## Practical – 20: Write a program to demonstrate use of Web View. .

## Activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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"
    tools:context=".MainActivity">
    <WebView
        android:layout width="match parent"
        android:layout height="match parent"
        android:id="@+id/webView"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout constraintTop toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.example.webview;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.webkit.WebView;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        WebView mywebview = (WebView) findViewById(R.id.webView);
        mywebview.loadUrl("https://www.google.com/");
    }
}
```

## Output:

