

EX-N0:01	ANDROID APP - GUI , FONT , COLOURS
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AIM :- To develop a simple android application that uses GUI components, font and colors.

PROCEDURE :-

→ creating a new application :-

- * open android studio and click on file → new → new project
- * Then type the application name as 'ex.n01' 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

→ designing layout for the android application

- * click on app → res → layout → activity_main.xml
- * now click  on that as shown below.

→ java coding for the android application :-

* click on app → java → com.example.exnot → main activity

RESULT :- Thus a simple android application that uses
~~GUI~~ components, font and colours is developed
and executed successfully.

EX.NO : 2

LAYOUT MANAGERS & EVENT LISTENERS

AIM :- To develop a simple android applications that uses layout managers and event listeners.

PROCEDURE :-

→ creating a new project :-

- * open android studio and click on file → new → new project
- * Then type the application name as 'ex no 2' and click next .
- * Then select the minimum SDK and click next .
- * Then select the empty activity and click next .
- * finally click finish .

→ creating second activity for the android application

- * click on file → new → activity → empty activity
- * type the activity name as second activity and click finish button .
- * Thus second activity for the applications is created .

→ designing layout for main second activity :-

* click on app → res → layout → activity-main.xml

* now click on text

→ designing layout for second activity :-

* click on app → res → layout → activity-second.xml

→ java coding for main activity :-

* click on app → java → com.example.exno2 → main Activity

→ java coding for second activity :-

* click on app → java → com.example.exno2 → second activity

~~RESULT :-~~ gives a simple android application that uses layout managers and event listeners is developed and executed successfully

EX-NO:3

NAME: NATIVE CALCULATOR

AIM:- To develop a simple android application for Native calculator

PROCEDURE:-

→ * Creating a new project

- * → open android studio and then click file → new
- new project
- type the application name.
- select minimum SDK and click next.
- Then select the empty activity and click next.
- finally click finish.

* designing layout for the android application .

- click ~~on~~ app → res → layout → activity_main.xml

* java code for the android application

- click on app → java → com.example.mno3 → mainActivity

~~RESULT :-~~ Thus a simple android application for Native calculator is developed and executed successfully.

EX NO : 4 BASIC GRAPHICAL PRIMITIVES

AIM:- To develop a simple android application that draws basic graphical primitives on the screen.

PROCEDURE :-* creating a new project :-

- open android studio and then click on file → new → new project.
- then type the application name as 'ex.no. 4' and click next .
- select the minimum SDK
- then select the empty activity and click next .
- finally click finish .

* designing layout for the android application

- click on app → res → layout → activity-main.xml .
- * java coding for android applications :
- click on app → java → com.example . exno4 → mainActivity .

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RESULT :- Thus a simple android application that draws
~~basic~~ graphical primitives on the screen is developed and executed successfully.

EX-N0:05	APP - MAKING USE OF DATABASE	
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AIM:- To develop a simple android application that makes use of database

PROCEDURE :-

* Creating a new project

- open android studio and then click on file → new
- then type the application name as 'ex.no.5' and click next
- then select the minimum SDK.
- then select the empty activity and click next
- finally click finish

* designing layout for android application

- click on app → res → layout → activity-main.xml

* java coding for the android application

- click on app → java → com.example.exnos → MainActivity

RESULT:- Thus a simple android application that makes
use of database is developed and executed successfully.

EX. NO : 06

APPLICATION - USING RSS FEED

AIM :- To develop a android application that makes use of RSS feed.

PROCEDURE :-

- creating a new project
 - * open android studio and then click file → new → new project
 - * Then type the application name as 'exno.6' and click next
 - * Then select the minimum SDK and click next
 - * select empty activity and click next
 - * finally click finish.
- designing layout for the android application :-
 - * click on app → res → layout → activity-main.xml
- adding permissions in manifest for the android application
 - * click on app → manifests → AndroidManifest.xml

- * include the INTERNET permissions in the AndroidManifest.xml
- java coding for android application :-
- * click on app → java → com.example.emoj →
Main Activity

~~RESULT:~~ Thus android application that makes use of
~~RSS~~ feed is developed and executed successfully.

EX-N0:04	IMPLEMENTING MULTI-THREAD
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AIM :- To develop a android application that implements multi-threading.

PROCEDURE :-

→ Creating a new project :-

- * Open android studio and then click on file → new → new project
- * Then type the application name as "exo-7" and click next.
- * Then select the minimum SDk and click next.
- * Then select the empty activity and click next.
- * Finally click finish.

→ Designing layout for the android application :-

* Click on app → res → layout → activity-main.xml

→ Java coding for the android application

* Click on app → java → com.example.exo7 →

MainActivity

~~RESULT :-~~ Thus android application that implements multi-threading is developed and executed successfully

EX.NO:08

DEVELOP A NAIVE APPLICATION THAT USES
GPS LOCATION INFORMATION

AIM :- To develop an android application that uses
GPS location information.

PROCEDURE :-

- 1) open android studio and select new android project.
- 2) give project name and select next.
- 3) choose the android version and select next.
- 4) enter the package name . package name must be two word separated by comma and click finish.
- 5) go to package explorer in the left hand side select our project.
- 6) go to res folder and select layout - double click the main.xml file . add the code
- 7) now select mainactivity.java file and type the code . in my coding mainactivity name is Gpslocation Activity

- 8) go to src folder and right click on your package folder and choose new class and give the class name as GPS trace
- 9) select the GPStrace.java file
- 10) now go to main.xml and right click. select run as option and select run configuration.

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RESULT :- Thus android application that creates and
~~uses~~ GPS location information is developed and
executed successfully.

EX. NO: 09

WRITING DATA TO THE SD CARDS

AIM:- To develop a android application that writes data to the SD card.

PROCEDURE :-

→ creating a new project :-

- * Open android studio and then click on file → new → new project
- * then type the application name as 'exo.9' and click next
- * then select the minimum SDK and click next
- * then select the empty activity and click next
- * finally click finish.

→ designing layout for the android application :-

- * click on app → res → layout → activity_main.xml

→ adding permission in manifest for the android application

- * click on app → manifest → AndroidManifest.xml

- * now include the write_external_storage permission

→ java coding for the android application

* click on app → java → .com.example.emoj → main Activity

~~RESULT~~ Thus android application that writes data to the SD cards is developed and tested successfully.

EX-NO: 10	MESSAGE	
CREATING AN ALERT UPON RECEIVING A		

AIM :- To develop a android application that creates an alert upon receiving a message.

PROCEDURE :-

- Creating a new project
- * open android studio and then click on file → New → New project
- * then type the application name as 'exo.10' and click next
- * Then select the minimum SDK and click next
- * Then select the empty Activity and click next
- * finally click finish.

→ creating second activity for the android application

- * click on file → new → activity → empty Activity
- * type the activity name as Second Activity and click finish button
- * the second activity for the application is created.

→ designing layout for the android application

* click on app → res → layout → activity_main.xml .

→ java coding for the android application

* click on app → java → com.example.emojito → Main Activity

RESULT :- Thus android application that creates an alert upon receiving a message is developed and executed successfully.

EX. NO: 11 CREATE ALARM CLOCK

AIM:- To develop a android application that creates alarm clock.

PROCEDURE :-

→ creating a new project

* open android studio and then click on file → new
→ New project.

* then type the application name as 'exno.11' and click next.

* select the minimum SDK and click next.

* select empty activity and click next.

* finally click finish.

→ creating second activity for the android application

* click on file → new → activity → empty activity.

* type the activity name as AlarmReceiver and click finish button.

* second activity for the application is created.

→ designing layout for the android application.

* click on app → res → layout → activity-main.xml

* Now click on text.

→ changes in manifest for the android application.

* click on app → manifests → androidManifest.xml

* Now change the activity tag to receiver tag in the AndroidManifest.xml file.

→ java coding for the android application.

* click on app → java → com.example.exm011 → MainActivity.

→ java coding for alarm receiver

* click on app → java → com.example.exm011 → AlarmReceiver.

<p><u>RESULT:-</u> Thus android application that creates alarm alarm clock is developed and executed successfully.</p>		