**6.Design an android application Send SMS using Intent**

**1. Create a new Android Project:**

Open Android Studio.

Click on "Start a new Android Studio project."

Choose an appropriate template (e.g., "Empty Activity").

**2. Design the User Interface:**

Open the res/layout/activity\_main.xml file.

Replace the content with the following

**XML code:**

<?xml version="1.0" encoding="utf-8"?>

<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:tools="http://schemas.android.com/tools"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

tools:context=".MainActivity">

<Button

android:id="@+id/btnSendSMS"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="Send SMS"

android:layout\_centerInParent="true"/>

</RelativeLayout>

**3. Implement the SMS Sending Logic:**

Open the src/main/java/com.example.yourappname/MainActivity.java file.

Replace the content with the following

**Java code:**

package com.example.yourappname;

import android.content.Intent;

import android.net.Uri;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

Button btnSendSMS = findViewById(R.id.btnSendSMS);

btnSendSMS.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

sendSMS();

}

});

}

private void sendSMS() {

String phoneNumber = "1234567890"; // Replace with the recipient's phone number

String message = "Hello, this is a test SMS!";

// Create an Intent with the ACTION\_SENDTO action

Intent smsIntent = new Intent(Intent.ACTION\_SENDTO);

smsIntent.setData(Uri.parse("smsto:" + phoneNumber));

smsIntent.putExtra("sms\_body", message);

// Check if there is an activity that can handle the intent before starting it

if (smsIntent.resolveActivity(getPackageManager()) != null) {

startActivity(smsIntent);

}

}

}

**4. Run the App:**

Connect your Android device or use an emulator.

Click on the "Run" button in Android Studio to install and run the app