Week 4: Create a native calculator application.

# Simple Android Application for Native Calculator

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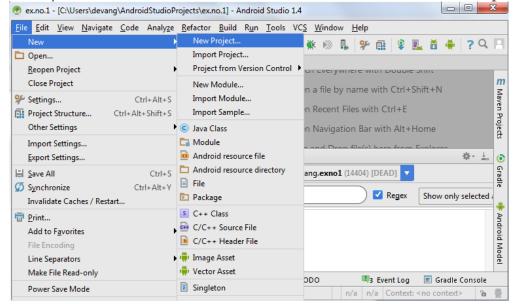
## Aim:

To develop a Simple Android Application for Native Calculator.

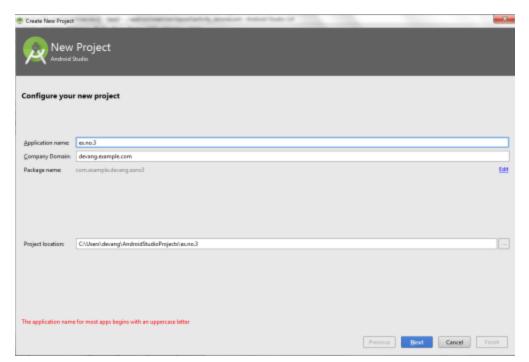
### Procedure:

# Creating a New project:

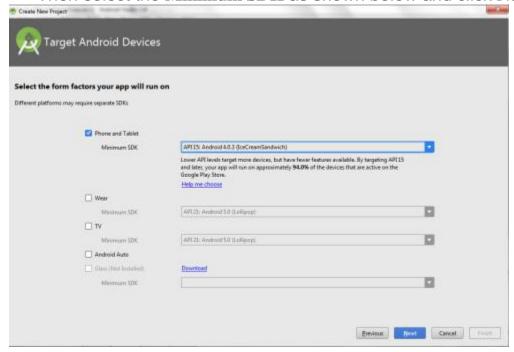
Open Android Stdio and then click on File -> New -> New project.



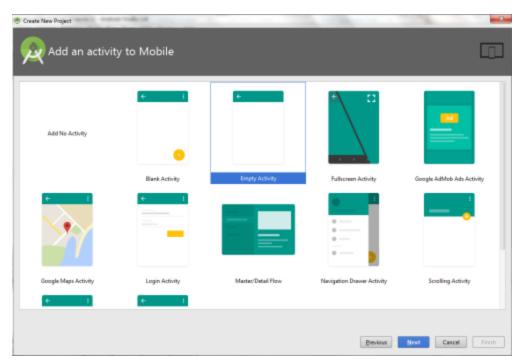
Then type the Application name as "week4" and click Next.



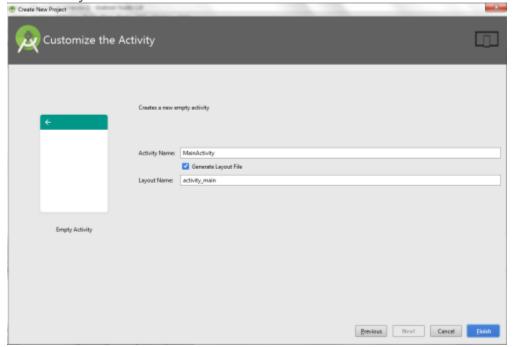
• Then select the Minimum SDK as shown below and click Next.



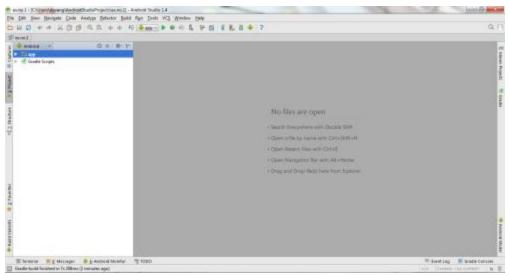
Then select the Empty Activity and click Next.



Finally click Finish.

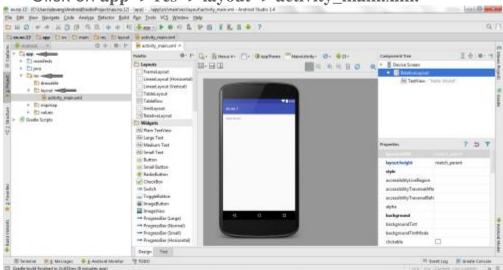


- It will take some time to build and load the project.
- After completion it will look as given below.

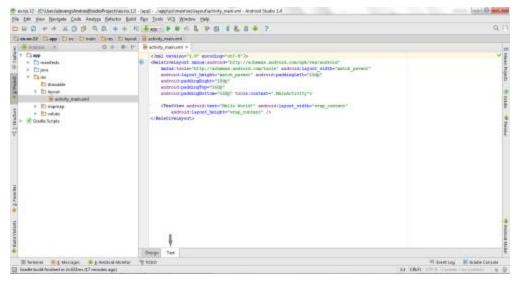


# Designing layout for the Android Application:

Click on app -> res -> layout -> activity\_main.xml.



Now click on Text as shown below.



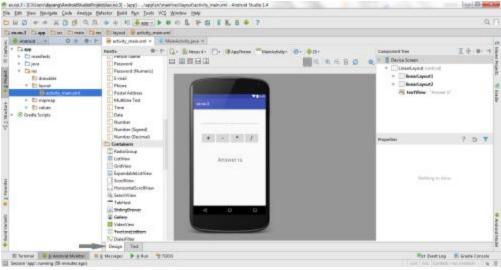
Then delete the code which is there and type the code as given below.

#### Code for Activity\_main.xml:

```
1 <?xml version="1.0" encoding="utf-8"?>
   <LinearLayout</pre>
       xmlns:android="http://schemas.android.com/apk/res/android"
 3
 4
       android:orientation="vertical"
       android:layout_width="match_parent"
       android:layout_height="match_parent"
 6
 7
       android:layout margin="20dp">
 8
 9
        <LinearLayout</pre>
            android:id="@+id/linearLayout1"
10
11
            android:layout_width="match_parent"
12
            android:layout_height="wrap_content"
13
            android:layout_margin="20dp">
14
15
            <EditText
16
                android:id="@+id/editText1"
                android:layout width="match parent"
17
                android:layout_height="wrap_content"
18
19
                android:layout_weight="1"
20
                android:inputType="numberDecimal"
21
                android:textSize="20sp" />
22
23
            <EditText
                android:id="@+id/editText2"
24
25
                android:layout width="match parent"
26
                android:layout_height="wrap_content"
27
                android:layout weight="1"
                android:inputType="numberDecimal"
28
29
                android:textSize="20sp" />
30
       </LinearLayout>
31
32
33
       <LinearLayout</pre>
            android:id="@+id/linearLayout2"
34
```

```
35
           android:layout_width="match_parent"
36
           android:layout_height="wrap_content"
37
           android:layout margin="20dp">
38
39
           <Button
                android:id="@+id/Add"
40
41
                android:layout_width="match_parent"
                android:layout_height="wrap_content"
42
43
                android:layout_weight="1"
44
                android:text="+"
                android:textSize="30sp"/>
45
46
           <Button
47
                android:id="@+id/Sub"
48
                android:layout_width="match_parent"
49
50
                android:layout_height="wrap_content"
51
                android:layout_weight="1"
52
                android:text="-"
53
                android:textSize="30sp"/>
54
55
           <Button
                android:id="@+id/Mul"
56
57
                android:layout_width="match_parent"
                android:layout_height="wrap_content"
59
                android:layout_weight="1"
                android:text="*"
                android:textSize="30sp"/>
61
62
           <Button
63
64
                android:id="@+id/Div"
65
                android:layout_width="match_parent"
                android:layout_height="wrap_content"
66
67
                android:layout_weight="1"
68
                android:text="/"
69
                android:textSize="30sp"/>
70
       </LinearLayout>
71
72
73
       <TextView
74
           android:id="@+id/textView"
75
           android:layout_width="match_parent"
76
           android:layout height="wrap content"
77
           android:layout_marginTop="50dp"
78
           android:text="Answer is"
           android:textSize="30sp"
79
80
           android:gravity="center"/>
81
   </LinearLayout>
```

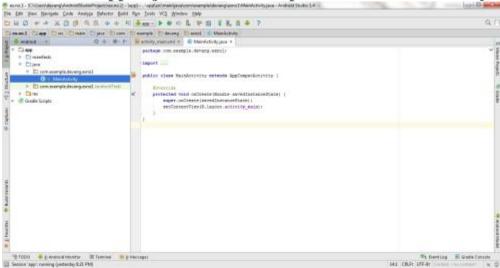
Now click on Design and your application will look as given below.



So now the designing part is completed.

### Java Coding for the Android Application:

Click on app -> java -> com.example.exno3 -> MainActivity.



• Then delete the code which is there and type the code as given below. Code for MainActivity.java:

```
package com.example.devang.week4;

import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.text.TextUtils;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

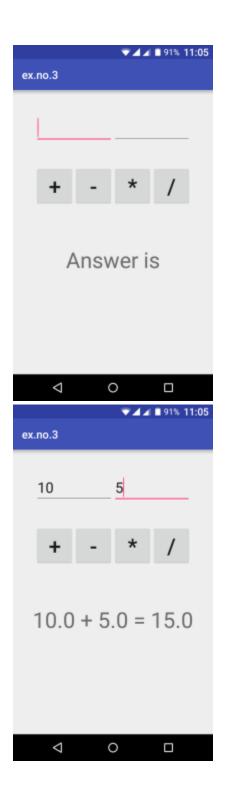
public class MainActivity extends AppCompatActivity implements
```

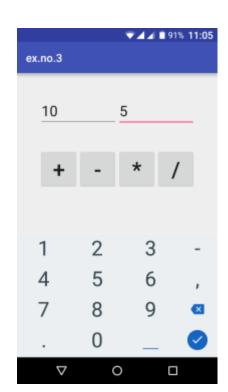
```
13 OnClickListener
14 {
       //Defining the Views
15
       EditText Num1;
16
17
       EditText Num2;
18
       Button Add;
19
       Button Sub;
20
       Button Mul;
21
       Button Div;
22
       TextView Result;
23
24
       @Override
25
       public void onCreate(Bundle savedInstanceState)
26
27
           super.onCreate(savedInstanceState);
28
           setContentView(R.layout.activity_main);
29
30
           //Referring the Views
           Num1 = (EditText) findViewById(R.id.editText1);
31
32
           Num2 = (EditText) findViewById(R.id.editText2);
           Add = (Button) findViewById(R.id.Add);
33
           Sub = (Button) findViewById(R.id.Sub);
34
           Mul = (Button) findViewById(R.id.Mul);
35
           Div = (Button) findViewById(R.id.Div);
37
           Result = (TextView) findViewById(R.id.textView);
38
39
           // set a listener
40
           Add.setOnClickListener(this);
41
           Sub.setOnClickListener(this);
42
           Mul.setOnClickListener(this);
43
           Div.setOnClickListener(this);
44
       }
45
46
       @Override
       public void onClick (View v)
47
48
49
50
           float num1 = 0;
51
           float num2 = 0;
           float result = 0;
           String oper = "";
53
54
55
           // check if the fields are empty
           if (TextUtils.isEmpty(Num1.getText().toString()) ||
57 TextUtils.isEmpty(Num2.getText().toString()))
58
                    return;
59
60
           // read EditText and fill variables with numbers
           num1 = Float.parseFloat(Num1.getText().toString());
           num2 = Float.parseFloat(Num2.getText().toString());
62
63
64
           // defines the button that has been clicked and performs the
65 corresponding operation
           // write operation into oper, we will use it later for output
```

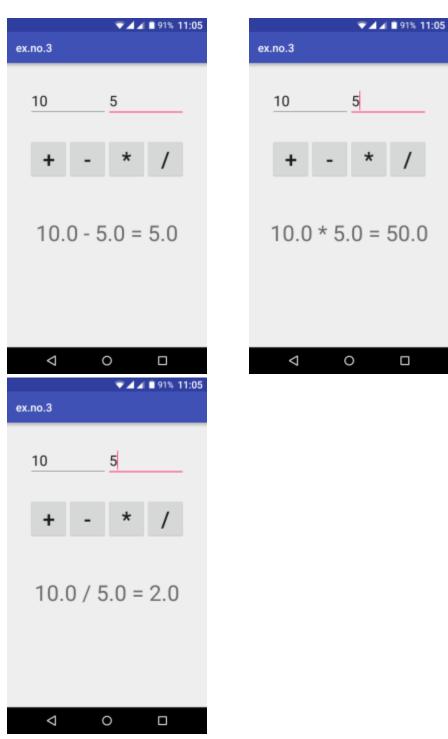
```
67
            switch (v.getId())
68
69
                case R.id.Add:
                    oper = "+";
70
71
                    result = num1 + num2;
72
                    break;
73
                case R.id.Sub:
74
                    oper = "-";
75
                    result = num1 - num2;
76
                    break;
77
                case R.id.Mul:
                    oper = "*";
78
                    result = num1 * num2;
79
80
                    break;
81
                case R.id.Div:
82
                    oper = "/";
                    result = num1 / num2;
83
84
                    break;
85
                default:
86
                    break;
87
88
            // form the output line
            Result.setText(num1 + " " + oper + " " + num2 + " = " + result);
        }
   }
```

- So now the Coding part is also completed.
- Now run the application to see the output.

# Output:







# Result:

Thus a Simple Android Application for Native Calculator is developed and executed successfully.