

Experiment - 4

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Section/Group: 603/A

Subject: MAD Lab

Aim:

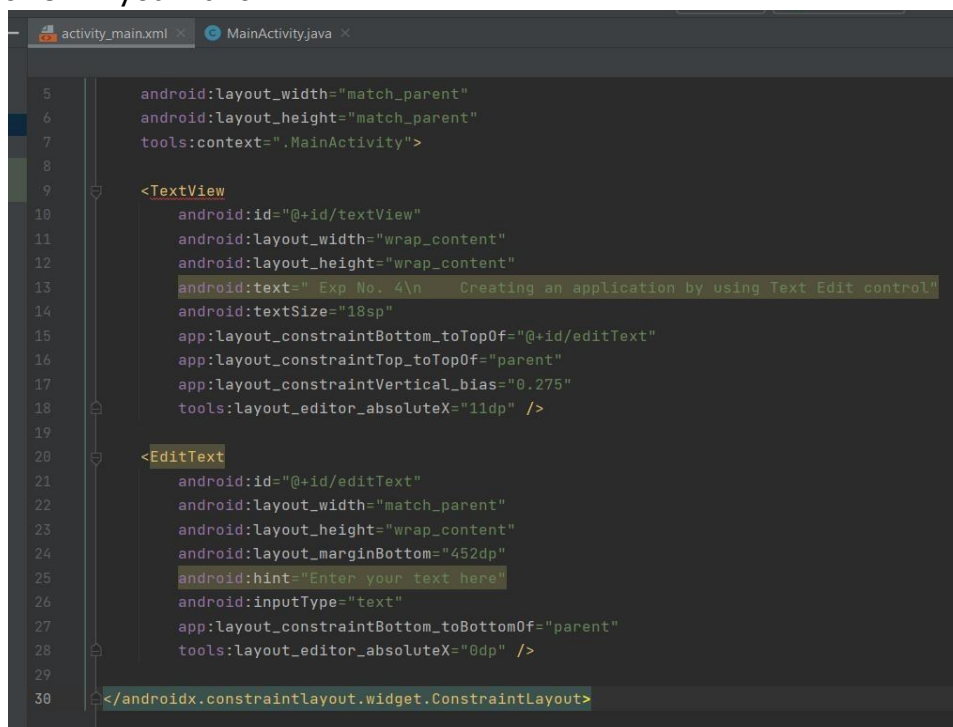
Create an Application by Using Text Edit control.

Objectives:

To install and run applications on Android Studio, we will require Android Studio, Android SDK, Android Virtual Device (AVD) Manager, Gradle and (JDK).

Procedure and Steps:

1. Open Android Studio and create a new project.
2. Choose a project name, package name, and choose "Empty Activity" as the template for your project.
3. In the layout file (activity_main.xml), add a TextEdit control to the layout and TextView if you want.



```
activity_main.xml x MainActivity.java x
5  android:layout_width="match_parent"
6  android:layout_height="match_parent"
7  tools:context=".MainActivity">
8
9  <TextView
10     android:id="@+id/textView"
11     android:layout_width="wrap_content"
12     android:layout_height="wrap_content"
13     android:text=" Exp No. 4\n    Creating an application by using Text Edit control"
14     android:textSize="18sp"
15     app:layout_constraintBottom_toTopOf="@+id/editText"
16     app:layout_constraintTop_toTopOf="parent"
17     app:layout_constraintVertical_bias="0.275"
18     tools:layout_editor_absoluteX="11dp" />
19
20  <EditText
21     android:id="@+id/editText"
22     android:layout_width="match_parent"
23     android:layout_height="wrap_content"
24     android:layout_marginBottom="452dp"
25     android:hint="Enter your text here"
26     android:inputType="text"
27     app:layout_constraintBottom_toBottomOf="parent"
28     tools:layout_editor_absoluteX="0dp" />
29
30  </androidx.constraintlayout.widget.ConstraintLayout>
```

4. Create a new activity named "MainActivity" that extends "AppCompatActivity".
5. Declare a private EditText variable named "editText".
6. Override the "onCreate" method and set the layout for the activity using "setContentView(R.layout.activity_main)".
7. Initialize the "editText" variable using "findViewById(R.id.editText)".
8. Set an event listener for the "editText" control using "setOnEditorActionListener".
9. Implement the "onEditorAction" method to handle the event when the user presses the "Done" button on the keyboard.
10. Retrieve the text from the "editText" control and display it in a Toast message.

