Practical - 19: Write a program to demonstrate use of Rating Bar.

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">
    <But.t.on
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="submit"
        android:id="@+id/button"
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintLeft toLeftOf="parent"
        app:layout constraintRight toRightOf="parent"
        app:layout constraintTop toTopOf="parent"
        app:layout_constraintVertical bias="0.615" />
    <RatingBar
       android:id="@+id/ratingBar"
        android:layout width="wrap content"
        android:layout height="wrap content"
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintHorizontal bias="0.497"
        app:layout_constraintStart_toStartOf="parent"
        app:layout constraintTop toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
MainActivity.java
package com.example.ratingbar;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.RatingBar;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
    RatingBar ratingbar;
    Button button;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        addListenerOnButtonClick();
    public void addListenerOnButtonClick() {
        ratingbar=(RatingBar) findViewById(R.id.ratingBar);
        button=(Button) findViewById(R.id.button);
        //Performing action on Button Click
```

Output:



ratingbar



SUBMIT