Program 1. Create a Simple Calculator for demonstrating the basic arithmetic operations (+,-,*,/)

MainActivity.java

```
package com.example.calc;
//import android.support.v7.app.AppCompatActivity;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.text.TextUtils;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity implements
View.OnClickListener{
    EditText etNum1;
   EditText etNum2;
   Button btnAdd;
   Button btnSub;
   Button btnMult;
    Button btnDiv;
    TextView tvResult;
    String oper = "";
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        // find the elements
        etNum1 = (EditText) findViewById(R.id.etNum1);
        etNum2 = (EditText) findViewById(R.id.etNum2);
        btnAdd = (Button) findViewById(R.id.btnAdd);
        btnSub = (Button) findViewById(R.id.btnSub);
        btnMult = (Button) findViewById(R.id.btnMult);
        btnDiv = (Button) findViewById(R.id.btnDiv);
        tvResult = (TextView) findViewById(R.id.tvResult);
        // set a listener
        btnAdd.setOnClickListener(this);
        btnSub.setOnClickListener(this);
        btnMult.setOnClickListener(this);
        btnDiv.setOnClickListener(this);
    }
    @Override
```

```
public void onClick(View v) {
        // TODO Auto-generated method stub
        float num1 = 0;
        float num2 = 0;
        float result = 0;
        // check if the fields are empty
        if (TextUtils.isEmpty(etNum1.getText().toString())
                || TextUtils.isEmpty(etNum2.getText().toString())) {
            return;
        // read EditText and fill variables with numbers
        num1 = Float.parseFloat(etNum1.getText().toString());
        num2 = Float.parseFloat(etNum2.getText().toString());
        // defines the button that has been clicked and performs the
corresponding operation
        // write operation into oper, we will use it later for output
        switch (v.getId()) {
            case R.id.btnAdd:
                oper = "+";
                result = num1 + num2;
                break:
            case R.id.btnSub:
               oper = "-";
                result = num1 - num2;
                break:
            case R.id.btnMult:
               oper = "*";
                result = num1 * num2;
                break;
            case R.id.btnDiv:
                oper = "/";
                result = num1 / num2;
               break;
            default:
               break;
        // form the output line
        tvResult.setText(num1 + " " + oper + " " + num2 + " = " + result);
   }
}
activity main.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
   xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout width="fill parent"
    android:layout height="fill parent"
    android:weightSum="1">
    <LinearLayout
        android:layout width="match parent"
        android:layout height="wrap content"
        android:id="@+id/linearLayout1"
        android:layout_marginLeft="10pt"
        android:layout marginRight="10pt"
```

```
android:layout marginTop="3pt">
    <EditText
        android:layout weight="1"
        android:layout height="wrap content"
        android:layout_marginRight="5pt"
        android:id="@+id/etNum1"
        android:layout width="match parent"
        android:inputType="numberDecimal">
    </EditText>
    <EditText
        android:layout height="wrap content"
        android:layout weight="1"
        android:layout marginLeft="5pt"
        android:id="@+id/etNum2"
        android:layout width="match parent"
        android:inputType="numberDecimal">
    </EditText>
</LinearLayout>
<LinearLayout
    android:layout width="match parent"
    android:layout height="wrap content"
    android:id="@+id/linearLayout2"
    android:layout marginTop="3pt"
    android:layout_marginLeft="5pt"
    android:layout marginRight="5pt">
    <Button
        android:layout height="wrap content"
        android:layout_width="match parent"
        android:layout_weight="1"
        android:text="+"
        android:textSize="8pt"
        android:id="@+id/btnAdd">
    </Button>
    <Button
        android:layout height="wrap content"
        android:layout width="match parent"
        android:layout weight="1"
        android:text="-"
        android:textSize="8pt"
        android:id="@+id/btnSub">
    </Button>
    <Button
        android:layout height="wrap content"
        android:layout width="match parent"
        android:layout weight="1"
        android:text="*"
        android:textSize="8pt"
        android:id="@+id/btnMult">
    </Button>
    <But.ton
        android:layout height="wrap content"
        android:layout width="match parent"
        android:layout weight="1"
        android:text="/"
        android:textSize="8pt"
        android:id="@+id/btnDiv">
    </Button>
</LinearLayout>
<TextView
    android:layout height="wrap content"
    android:layout width="match parent"
```

```
android:layout_marginLeft="5pt"
android:layout_marginRight="5pt"
android:textSize="12pt"
android:layout_marginTop="3pt"
android:id="@+id/tvResult"
android:gravity="center_horizontal"
android:layout_weight="0.07">
</TextView>
</LinearLayout>
```

OUTPUT:



