**EXPERIMENT NO : 9**

**Aim:** Design a Mobile App/Website to get an experience for passengers whose flight/train is

delayed.

**Theory:**

Android is a software package and linux based operating system for mobile devices such as tablet computers and smartphones. There are many code names of android such as Lollipop, Kitkat, Jelly Bean, Ice cream Sandwich, Froyo, Ecliar, Donut etc which is covered in next page.

**Features of Android:**

- It is open-source.

-Anyone can customize the Android Platform.

-There are a lot of mobile applications that can be chosen by the consumer.

-It provides many interesting features like weather details, opening screen, live RSS (Really Simple Syndication) feeds etc.

-It provides support for messaging services(SMS and MMS), web browser, storage (SQLite), connectivity (GSM, CDMA, Blue Tooth, Wi-Fi etc.), media, handset layout etc.

**Android UI Controls/Widgets**:

An application’s user interface becomes interactive by adding **input controls** to it. An Android application contains a number of UI controls in it. A few of the example of UI controls are text fields, drop-down list, checkbox, buttons, toggle buttons, and many others.

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| **Sr.No.** | **UI Control** | **Description** |
| 1 | TextView | \* This UI control is responsible for displaying a text field to the screen. |
| 2 | EditText | \* This UI component is a predefined subclass of TextView class. \* This interactive UI control owns several editable properties. |
| 3 | AutoCompleteTextView | \* This UI element is quite close to EditText component. \* Unlike EditText, this UI control works even while the user is typing. This component displays the list of all the completed suggestions on its own which makes it different from the EditText. |
| 4 | Button | \* This user interface element is used to perform an action whenever a user tries to interact with it. \* A button can be pressed or clicked. |
| 5 | ImageButton | \* This element belongs to the Absolute Layout. \* Absolute Layout enables its children to display their exact location. \* Unlike a regular button, the text on the button is replaced by an image (or an icon). \* An Image Button can either be clicked or pressed. |
| 6 | CheckBox | \* This component possesses an on and off switch which can be used as a toggle by the end user. \* Check Box can be used in an interface where the user can select multiple options from a given set of options. \* Make sure that these selectable options are not mutually exclusive to each other. |
| 7 | ToggleButton | \* This is a form of a button which can be used to switch on or off an activity with the help of a light indicator. |
| 8 | RadioButton | \* A Radio Button offers two states to a user. The two states of a Radio Button are checked and unchecked. A user can choose either of the options. |
| 9 | RadioGroup | \* This component is a combination of more than one RadioButtons. |
| 10 | ProgressBar | \* This UI element makes sure that the user gets to know about the progress of an activity. \* This component is very helpful for displaying the progress of a background activity. |
| 11 | Spinner | \* This UI control represents a drop-down list. \* This component provides a set of values from which an end user can select one. |
| 12 | TimePicker | \* This component provides an option to the user by which he/she can select a time of the day. \* This component is available in two modes, which are 24-hour mode and AM/PM mode. |
| 13 | DatePicker | \* This interactive UI element provides an option to the user to select a date. |

**Conclusion:**

Types of UI controls which is used in your Mobile App/Website:

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| **Program Execution**  **(7)** | **Documentation**  **(2)** | **Punctuality**  **(2)** | **Viva**  **(4)** | **Experiment**  **Marks**  **(15)** | **Teacher**  **Signature**  **with date** |
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