**Features**

1. Length, Mass, Speed, Volume, Temperature, Area, Pressure, Time, Digital Storage, Force.
2. Many of units are covered.
3. You can select your favourite units also.
4. You can add your custom unit.
5. Small calculator application is free with this app.
6. Smart unit selection dialogs.

To calculate unit

**public** Unit<Area> getDefaultUnit(String unit) {

**if** (unit.equalsIgnoreCase(*SQUARE\_METRE*)) {

**return** SI.*SQUARE\_METRE*;

} **else** **if** (unit.equalsIgnoreCase(*ARE*)) {

**return** NonSI.*ARE*;

} **else** **if** (unit.equalsIgnoreCase(*HECTARE*)) {

**return** NonSI.*HECTARE*;

} **else** **if** (unit.equalsIgnoreCase(*SQUARE\_FOOT*)) {

**return** NonSI.*FOOT*.pow(2).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*SQUARE\_KILOMETER*)) {

**return** SI.*KILOMETER*.pow(2).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*SQUARE\_YARD*)) {

**return** NonSI.*YARD*.pow(2).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*SQUARE\_INCH*)) {

**return** NonSI.*INCH*.pow(2).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*ACRE*)) {

**return** SI.*SQUARE\_METRE*.times(4046.8227).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*ARES*)) {

**return** NonSI.*ARE*;

} **else** **if** (unit.equalsIgnoreCase(*HIDES*)) {

**return** SI.*SQUARE\_METRE*.times(485000).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*ROODS*)) {

**return** SI.*SQUARE\_METRE*.times(1011.714106).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*TOWNSHIPS*)) {

**return** SI.*SQUARE\_METRE*.times(93239571.972).asType(Area.**class**);

} **else** **if** (unit.equalsIgnoreCase(*SQUARE\_MILE*)) {

**return** NonSI.*MILE*.pow(2).asType(Area.**class**);

}

// Debug.e("", "Returning null # " + unit);

**return** **null**;

}

**Unit calculation**

**public** **class** MyUnit {

**public** MyUnit(String name) {

**double** tmp = 0;

**this**.name = name;

**if** (getDefaultUnit(unitSel) != **null**) {

myUnit = getDefaultUnit(unitSel);

} **else** {

**if** (customUnit.containsKey(unitSel)) {

**try** {

myUnit = getDefaultUnit(refUnit).divide(

customUnit.get(unitSel));

} **catch** (Exception e) {

myUnit = getDefaultUnit(refUnit);

}

}

}

**if** (!isCustomUnit(name)) {

tmp = myUnit.getConverterTo(getDefaultUnit(name)).convert(val);

} **else** {

**if** (customUnit.containsKey(name)) {

**try** {

Unit<Area> myDestUnit = getDefaultUnit(refUnit).divide(

customUnit.get(name));

tmp = myUnit.getConverterTo(myDestUnit).convert(val);

} **catch** (Exception e) {

tmp = customUnit.get(name);

}

}

}

**this**.value = tmp;

**try** {

**this**.displayVal = ""

+ **new** Evaluator().getNumberResult("" + df.format(tmp));

} **catch** (Exception e) {

e.printStackTrace();

}

}

**public** String name;

**public** **double** value;

**public** String displayVal = "";

**public** **int** order;

}

Above are the main calculation of loan. You can customize your own way.

**To skinning app**

In loan.xml everything is styled with

<style name=*"dialog\_title"*>

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<item name=*"android:textSize"*>22sp</item>

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<style name=*"dialog\_title\_"*>

<item name=*"android:textColor"*>#990c36</item>

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<style name=*"unit\_value"*>

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<style name=*"unit\_value\_"*>

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<item name=*"android:textSize"*>16sp</item>

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<style name=*"unit\_sel\_txt"*>

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</style>

<style name=*"edit\_txt"*>

<item name=*"android:textColor"*>#666</item>

<item name=*"android:textSize"*>18sp</item>

</style>

<style name=*"menu\_item"*>

<item name=*"android:textColor"*>@color/menu\_text</item>

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<style name=*"btn"*>

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<item name=*"android:textSize"*>18sp</item>

</style>

<style name=*"btn\_"*>

<item name=*"android:textColor"*>#f5f2ec</item>

<item name=*"android:textSize"*>14sp</item>

</style>

<style name=*"calc"*>

<item name=*"android:textColor"*>#000000</item>

<item name=*"android:textSize"*>18sp</item>

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<item name=*"android:textSize"*>14sp</item>

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<style name=*"table\_val"*>

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<item name=*"android:textSize"*>14sp</item>

</style>

To make changes in color, font or size. Please make changes in styles.

**And also you can customize full application by changing all layout files.**