## **Experiment No. 10**

**Aim:** a) Create an application that will create database to store username and password.

b) Create an application to insert, update and delete a record from the database.

#### **Program:**

#### • Activity.xml:-

```
<?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"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout width="match parent"
    android:layout height="match parent"
    android:orientation="vertical"
    tools:context=".MainActivity">
    <EditText
        android:layout width="match parent"
        android:layout height="wrap content"
        android:id="@+id/et1"
        android:gravity="center"
        android:hint="Enter ID"/>
    <EditText
        android:layout_width="match parent"
        android:layout height="wrap content"
        android:id="@+id/et2"
        android:gravity="center"
        android:hint="Enter Username"/>
    <EditText
        android:layout width="match parent"
        android:layout height="wrap content"
        android:id="@+id/et3"
        android:gravity="center"
        android:inputType="textPassword"
        android:hint="Enter Password"/>
    <LinearLayout
        android:layout width="wrap content"
        android:layout_height="wrap content"
        android:orientation="horizontal">
        <Button
            android:layout width="wrap content"
            android:layout height="wrap content"
            android:id="@+id/bt1"
            android:text="INSERT"
            android:onClick="InsertData"
            android:layout marginLeft="30dp"/>
```

#### • MainActivity.java:-

```
package com.example.sqlite;
import androidx.appcompat.app.AppCompatActivity;
import android.content.ContentValues;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
EditText et1, et2, et3;
Button bt1, bt2, bt3;
String uid, uname, upass;
SQLiteDatabase db;
SQLiteOpenHelper helper;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        et1= findViewById(R.id.et1);
        et2= findViewById(R.id.et2);
        et3= findViewById(R.id.et3);
        bt1= findViewById(R.id.bt1);
        bt2= findViewById(R.id.bt2);
```

```
bt3= findViewById(R.id.bt3);
        helper= new DbHelper(this);
    }
    public void InsertData(View view) {
        uid= et1.getText().toString();
        uname= et2.getText().toString();
        upass= et3.getText().toString();
        db= helper.getWritableDatabase();
        ContentValues values = new ContentValues();
        values.put(DbHelper.COL 1, uid);
        values.put(DbHelper.COL 2, uname);
        values.put(DbHelper.COL 3, upass);
        double result = db.insert (DbHelper. TABLE NAME, null,
values);
        if(result==-1)
            Toast.makeText(this, "Insertion failed",
Toast.LENGTH SHORT) .show();
        }
        else {
            Toast.makeText(this, "Insertion successful",
Toast.LENGTH SHORT) .show();
    }
    public void DeleteData(View view) {
        uid= et1.getText().toString();
        uname= et2.getText().toString();
        upass= et3.getText().toString();
        db= helper.getWritableDatabase();
        ContentValues values = new ContentValues();
        values.put(DbHelper.COL 1, uid);
        values.put(DbHelper.COL 2, uname);
        values.put(DbHelper.COL 3, upass);
        double result = db.delete(DbHelper. TABLE NAME,
DbHelper.COL 1+"=?", new String[] {uid});
        if(result==-1)
            Toast.makeText(this, "Deletion failed",
Toast.LENGTH SHORT) .show();
        else {
            Toast.makeText(this, "Deletion successful",
Toast.LENGTH SHORT) .show();
        }
```

```
}
    public void UpdateData(View view) {
        uid= et1.getText().toString();
        uname= et2.getText().toString();
        upass= et3.getText().toString();
        db= helper.getWritableDatabase();
        ContentValues values = new ContentValues();
        values.put(DbHelper.COL 1, uid);
        values.put(DbHelper.COL 2, uname);
        values.put(DbHelper.COL 3, upass);
        double result= db.update(DbHelper. TABLE NAME, values,
DbHelper.COL 1+"=?", new String[]{uid});
        if(result==-1)
            Toast.makeText(this, "Updation failed",
Toast.LENGTH SHORT) .show();
        }
        else {
            Toast.makeText(this, "Updation successful",
Toast.LENGTH SHORT) .show();
    }
}

    DbHelper.java :-

package com.example.sqlite;
import android.content.Context;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
import androidx.annotation.Nullable;
public class DbHelper extends SQLiteOpenHelper {
    public static final String DATABASE NAME= "USER DATABASE";
    public static final String TABLE NAME= "USER TABLE";
    public static final String COL 1= "ID";
    public static final String COL 2= "NAME";
    public static final String COL 3= "PASSWORD";
    public DbHelper(@Nullable Context context) {
        super(context, DATABASE NAME, null, 1);
    @Override
```

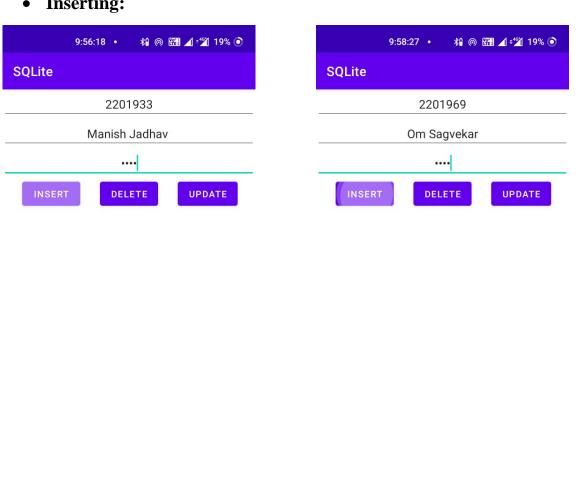
```
public void onCreate(SQLiteDatabase db) {
        db.execSQL("CREATE TABLE USER TABLE(ID INTEGER PRIMARY
KEY AUTOINCREMENT, NAME TEXT, PASSWORD TEXT)");
    }
    @Override
    public void onUpgrade(SQLiteDatabase db, int i, int i1) {
        db.execSQL("DROP TABLE IF EXISTS"+TABLE NAME);
        onCreate(db);
    }
}
```

#### **Output:**

## • Inserting:

Insertion successful

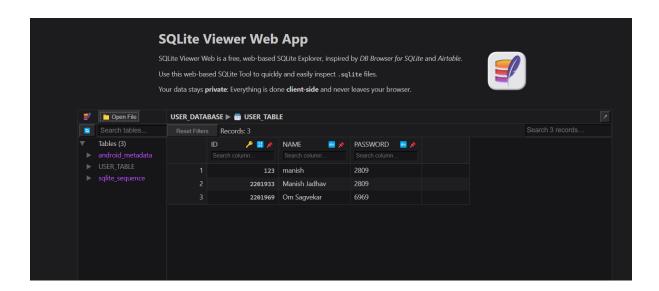
 $\triangleleft$ 



Insertion successful

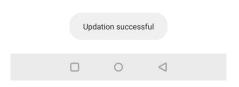
0

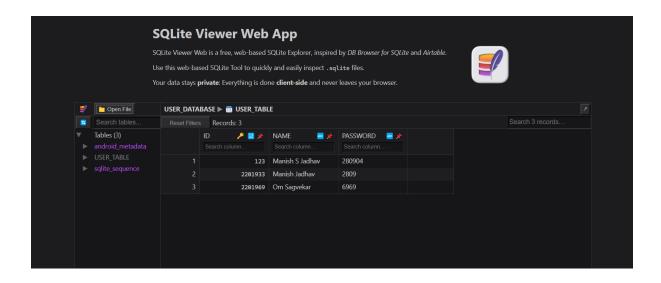
 $\triangleleft$ 



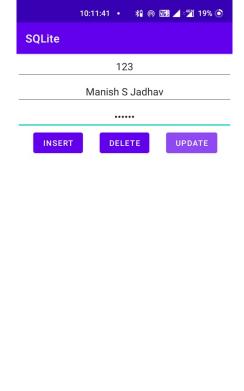
## • Updating:





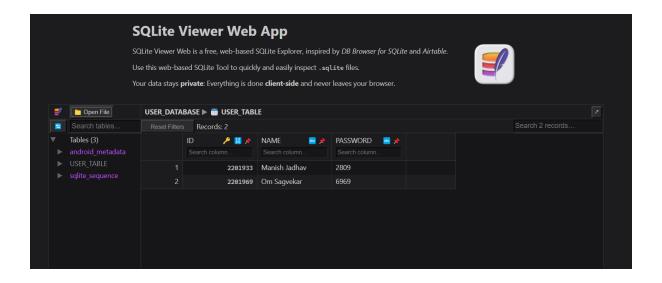


# • Deleting:



Updation successful

0



#### **Conclusion:**

Hence, by completing this experiment I came to know that how to Create a background application that will open activity on specific time.

Writeup & Oral (4)	Practical Performance (4)	Attendance (2)	Total (10)