:layout_centerInParent=
      "tr ue"/>
    <ImageView
      android:layout_width="@dimen/_30sdp"
      android:layout_height="match_parent"an
      droid:id="@+id/iv_back"android:layout_
      marginLeft="@dimen/_10
      sdp"android:src="@drawable/ic_notificat
      ions "
      android:padding="@dimen/_8sdp"/></RelativeLayout>
    <androidx.cardview.widget.CardView
      android:layout_width="match_pare
      nt"android:layout_height="wrap_co
      nte
      nt"android:layout_below="@+id/tb
      _ho me"
                  android:id="@+id/cv_bc"
      android:backgroundTint="@null">
      <LinearLayout
        android:layout_width="match_parent
        "
                          android:id="@+id/ll_bc"
        android:layout_height="@dimen/_45
        sdp"android:orientation="horizontal"
        android:weightSum="2">
        <TextView
          android:layout_width="0
```

```
        dp"android:layout_height="match_
        par ent"
                            android:text="Bets"
        android:gravity="center"android:te
        xtStyle="bold"android:layout_weig
        ht=".995"android:textColor="#290
        496"android:textSize="@dimen/_1
        3sdp ">
      </TextView>
      <View
        android:layout_width="0
        dp"
        android:layout_height="match_par
        ent"android:background="#DBDBD
        B"android:layout_weight="0.01"
        />
      <TextView
        android:layout_width="0
        dp"
        android:layout_height="match_par
        ent"
                    android:text="Challenges"
        android:gravity="center"android:la
        yout_weight=".995"android:textCol
        or="#290496"android:textStyle="b
        old"android:textSize="@dimen/_13
        sdp "
        ></TextView>
    </LinearLayout>
  </androidx.cardview.widget.CardView>
  <androidx.cardview.widget.CardView
    android:layout_width="@dimen/_159sdp
    "
    android:layout_height="@dimen/_30sdp
    "
                      android:id="@+id/cv_label"
    android:layout_marginTop="@dimen/_59
    sdp"android:layout_below="@+id/tb_ho
    me"android:layout_centerInParent="true
    "app:cardCornerRadius="@dimen/_20sd
    p ">
    <LinearLayout
      android:layout_width="match_pare
      nt"android:layout_height="match_
      par ent"android:weightSum="2">
      <TextView
        android:layout_width="0dp"androi
        d:layout_height="match_par ent"
                android:layout_weight="1.6"
        android:text="Public"android:gravi
        ty="center"
```

```
            android:textColor="#000000"andr
            oid:textSize="@dimen/_13sdp "/>
          <ImageView
            android:layout_width="0dp"android:l
            ayout_height="match_par ent"
                    android:layout_weight="0.4"a
            ndroid:background="#FF002F"androi
            d:src="@drawable/ic_down_ar
            row"android:padding="@dimen/_10s
            dp"/
            >
        </LinearLayout>
      </androidx.cardview.widget.CardView>
      <androidx.recyclerview.widget.RecyclerVie
        w
                        android:id="@+id/rv_home"
        android:paddingTop="@dimen/_5sdp"an
        droid:layout_marginTop="@dimen/_25
        sdp"android:layout_below="@+id/cv_lab
        el"android:clipToPadding="false"android:
        paddingBottom="@dimen/_20sd
        p"android:layout_width="match_parent"
        android:layout_height="wrap_content"
        />
    </RelativeLayout>
</FrameLayout>

package com.example.myapplication;

import android.content.Intent;
import android.os.Bundle;
import androidx.fragment.app.Fragment;
import androidx.recyclerview.widget.LinearLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import android.view.LayoutInflater;
import android.view.View;
import
android.view.ViewGroup;
import
android.widget.TextView;
import android.widget.Toast;
import      java.util.ArrayList;
import java.util.List;
public class ChatsFragment extends Fragment implements RecycleItemClickListener {
    private RecyclerView
    rvHome;              private
    List<String>bcd;     private
    TextView    tvaction;    int[]
    myImageListA;
    public ChatsFragment(){
      // Required empty public constructor
    }
    @Override
    public View   onCreateView(LayoutInflater   inflater,   ViewGroup
```

```
            container, Bundle savedInstanceState) {
    // Inflate the layout for this fragment
    View view = inflater.inflate(R.layout.fragment_chats,container,
    false); bcd = new ArrayList<>();
    bcd.add("Weight Gain/ weight
    Loss"); bcd.add("Weight Gain/
    weight Loss"); bcd.add("Weight
    Gain/ weight Loss");
    bcd.add("Weight Gain/ weight
    Loss"); bcd.add("Weight Gain/
    weight Loss"); bcd.add("Weight
    Gain/ weightLoss");
```

```
  bcd.add("Weight Gain/ weight Loss");
  bcd.add("Weight Gain/ weight Loss");
  bcd.add("Weight Gain/ weight Loss");
  bcd.add("Weight Gain/ weight Loss");
  bcd.add("Weight Gain/ weight Loss");
  tvaction=(TextView)view.findViewById(R.id.tv_actio
  n); tvaction.setText("Chats");
  rvHome=(RecyclerView)view.findViewById(R.id.rv_h
  ome);setBlogAdapter();
  returnview;
}
private void setBlogAdapter() {
  MyAdapterD blogAdapter = new MyAdapterD(getActivity(),
  bcd,myImageListA,this); LinearLayoutManager layoutManager = new
  LinearLayoutManager(getActivity());
  rvHome.setLayoutManager(layoutManager);
  rvHome.setAdapter(blogAdapter);
}
@Override
public void onItemclick(int position) {
  switch(position) {
    case0:
      Intent intent=new Intent(getActivity(),DareActivity.class);
      startActivity(intent);
      Toast.makeText(getActivity(), "Weight gain/weight loss",
      Toast.LENGTH_SHORT).show();
      break
    ; case
    1:
      Intent intent1=new Intent(getActivity(),DareActivity.class);
      startActivity(intent1);
      Toast.makeText(getActivity(), "Weight Gain/ weight Loss",
      Toast.LENGTH_SHORT).show();
      break
    ; case
    2:
      Intent intent3=new Intent(getActivity(),DareActivity.class);
      startActivity(intent3);
      Toast.makeText(getActivity(), "Weight Gain/ weight Loss",
      Toast.LENGTH_SHORT).show();
      break
    ; case
    3:
      Intent intent5=new Intent(getActivity(),DareActivity.class);
      startActivity(intent5);
      Toast.makeText(getActivity(), "Weight Gain/ weight Loss",
      Toast.LENGTH_SHORT).show();
      break
    ; case
    4:
      Intent intent4=new Intent(getActivity(),DareActivity.class);
      startActivity(intent4);
      Toast.makeText(getActivity(), "Weight Gain/ weight Loss",
      Toast.LENGTH_SHORT).show();
      break;
```

```
        }
        /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
        getActivity();
    }
    }
```

```
<?xml version="1.0"encoding="utf-8"?>
  <FrameLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"style="@style
    /parentFrame">
  <LinearLayout
    style="@style/parentLayou
    t">
    <include
      layout="@layout/layout_home_toolbar"
      android:id="@+id/tb_home"/>
    <androidx.recyclerview.widget.Recycler
      View
                android:id="@+id/rv_home"a
      ndroid:layout_below="@+id/tb_hom
      e"android:paddingTop="@dimen/_10s
      dp "
                android:clipToPadding="false"
      android:paddingBottom="@dimen/_20
      sdp"android:layout_width="match_par
      ent"android:layout_height="wrap_con
      tent "/>
  </LinearLayout>
</FrameLayout>
```

```
packagecom.example.myapplication;

importandroid.content.Intent;
importandroid.os.Bundle;
importandroidx.fragment.app.Fragment;
importandroidx.recyclerview.widget.GridLayoutMan
ager;                                          import
androidx.recyclerview.widget.RecyclerView;    import
android.view.LayoutInflater;
importandroid.view.View;
import
android.view.ViewGroup;
import
android.widget.TextView;
import android.widget.Toast;
import      java.util.ArrayList;
importjava.util.List;
/**
 * A simple {@link Fragment} subclass.
 */
```

```
public class DashboardFragment extends Fragment implements RecycleItemClickListener {
  privateRecyclerView rvHome;
  private List<String>abc;
  int[] myImageList = new int[]{R.drawable.ic_active_bets,
R.drawable.ic_active_challenge,R.drawable.ic_my_requests,R.drawable.ic_bets_earning_,R.
drawable.i c_bet_won_,R.drawable.ic_bets_lost_,R.drawable.ic_bets_of_the_week};
  privateTextView      tvAction;
  public DashboardFragment(){
    // Required empty public constructor
  }
  @Override
  publicView    onCreateView(LayoutInflater    inflater,    ViewGroup    container,    Bundle
    savedInstanceState)    {    View    view=inflater.inflate(R.layout.fragment_dashboard,
    container, false);
    abc      =      new      ArrayList<>();
    abc.add("Active                Dare");
    abc.add("Active        Challenges");
    abc.add("Dare/Challanges
    Requests");
    abc.add("Dare/Challanges
    Earnings");
    abc.add("Dare/Challanges Won");
    abc.add("Dare/Challanges   Lost");
    abc.add("Dare Of TheWeek");
    tvAction=(TextView)view.findViewById(R.id.tv_action);
    tvAction.setText("Home");
    rvHome=(RecyclerView)view.findViewById(R.id.rv_hom
    e); setBlogAdapter();
    returnview;
  }
  private void setBlogAdapter() {
     MyAdapter      blogAdapter      =      new      MyAdapter(getActivity(),
    abc,myImageList,this);   GridLayoutManager   layoutManager   =   new
    GridLayoutManager(getActivity(),2);
    rvHome.setLayoutManager(layoutManager);
    rvHome.setAdapter(blogAdapter);
```

```
    }
  @Override
  public void onItemclick(int position) {
    switch(position)
    {
      case0:
        Intent intent=new
        Intent(getActivity(),HomeActivity.class);
        intent.putExtra("TITLE","Active Dare");
        startActivity(intent);
        Toast.makeText(getActivity(), "Welcome to Active Dare",
        Toast.LENGTH_SHORT).show();
        break
      ;  case
      1:
        Intent intent1=new
        Intent(getActivity(),HomeActivity.class);
        intent1.putExtra("TITLE","Challenges");
        startActivity(intent1);
        Toast.makeText(getActivity(), "Welcome to Active Challenges",
        Toast.LENGTH_SHORT).show();
        break
      ;  case
      2:
        Intent intent2=new Intent(getActivity(),HomeActivity.class);
        intent2.putExtra("TITLE",getResources().getString(R.string.dare_challenge_request));
        startActivity(intent2);
        Toast.makeText(getActivity(), "Welcome to Dare Challenges Requests",
Toast.LENGTH_SHORT).show();
        break;
      case 3:Intent intent3=new Intent(getActivity(),HomeActivity.class);
        intent3.putExtra("TITLE",getResources().getString(R.string.dare_challenge_earnings));
        startActivity(intent3);
        Toast.makeText(getActivity(), "Welcome to Dare Challenges Earning",
Toast.LENGTH_SHORT).show();
        break
      ;  case
      4:
        Intent intent4=new Intent(getActivity(),HomeActivity.class);
        intent4.putExtra("TITLE",getResources().getString(R.string.dare_challenge_won));
        startActivity(intent4);
        Toast.makeText(getActivity(), "Welcome to Dare Challenges Won",
Toast.LENGTH_SHORT).show();
        break
      ;  case
      5:
        Intent intent5=new Intent(getActivity(),HomeActivity.class);
        intent5.putExtra("TITLE",getResources().getString(R.string.dare_challeng
        e_lost));startActivity(intent5);
        Toast.makeText(getActivity(), "Welcome to Dare Challenges Lost",
Toast.LENGTH_SHORT).show();
        break;
    }
    /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
    getActivity();
```

```
  }
}
```

```
<?xml version="1.0"encoding="utf-8"?>
<FrameLayout
  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:l
  ayout_width="match_parent"android:layout_height="match_pa
  rent"tools:context=".MyAccountFragment">
  <RelativeLayout
    android:layout_width="match_paren
    t"android:layout_height="match_par
    e nt">
    <RelativeLayout>
    android:layout_width="match_parent"
                                                android:layout_height="?attr/actionBarSize"
    android:id="@+id/tb_home"android:background="@color/background">
      <TextView
        android:layout_width="wrap_conten
        t"android:layout_height="wrap_cont
        e nt"   android:text="My
                Account"android:id="@+id/tv
        _action"android:textStyle="bold"and
        roid:textColor="#FFFFFF"android:tex
        tSize="@dimen/_15sdp"android:gra
        vity="center"android:layout_centerI
        nParent="tru e"/>
      <ImageView
        android:layout_width="@dimen/_30sdp"
        android:layout_height="match_parent"an
        droid:id="@+id/iv_back"android:layout_
        marginLeft="@dimen/_10
        sdp"android:src="@drawable/ic_notificat
        ions "
        android:padding="@dimen/_8sdp"/></RelativeLayout>
    <RelativeLayout
      android:layout_width="match_parent"and
      roid:layout_height="@dimen/_150sdp "
      android:background="@drawable/pattern
      _bg"
                    android:id="@+id/rl_profile"
      android:layout_below="@+id/tb_home">
      <TextView
        android:layout_width="@dimen/_100s
        dp"android:layout_height="wrap_cont
        ent"android:layout_centerInParent="tr
        ue"android:text="John
                                          Davis"
        android:gravity="center"
```

```
    android:textColor="#000000"android:l
    ayout_below="@+id/iv_profil e"/>
  <ImageView
    android:layout_width="@dimen/_100s
    dp"android:layout_height="@dimen/_1
    00
    sdp"android:layout_centerInParent="tr
    ue"android:id="@+id/iv_profile"androi
    d:src="@drawable/ic_profile"
    ></ImageView>
</RelativeLayout>
<androidx.cardview.widget.CardView
  android:id="@+id/cv_wgwl"android:layout_wi
  dth="match_parent"android:layout_height="@
  dimen/_60sdp"app:cardBackgroundColor="#F
  FFFFF"android:backgroundTint="@null"android
  :layout_below="@id/rl_profile"android:layout
  _marginHorizontal="@dimen/_3
  0sdp"android:layout_marginTop="@dimen/_2
  0sdp"app:cardCornerRadius="@dimen/_10sdp
  ">
  <LinearLayout
    android:layout_width="333dp"and
    roid:layout_height="match_par
    ent"android:weightSum="2">
    <TextView
      android:layout_width="0
      dp"
      android:layout_height="match_parent"an
      droid:layout_marginLeft="@dimen/_30
      sdp"android:layout_weight="1.3"
      android:gravity="center_vertica
      l"              android:text="Push
      Notifications"android:textColor=
      "#000000"android:textSize="@
      dimen/_12s
      dp"android:textStyle="bold"/>
    <Switch
      android:layout_width="0
      dp"
      android:layout_height="match_parent"a
      ndroid:layout_weight="0.7"android:switc
      hMinWidth="@dimen/_50sd p"/>
  </LinearLayout>
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"
                                    android:id="@+id/cv_ep"
  android:layout_width="match_parent"android:layout_hei
  ght="@dimen/_60sdp"
```

```
  app:cardBackgroundColor="#FFFFFF"android:backgr
  oundTint="@null"android:layout_below="@id/cv_w
  gwl"android:layout_marginHorizontal="@dimen/_3
  0sdp"android:layout_marginTop="@dimen/_20sdp"
  app:cardCornerRadius="@dimen/_10sdp"xmlns:app
  ="http://schemas.android.com/apk/res-auto">
  <LinearLayout
    android:layout_width="match_pare
    nt"android:layout_height="match_
    par ent"android:weightSum="2">
    <TextView
      android:layout_width="0
      dp"
      android:layout_height="match_parent"an
      droid:layout_weight="1.3"android:text="
      Bank
                          Account"android:gravity
      ="center_vertical"android:layout_margin
      Left="@dimen/_30 sdp"
                          android:textStyle="bold"
      android:textColor="#000000"android:tex
      tSize="@dimen/_12sdp"/>
    <RelativeLayout
      android:layout_width="0dp"androi
      d:layout_height="match_par
      ent"android:layout_weight="0.7">
      <ImageView
        android:layout_width="wrap_content"an
        droid:layout_height="wrap_content"andr
        oid:src="@drawable/ic_right_arrow"andr
        oid:layout_marginLeft="@dimen/_25
        sdp"android:padding="@dimen/_20sdp"a
        ndroid:background="#F8F8F8"
        />
    </RelativeLayout>
    <ImageView
      android:layout_width="0dp"android:la
      yout_height="match_par
      ent"android:switchMinWidth="@dimen
      /_50 sdp"android:layout_weight="0.7"
      />
  </LinearLayout>
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"android:id="@+id/cv_aus"
  android:layout_width="match_parent"an
  droid:layout_height="@dimen/_60sdp"ap
  p:cardBackgroundColor="#FFFFFF"androi
  d:backgroundTint="@null"android:layout
  _below="@id/cv_ep"
```

```
  android:layout_marginHorizontal="@dimen/_30sdp
  "
          android:layout_marginTop="@dimen/_20sdp"
  app:cardCornerRadius="@dimen/_10sdp"xmlns:app
  ="http://schemas.android.com/apk/res-auto">
  <LinearLayout
    android:layout_width="match_pare
    nt"android:layout_height="match_
    par ent"android:weightSum="2">
    <TextView
      android:layout_width="0
      dp"
      android:layout_height="match_parent"an
      droid:layout_weight="1.3"android:text="
      Edit
                        Profile"android:gravity=
      "center_vertical"android:layout_marginL
      eft="@dimen/_30 sdp"
                        android:textStyle="bold"
      android:textColor="#000000"android:tex
      tSize="@dimen/_12sdp"/>
    <RelativeLayout
      android:layout_width="0dp"androi
      d:layout_height="match_par
      ent"android:layout_weight="0.7">
      <ImageView
        android:layout_width="wrap_content"an
        droid:layout_height="wrap_content"andr
        oid:src="@drawable/ic_right_arrow"andr
        oid:layout_marginLeft="@dimen/_25
        sdp"android:padding="@dimen/_20sdp"a
        ndroid:background="#F8F8F8"
        />
    </RelativeLayout>
  </LinearLayout>
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView
  xmlns:android="http://schemas.android.com/apk/res/a
  ndroid"
                                    android:id="@+id/cv_ba"
  android:layout_width="match_parent"android:layout_hei
  ght="@dimen/_60sdp"app:cardBackgroundColor="#FFFF
  FF"android:backgroundTint="@null"android:layout_below
  ="@id/cv_aus"android:layout_marginHorizontal="@dime
  n/_30sdp"android:layout_marginTop="@dimen/_20sdp"
  app:cardCornerRadius="@dimen/_10sdp"xmlns:app="htt
  p://schemas.android.com/apk/res-auto">
  <LinearLayout
    android:layout_width="match_pare
    nt"android:layout_height="match_
    par ent"android:weightSum="2">
    <TextView
```

```
android:layout_width="0
dp"
android:layout_height="match_parent"an
droid:layout_weight="1.3"android:text="
About
                                                    Us"
android:gravity="center_vertical"android
:layout_marginLeft="@dimen/_30
sdp"android:textStyle="bold"
```

```
        android:textColor="#000000"and
        roid:textSize="@dimen/_12sd
        p"/>
      <RelativeLayout
        android:layout_width="0dp"androi
        d:layout_height="match_par
        ent"android:layout_weight="0.7">
        <ImageView
          android:layout_width="wrap_content"an
          droid:layout_height="wrap_content"andr
          oid:src="@drawable/ic_right_arrow"andr
          oid:layout_marginLeft="@dimen/_25
          sdp"android:padding="@dimen/_20sdp"a
          ndroid:background="#F8F8F8"
          />
      </RelativeLayout>
    </LinearLayout>
  </androidx.cardview.widget.CardView>
  <androidx.cardview.widget.CardView
    xmlns:android="http://schemas.android.com/apk/res/a
    ndroid"
                                    android:id="@+id/cv_wgwll"
    android:layout_width="match_parent"android:layout_hei
    ght="@dimen/_60sdp"app:cardBackgroundColor="#FFFF
    FF"android:backgroundTint="@null"android:layout_below
    ="@id/cv_ba"android:layout_marginHorizontal="@dimen
    /_30sdp"android:layout_marginTop="@dimen/_20sdp"a
    pp:cardCornerRadius="@dimen/_10sdp"xmlns:app="http
    ://schemas.android.com/apk/res-auto">
    <LinearLayout
      android:layout_width="match_paren
      t"android:layout_height="match_par
      e nt">
      <TextView
        android:layout_width="wrap_content"an
        droid:layout_height="match_parent"andr
        oid:gravity="center_vertical"android:text
        ="Logout
                          Account"android:layout_
        marginLeft="@dimen/_30 sdp"
                          android:textStyle="bold"
        android:textColor="#857DFE"android:tex
        tSize="@dimen/_12sdp"/>
    </LinearLayout>
  </androidx.cardview.widget.CardView>
 </RelativeLayout>
</FrameLayout>
```

```
package com.example.myapplication;
import android.app.Activity;
import android.os.Bundle;
import androidx.fragment.app.Fragment; import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
```

```
importandroid.widget.TextView;
/**
 * A simple {@link Fragment} subclass.
 */
public class MyAccountFragment extends Fragment {
  publicMyAccountFragment() {
    // Required empty public constructor
  }
  @Override
  publicView  onCreateView(LayoutInflater  inflater,  ViewGroup
              container, Bundle savedInstanceState){
    // Inflate the layout for this fragment
    returninflater.inflate(R.layout.fragment_my_account, container, false);
  }
}
```

```
<?xml version="1.0"encoding="utf-8"?>
<FrameLayout
  xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:tools="http://schemas.android.com/tools"style="@style
  /parentFrame"
  >
  <LinearLayout
    style="@style/parentLayou
    t">
    <include
      layout="@layout/layout_home_toolbar"
      android:id="@+id/tb_home"/>
    <androidx.recyclerview.widget.Recycler
      View
              android:id="@+id/rv_home"a
      ndroid:layout_below="@+id/tb_hom
      e"android:paddingTop="@dimen/_10s
      dp "
              android:clipToPadding="false"
      android:paddingBottom="@dimen/_20
      sdp"android:layout_width="match_par
      ent"android:layout_height="wrap_con
      tent "/>
  </LinearLayout>
</FrameLayout>
```

```
packagecom.example.myapplication;
importandroid.content.Intent;
importandroid.os.Bundle;
importandroidx.fragment.app.Fragment;
importandroidx.recyclerview.widget.LinearLayoutManager;
importandroidx.recyclerview.widget.RecyclerView;
importandroid.view.LayoutInflater;
importandroid.view.View;
```

```
importandroid.view.ViewGroup;
import
android.widget.ImageView;
import
android.widget.TextView;
import     android.widget.Toast;
importjava.util.ArrayList;
importjava.util.List;
/**
 * A simple {@link Fragment} subclass.
 */
public class MydareFragment extends Fragment implements RecycleItemClickListener{
  privateRecyclerView rvHome;
  private List<String>bcd;
  int[]      myImageListA      =      new      int[]{R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic,    R.drawable.ic_sports,    R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic,    R.drawable.ic_sports,    R.drawable.ic_weight_gain_weight_loss,
R.drawable.ic_academic, R.drawable.ic_sports};
 privateTextView tvaction;
  public   MydareFragment()
  {
    // Required empty public constructor
  }
  @Override
  publicView    onCreateView(LayoutInflater    inflater,    ViewGroup    container,    Bundle
    savedInstanceState) { View view=inflater.inflate(R.layout.fragment_mydare, container,
    false);
    bcd=        new        ArrayList<>();
    bcd.add("Weight    Gain/    weight
    Loss");       bcd.add("Acadmices");
    bcd.add("Sports");
    tvaction=(TextView)view.findViewById(R.id.tv_action);
    tvaction.setText("My                                    Bets");
    rvHome=(RecyclerView)view.findViewById(R.id.rv_hom
    e);setBlogAdapter();
    returnview;
  }
  private void setBlogAdapter() {
    MyAdapterB    blogAdapter    =    new    MyAdapterB(getActivity(),    bcd,myImageListA,this);
    LinearLayoutManager      layoutManager      =      new      LinearLayoutManager(getActivity());
    rvHome.setLayoutManager(layoutManager);
    rvHome.setAdapter(blogAdapter);
  }
  @Override
  public void onItemclick(int position) {
    switch(position) {
      case0:
        Intent                                        intent=new
        Intent(getActivity(),DareActivity.class);
        startActivity(intent);
        Toast.makeText(getActivity(),              "Weight              gain/weight              loss",
        Toast.LENGTH_SHORT).show();
        break
      ;   case
      1:
```

```
        Toast.makeText(getActivity(), "Acadmices", Toast.LENGTH_SHORT).show();
        break
      ;   case
      2:
        Toast.makeText(getActivity(), "Sport", Toast.LENGTH_SHORT).show();
        break;
    }
    /* Toast.makeText(this, "card number: "+position, Toast.LENGTH_SHORT).show();*/
  getActivity();
  }
  }
```

```
<?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"android:layout_width="match_parent"android:layout_heig
  ht="?attr/actionBarSize"android:weightSum="5"
  android:orientation="horizontal"andr
  oid:background="@color/backgro
  und"android:layout_gravity="bottom"
  >
  <RelativeLayout
    android:layout_width="0dp"androi
    d:layout_weight="1"android:layou
    t_height="match_par ent"
```

```
  android:id="@+id/rl_one">
  <ImageView
    android:id="@+id/iv_dashboard"andr
    oid:layout_width="match_parent"andr
    oid:layout_height="wrap_content "
    android:paddingTop="@dimen/_5sdp"
    android:paddingBottom="@dimen/_16
    sdp"android:src="@drawable/ic_dash
    boar d"/>
  <TextView
    android:layout_width="match_parent"an
    droid:layout_height="wrap_content"andr
    oid:gravity="center"android:layout_marg
    inTop="@dimen/_26 sdp"
                    android:text="Dashboard"
    android:textColor="#FFFFFF"android:text
    Size="@dimen/_8sdp"android:textStyle=
    "bold"/>
</RelativeLayout>
<RelativeLayout
  android:layout_width="0dp"android
  :layout_weight="1"android:id="@+i
  d/rl_two"android:layout_height="m
  atch_pare nt">
  <ImageView
    android:layout_width="match_parent"an
    droid:layout_height="wrap_content"and
    roid:id="@+id/iv_mydare"android:src="
    @drawable/ic_my_bets"android:padding
    Top="@dimen/_5sdp"android:paddingBo
    ttom="@dimen/_16sd p"/>
  <TextView
    android:layout_width="match_parent"an
    droid:layout_height="wrap_content"andr
    oid:layout_marginTop="@dimen/_28
    sdp"          android:text="My
                  Dare"android:textStyle="bold
    "android:textSize="@dimen/_8sdp"andro
    id:gravity="center"android:textColor="#
    FFFFFF"/>
</RelativeLayout>
<RelativeLayout
  android:layout_width="0dp"android
  :layout_weight="1"android:id="@+i
  d/rl_three"android:layout_height="
  match_pare nt">
  <ImageView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
```

```
  android:id="@+id/iv_challenges"android
  :src="@drawable/ic_challenges"android:
  paddingTop="@dimen/_5sdp"android:pa
  ddingBottom="@dimen/_16sd p"/>
<TextView
  android:layout_width="match_parent"an
  droid:layout_height="wrap_content"andr
  oid:layout_marginTop="@dimen/_28
  sdp"
                    android:text="Challenges"
  android:textSize="@dimen/_8sdp"androi
  d:gravity="center"android:textStyle="bol
  d"android:textColor="#FFFFFF"
  />
```

```
  </RelativeLayout>
  <RelativeLayout
    android:layout_width="0dp"android
    :id="@+id/rl_four"android:layout_
    weight="1"android:layout_height="
    match_pare nt">
    <ImageView
      android:layout_width="match_parent"an
      droid:layout_height="wrap_content"and
      roid:id="@+id/iv_chats"android:src="@
      drawable/ic_chats"android:paddingTop=
      "@dimen/_5sdp"android:paddingBottom
      ="@dimen/_16sd p"/>
    <TextView
      android:layout_width="match_parent"an
      droid:layout_height="wrap_content"andr
      oid:layout_marginTop="@dimen/_28
      sdp"
                                android:text="Chats"
      android:textSize="@dimen/_8sdp"androi
      d:gravity="center"android:textStyle="bol
      d"android:textColor="#FFFFFF"
      />
  </RelativeLayout>
  <RelativeLayout
    android:layout_width="0dp"android
    :layout_weight="1"android:id="@+i
    d/rl_five"android:layout_height="m
    atch_pare nt">
    <ImageView
      android:layout_width="match_parent"an
      droid:layout_height="wrap_content"and
      roid:id="@+id/iv_myaccount"android:sr
      c="@drawable/ic_my_account
      "android:paddingTop="@dimen/_5sdp"a
      ndroid:paddingBottom="@dimen/_16sd
      p"/>
    <TextView
      android:layout_width="match_parent"an
      droid:layout_height="wrap_content"andr
      oid:layout_marginTop="@dimen/_28
      sdp"       android:text="My
                 Account"android:gravity="cent
      er"android:textSize="@dimen/_8sdp"and
      roid:textStyle="bold"android:textColor="
      #FFFFFF">
    </TextView>
  </RelativeLayout>
</LinearLayout>
```

```
package com.example.myapplication;
```

```
importandroidx.fragment.app.Fragment;
importandroidx.fragment.app.FragmentActivity;
import
androidx.fragment.app.FragmentManager;
import
androidx.fragment.app.FragmentTransaction;
public class Helper {
  public static void setFragment(Fragment fragment, boolean removeStack, FragmentActivity
  activity, int
mContainer) {
    FragmentManager fragmentManager = activity.getSupportFragmentManager();
    FragmentTransaction ftTransaction = fragmentManager.beginTransaction();
    if(removeStack) {
      intsize = fragmentManager.getBackStackEntryCount();
      fragmentManager.popBackStack(null,
      FragmentManager.POP_BACK_STACK_INCLUSIVE);
      ftTransaction.replace(mContainer, fragment);
    } else {
      ftTransaction.replace(mContainer,
      fragment);
      ftTransaction.addToBackStack(null);
    }
    ftTransaction.commit();
  }
}
```

LIMITATIONS

The limitations of the study are those characteristics of design or methodology that impacted or
influenced the application or interpretation of the results of your study. They are the constraints on generalizability and utility of findings that are the result of the ways in which you chose to design the study and/or the method used to establish internal and external validity. Every project in this world have some limitations, similarly our project also have some of them:

i. Internet based, without internet user can not access this tool. I

i. ServerDepe

Future work

We are planning to keep managing the project and improving it based on user feedback.

Here is our to do list for future

1. We will add some more categories inourapp.
2. We'll try to make it more user friendly thanit

isnow. 3.We'lltry to improveitsquality.

4. We'llworkonanotherfeatureinourapp toaddamodulenamely"MakeQuiz"which

is helpful for teachers to make their own quiz for their students..

Testing Android Applications

TestComplete supports testing of mobile applications built for the Android operatingsystem.ThistopichelpsyougetacquaintedwiththeAndroidtesting functionality supported by TestComplete. Supported Android Versions and Devices Unsupported Features and Devices Requirements and Preparations Creating and Recording Tests for Android Applications What Your Android Tests Can Do Testing Open (White-Box)andBlack-BoxApplicationsMobileScreenWindowRecordingandPlayingBackGestures Object Hierarchy and Object Properties Support for Android Controls Verifying Device and Control Properties Samples and Tutorials Supported Android Versions and Devices TestComplete supports testing physical mobile devices (smartphones and tablets), emulators and Android-x86 virtual machinesrunningtheAndroidoperatingsystemwiththefollowingAPIlevels.

Unsupported Features andDevices

The following features and devices are not supported and cannot be automated.

1. API level 20 (Android4.4W).
2. Devices:AndroidWearAndroidTVAndroidAutoAndroidThings

Requirements and Preparations

1. Install Java and Android SDK on the TestComplete computer. Specify their paths in TestComplete options (Tools | Options | Engines | Mobile|Android).

2. Prepare yourAndroidapplication:

1.(Recommended.) Instrument your application in either TestComplete or your IDE. Instrumentation enables TestComplete to identify individual objects in your application (buttons, text boxes, and so on) andaccesstheirnativepropertiesandmethods.Non-instrumentedapplicationssupportonlyimage-based testing, but not object-basedtesting.

2. The presence and value of the android:debuggable attribute in the application manifest do notmatter.

3. Prepare your Android device (physical device, emulator orvirtualmachine):

1. ThedevicemusthaveatleastMBofRAM.TherearenorequirementsonthedeviceCPUorscreen resolution.
2. For physical devices: Enable developer options onthedevice.
3. For virtual machines: Make sure the virtual machine is available on thelocalnetwork.
4. Install TestComplete Android Agent onthedevice.

```
package com.example.myapplication;


import


androidx.fragment.app.Fragment;
import
androidx.fragment.app.FragmentActivity;
import
androidx.fragment.app.FragmentManager;
import
androidx.fragment.app.FragmentTransaction;

public class Helper {
  public static void setFragment(Fragment fragment, boolean removeStack,
FragmentActivity activity, int mContainer) {
    FragmentManager fragmentManager = activity.getSupportFragmentManager();
    FragmentTransaction ftTransaction =fragmentManager.beginTransaction();
    if (removeStack) {
      int size = fragmentManager.getBackStackEntryCount();
      fragmentManager.popBackStack(null,
      FragmentManager.POP_BACK_STACK_INCLUSIVE);
      ftTransaction.replace(mContainer, fragment);
    } else {
      ftTransaction.replace(mContainer,      fragment);
      ftTransaction.addToBackStack(null);
    }
    ftTransaction.commit();
  }
```

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