DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING
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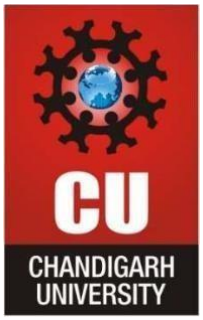

UNIVERSITY INSTITUTE OF ENGINEERING

Department of Computer Science & Engineering

Subject Name: Web And Mobile Security Lab

Subject Code: 20CSP-338

Submitted to: Renuka Ratten

Faculty name: Renuka Ratten

Submitted by: Priya Bharti

Name: Priya Bharti

UID: 20BCS3524

Section: 607

Group: B

Ex. No	List of Experiments	Conduct (MM: 12)	Viva (MM: 10)	Record (MM: 8)	Total (MM: 30)	Date	Remarks/Signature
1.1	Open any website on computer system and identify http packet on monitoring tool like Wireshark.					**19/08/22**	
1.2	Design a method to simulate the HTML injections and cross-site scripting (XSS) to exploit the attackers.					**28/08/22**	
1.3	Implementation of Cross site request forgery (XSRF) attack.					**16/09/22**	
1.4	Implementation of Design methods to break authentication schemes (SQL Injection attack).					**04/10/22**	
2.1	Write a program to generate message digest for the given message using the SHA/MD5 algorithm and verify the integrity of message.					**19/10/22**	
2.2	Perform Penetration testing on a web application to gather information about the system (Foot Printing).					**03/11/22**	
2.3	Implementation of Session hijacking attack on http-enabled website and to Identify vulnerable session cookies.					**04/11/22**	
3.1	write a program to sign and verify a document using DSA algorithm.					**05/11/22**	
3.2	Develop a Mobile application to create a notification in Android					**06/11/22**	
3.3	Develop a Mobile application to create a notification in Android					**07/11/12**	

Experiment 3.3

Student Name: Priya Bharti **UID: 20BS3524**

Branch: CSE **Section/Group: 607-B**

Semester: 5th **Date of Performance: 07/11/22**

Subject Name: WMS Lab **Subject Code: CSP-338**

Aim:

Create animations and graphical primitives in Android environment.

Objective:

To draw 2D graphics and Animation in android application.

Discussion:

Introduction: Android graphics provides low level graphics tools such as canvases, color, filters, points and rectangles which handle drawing to the screen directly.

- Android provides a huge set of 2D-drawing APIs that allow you to create graphics.
- Android has got visually appealing graphics and mind-blowing animations.
- The Android framework provides a rich set of powerful APIS for applying animation to UI elements and graphics as well as drawing custom 2D and 3D graphics.

Following are the three animation systems used in Android applications:

- Property Animation
- View Animation
- Drawable Animation

1. **Property Animation**
   - Property animation is the preferred method of animation in Android.
   - This animation is the robust framework which lets you animate any properties of any objects, view or non-view objects.
   - The android.animation provides classes which handle property animation.

2. **View Animation**
   - View Animation is also called as Tween Animation.
   - The android.view.animation provides classes which handle view animation.
   - This animation can be used to animate the content of a view.
   - It is limited to simple transformation such as moving, re-sizing and rotation, but not its background color.

3. **Drawable Animation**
   - Drawable animation is implemented using the AnimationDrawable class.
   - This animation works by displaying a running sequence of 'Drawable' resources that is images, frame by frame inside a view object.

Steps/Method/Code:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:and
roid="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">
<ImageView android:id="@+id/imageview"
android:layout_width="200dp" android:layout_height="200dp
android:layout_centerHorizontal="true " android:layout_marginTop="40dp"
android:contentDescription="@string/app_name" android:src="@drawable/gfgimage" />
<LinearLayout android:id="@+id/linear1" android:layout_width="match_parent "
android:layout_height="wrap_content " android:layout_below="@id/ imageview"
```

```
android:layout_marginTop="30dp" android:orientation="horizontal" android:weightSum="3"
<!--To start the blink animation of the image-->
<Button
android:id="@+id/BTNblink"
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp"
android:text="@string/blink" android:textColor="@color/white" />
<!--To start the rotate animation of the image-->
<Button
android:id="@+id/BTNrotate"
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp" android:text="@string/clockwise"
android:textColor="@color/white" />
<!--To start the fading animation of the image-->
<Button
android:id="@+id/BTNfade"
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp" android:text="@string/fade"
android:textColor="@color/white" />
</LinearLayout>
<LinearLayout android:id="@+id/linear2" android:layout_width="match_parent "
android:layout_height="wrap_content " android:layout_below="@id/linear1"
android:layout_marginTop="30dp" android:orientation="horizontal"
android:weightSum="3">
<!--To start the move animation of the image-->
<Button
android:id="@+id/BTNmove"
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp"
android:text="@string/move" android:textColor="@color/white" />
<Button
android:id="@+id/BTNslide"
```

```
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp" android:text="@string/slide
android:textColor="@color/white" />
<!--To start the zoom animation of the image-->
<Button
android:id="@+id/BTNzoom"
style="@style/TextAppearance.AppCompat.Widget.Button" android:layout_width="0dp"
android:layout_height="wrap_content" android:layout_margin="10dp"
android:layout_weight="1" android:padding="3dp"
android:text="@string/zoom" android:textColor="@color/white" />
</LinearLayout>
<Button
android:id="@+id/BTNstop" android:layout_width="match_parent"
android:layout_height="wrap_content" android:layout_below="@id/linear2"
android:layout_marginLeft="30dp" android:layout_marginTop="30dp"
android:layout_marginRight="30dp" android:text="@string/stop_animation" />
</RelativeLayout>
```

Output Screenshot:


9:27 PM
0.1KB/s
GFG App
SLIDE

Evaluation Grid :

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.	Student Performance (Conduct of experiment) objectives/Outcomes.		12
2.	Viva Voce		10
3.	Submission of Work Sheet (Record)		8
	Total		30