PRACTICAL: 5

AIM: Create a login application with following features:

- 1. Successful Login message in TextView with Green background if Username & password is correct
- 2. Failure message in TextView with Red background if Username or password is incorrect.
- 3. Disable Login Button after three wrong login attempts.
- 4. Close application if user selects Cancel Button.

THEORY:

- AlphaAnimation: java.lang.Object
 - 4 android.view.animation.Animation
 - android.view.animation.AlphaAnimation
 - An animation that controls the alpha level of an object. Useful for fading things in and out. This animation ends up changing the alpha property of a Transformation.
 - Methods (Constructor):
 - AlphaAnimation(Context context, AttributeSet attrs)
 Constructor used when an AlphaAnimation is loaded from a resource.
 - AlphaAnimation(float fromAlpha, float toAlpha)
 Constructor to use when building an AlphaAnimation from code.
- Count down timer as simple as we see in watches and mobile phones. we can set count down time after completion of time it will stop and get 0 values.

There are four methods are available to use countdown timer as shown below -

- on Tick(long millisUntilFinished) In this method we have to pass countdown mill seconds after done countdown it will stop Ticking.
- o **onFinish()** After finish ticking, if you want to call any methods or callbacks we can do in onFinish().
- o **start()** It is used to call countdown timer.
- o cancel() It is used to cancel countdown timer.
- Other:
 - o setEnabled(): It is used to enable or disabled particular component.
 - o requestFocus(): It used to move curser to another EditText Field.

CODE:

MainActivity.java

package com.example.pr5_login; import android.annotation.SuppressLint; import android.os.Bundle;

```
import android.app.Activity;
import android.graphics.Color;
import android.view.View;
import android.view.animation.AlphaAnimation;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;
import android.os.CountDownTimer;
public class MainActivity extends Activity {
  Button b1,b2;
  EditText ed1,ed2;
  TextView tx2,tx4;
  int counter = 3:
  private AlphaAnimation buttonClick= new AlphaAnimation(0.2F,1.0F);
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    b1=(Button)findViewById(R.id.button);
    ed1=(EditText)findViewById(R.id.editText1);
    ed2=(EditText)findViewById(R.id.editText2);
    b2=(Button)findViewById(R.id.button2);
    tx2=(TextView)findViewById(R.id.textView4);
    b1.setOnClickListener(new View.OnClickListener() {
       @SuppressLint("SetTextI18n")
       @Override
       public void onClick(View v) {
         buttonClick.setDuration(100);
         buttonClick.setStartOffset(75);
         buttonClick.setFillAfter(true);
         v.startAnimation(buttonClick);
         if(ed1.getText().toString().equals("Nishit") &&
              ed2.getText().toString().equals("nishit")) {
           Toast.makeText(getApplicationContext(), "Authentication
Successful",Toast.LENGTH_SHORT).show();
            tx2.setVisibility(View.VISIBLE);
            tx2.setBackgroundColor(Color.GREEN);
            tx2.setText("Login Successful");
```

```
else{
            counter--;
            Toast.makeText(getApplicationContext(), "Attempt
left:"+counter,Toast.LENGTH SHORT).show();
            ed2.setText(null);
            tx2.setVisibility(View.VISIBLE);
            tx2.setBackgroundColor(Color.RED);
            tx2.setText("Error:Username or Password is incorrect." +
                 " Try Agian");
            if (counter == 0) {
              counter=3;
              new CountDownTimer(15000, 1000) {
                 public void onTick(long millisUntilFinished) {
                   ed1.setText(null);ed1.setEnabled(false);
                   ed2.setText(null);ed2.setEnabled(false);
                   b1.setEnabled(false);
                   b1.setBackgroundColor(Color.argb(150,103,58,183));
                   b1.setText( millisUntilFinished / 1000+"s");
                   tx2.setText("You have entered wrong credentials 3 times, Try after 15s.");
                 public void onFinish() {
                   ed2.setEnabled(true);
                   ed1.setEnabled(true);
                   ed1.requestFocus();
                   b1.setEnabled(true);
                   b1.setText("LOGIN");
                   b1.setBackgroundColor(Color.rgb(103,58,183));
                   tx2.setBackgroundColor(Color.YELLOW);
                   tx2.setText("Give it another shot");
              }.start();
     });
    b2.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         finish();
         buttonClick.setDuration(100);
         buttonClick.setStartOffset(75);
         buttonClick.setFillAfter(true);
         v.startAnimation(buttonClick);
       }
     });
```

```
}
activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:background="#75673AB7"
  tools:context="com.example.pr5_login.MainActivity">
  <TextView
    android:id="@+id/textview"
    android:layout_width="match_parent"
    android:layout_height="56dp"
    android:layout_alignParentTop="true"
    android:layout_centerHorizontal="true"
    android:background="#673AB7"
    android:paddingHorizontal="10dp"
    android:paddingVertical="10dp"
    android:text="Login(17IT008)"
    android:textColor="#FFFFFF"
    android:textSize="24sp"
    android:textStyle="bold" />
  <TextView
    android:id="@+id/textView1"
    android:layout width="match parent"
    android:layout_height="wrap_content"
    android:layout_below="@+id/textview"
    android:layout_centerHorizontal="true"
    android:background="#9932C5BF"
    android:textAlignment="center"
    android:textColor="#ea320d"
    android:textSize="35dp"
    android:visibility="invisible" />
  <EditText
    android:id="@+id/editText1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout below="@+id/textView1"
    android:layout_alignParentStart="true"
    android:layout_alignParentLeft="true"
    android:layout_alignParentEnd="true"
    android:layout_alignParentRight="true"
    android:layout_marginTop="46dp"
```

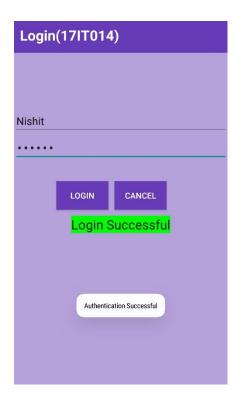
```
android:focusable="true"
  android:hint="Username"
  android:textColorHighlight="#304ffe"
  android:textColorHint="#66304FFE" />
<EditText
  android:id="@+id/editText2"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_below="@+id/editText1"
  android:layout alignEnd="@+id/editText1"
  android:layout_alignRight="@+id/editText1"
  android:layout_alignParentStart="true"
  android:layout_alignParentLeft="true"
  android:ems="10"
  android:hint="Password"
  android:inputType="textPassword"
  android:textColorHint="#66304FFE" />
<TextView
  android:id="@+id/textView2"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_below="@+id/editText2"
  android:layout_alignParentStart="true"
  android:layout alignParentLeft="true"
  android:text="Attempts Left:"
  android:textSize="25dp"
  android:visibility="invisible" />
<Button
  android:id="@+id/button"
  style="@android:style/Widget.DeviceDefault.Button"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_below="@+id/textView2"
  android:layout_alignEnd="@+id/textView2"
  android:background="#673AB7"
  android:text="LOGIN"
  android:textAllCaps="false"
  android:textColor="#FFFFFF" />
<Button
  android:id="@+id/button2"
  style="@style/Widget.AppCompat.Button"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_alignTop="@+id/button"
  android:layout_marginLeft="10dp"
  android:layout_toEndOf="@+id/button"
```

```
android:background="#673AB7"
    android:text="Cancel"
    android:textColor="#FFFFFF" />
  <TextView
    android:id="@+id/textView4"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_below="@+id/button"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="10dp"
    android:text="Result"
    android:textAppearance="?android:attr/textAppearanceLarge" />
</RelativeLayout>
AndroidManifest.xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  package="com.example.pr5_login">
  <application
    android:allowBackup="true"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    android:supportsRtl="true"
    android:theme="@style/Theme.AppCompat.DayNight.DarkActionBar">
    <activity android:name=".MainActivity">
      <intent-filter>
         <action android:name="android.intent.action.MAIN" />
         <category android:name="android.intent.category.LAUNCHER" />
      </intent-filter>
    </activity>
  </application>
</manifest>
```

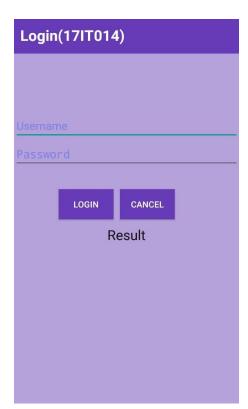
OUTPUT:



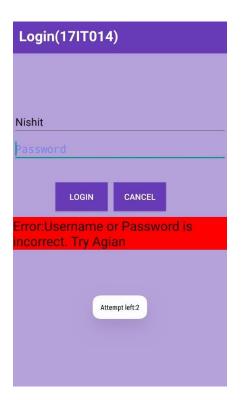
ScreenShot 1



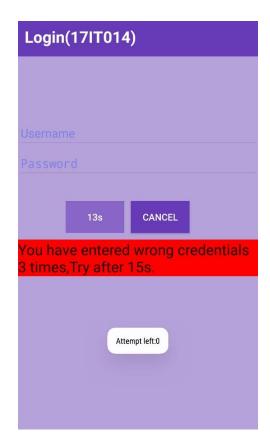
ScreenShot 3

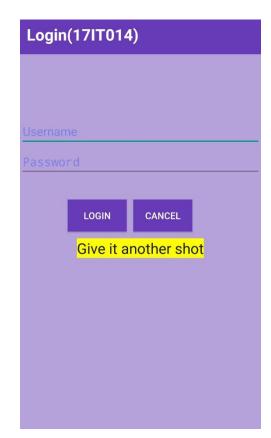


ScreenShot 2



ScreenShot 4





ScreenShot 5 ScreenShot 6

Login(17IT014)
Nishit
Password
LOGIN CANCEL
Error:Username or Password is incorrect. Try Agian
Attempt left:2

ScreenShot 7

Description:

- Screenshot 1: In First We can see the **change in default icon** of the application.
- O Screenshot 2: It shows the **mainactivity** of the app.
- Screenshot 3: when user will enter correct credentials, it will show output as shown in image.
- Screenshot 4: When user will enter wrong credentials, it will reset the password field and show
 the error as well as the amount of remaining attempt via toast as shown.
- Screenshot 5: When user will enter wrong credentials for three consecutive time it will disable
 the fields (Username, Password) and the login button at that time 15sec timer will start.
- Screenshot 6,7: After 15 seconds the disabled components will be **enabled** and user can enter will be given **three more attempts**.

APPLICATIONS:

Android Studio, ADB (Android Debug Bridge), AVD Manager, Eclipse, Fabric, Genymotion,

LEARNING OUTCOME:

- 1. We learn how to **change the app icon** by taking image and vector.
- 2. We learned how to disable the particular components and also used the 3rd practical's timer concept for better efficiency in app.
- 3. We learned how to add animations to button by using **AlphaAnimation**.
- 4. We learned to use **requestFocus()** method to **move** the cursor to **Username** field after 15sec.