VISVESVARAYA TECHNOLOGICAL UNIVERSITY

JNANA SANGAMA, BELGAVI – 590018, KARNATAKA



MOBILE APPLICATION DEVELOPMENT – 18CSMP68

LAB MANUAL



Department of ISE

Don Bosco Institute of Technology 2022-2023



DON BOSCO INSTITUTE OF TECHNOLOGY

Kumbalagodu, Mysuru Road, Bengaluru-74



Department of Information Science and Engineering

Vision of the Department

Empower the students to thrive for excellence in the area of Information Science and Engineering to use technology for sustainable development for social needs.

Mission of the Department

- To provide theoretical and practical knowledge of Information Science and Engineering.
- To provide inter disciplinary knowledge to be the leaders with social responsibility.
- To collaborate with industry to facilitate content beyond syllabus.
- To promote team work through projects, co-curricular and social activities.



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Department of Information Science and Engineering

Program Educational Objectives (PEOs)

- Graduates will contribute in development of software applications keeping abreast of the development.
- Graduates will exhibit competence as an individual and in teams with leadership and managerial skills.
- By optimizing the technology, the Graduates will be able to adopt lifelong learning.

Program Specific Outcomes (PSOs)

- Apply the Mathematical tools, Electronics & Embedded Systems Knowledge, and Programming Knowhow to develop softwares.
- Use of Artificial Intelligence and Machine Learning, High-Performance Computing, Cloud Computing, Network Security technologies and Software Engineering for providing solutions to the technological and social needs.
- Work individually and in teams, ethically exhibiting the managerial and leadership skills with sustainable Environment.



DON BOSCO INSTITUTE OF TECHNOLOGY

Kumbalagodu, Mysuru Road, Bengaluru-74



Department of Information Science and Engineering

LABORATORY OUTCOMES

After studying these laboratory programs, students will be able to,

- 1. Create, test and debug Android application by setting up Android development environment.
- 2. Implement adaptive, responsive user interfaces that work across a wide range of devices.
- 3. Infer long running tasks and background work in Android applications.
- 4. Demonstrate methods in storing, sharing and retrieving data in Android applications.
- 5. Infer the role of permissions and security for Android applications.

Signature of Faculty	HOD
2	

Hardware and Software Requirements

Google provides Android Studio for the Windows, Mac OS X and Linux platforms. You can download Android Studio from the Android Studio home page, (https://developer.android.com/studio/index.html) where you will also find the traditional SDK's with Android Studio's command-line tools. Before downloading Android Studio, make sure your platform meets the following requirements:

Windows requirements

- Microsoft Windows 7/8/10 (32 bit or 64 bit)
- 3 GB RAM minimum and 1 GB of available disk space
- 1280 * 800 minimum screen resolution
- JDK 8 or higher versions

Linux OS requirements

- GNOME or KDE desktop, 64-bit distribution capable of running 32-bit applications
- GNU C library (glibc) 2.19 or later
- 3 GB RAM minimum and 1 GB of available disk space
- 1280 * 800 minimum screen resolution
- JDK 8 or higher versions

Availabilty of Source Code

Download the source code for Part A programs @ https://tinyurl.com/18CSMP68-Part-A

Download the source code for Part B, 1st to 4th program @ https://tinyurl.com/18CSMP68-Part-B-1-to-4

Download the source code for Part B, 5th program @ https://tinyurl.com/18CSMP68-Part-B-5

Download the source code for Part B, 6th to 8th program @ https://tinyurl.com/18CSMP68-Part-B-6-to-8

You are encouraged to run each of these programs. All the programs are tested using Android Studio 3.5 on Windows platform.

Note: The authors assume no responsibility for errors and omissions resulting from the use of the information contained herein.

MOBILE APPLICATION DEVELOPMENT

(Effective from the academic year 2021 -2022)

SEMESTER – VI

Subject Code	18CSMP68	IA Marks	40
Number of Contact Hours/Week	0:0:2	Exam Marks	60
Total Number of Contact Hours	3 Hours/Week	Exam Hours	03

CREDITS - 02

Laboratory Objectives: This laboratory will enable students to

- 1. Learn and acquire the art of Android Programming.
- 2. Configure Android studio to run the applications.
- 3. Understand and implement Android's User interface functions.
- 4. Create, modify and query on SQlite database.
- 5. Inspect different methods of sharing data using services.

Descriptions (if any):

Installation procedure of the Android Studio/Java software must be demonstrated, carried out in groups.

Students should use the latest version of Android Studio/Java to execute these programs. All of these diagrams are for representational purpose only. Students are expected to improvise on it.

Programs List:

PART - A

1 Create an application to design a Visiting Card. The Visiting card should have a company logo at the top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like the name of the employee, job title, phone number, address, email, fax and the website address is to be displayed. Insert a horizontal line between the job title and the phone number.

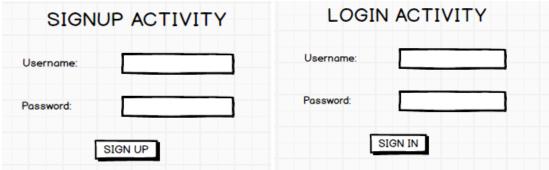


Develop an Android application using controls like Button, TextView, EditText for designing a calculator having basic functionality like Addition, Subtraction, Multiplication and Division.

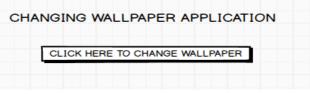
SIMPLE CALCULATOR
Result
Input <edit text=""></edit>
7 8 9 /
4 5 6 *
1 2 3 -
. 0 = +
С

- 3 Create a SIGN Up activity with Username and Password. Validation of password should happen based on the following rules:
 - Password should contain uppercase and lowercase letters.
 - Password should contain letters and numbers.
 - Password should contain special characters.
 - Minimum length of the password (the default value is 8).

On successful **SIGN UP** proceed to the next Login activity. Here the user should **SIGN IN** using the Username and Password created during signup activity. If the Username and Password are matched then navigate to the next activity which displays a message saying "Successful Login" or else display a toast message saying "Login Failed". The user is given only two attempts and after that display a toast message saying "Failed Login Attempts" and disable the SIGN IN button. Use Bundle to transfer information from one activity to another.



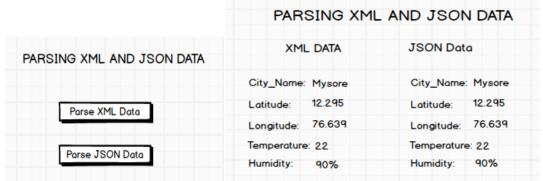
4 Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds.



Write a program to create an activity with two buttons START and STOP. On pressing of the START button, the activity must start the counter by displaying the numbers from One and the counter must keep on counting until the STOP button is pressed. Display the counter value in a TextView control.



6 Create two files of XML and JSON type with values for City_Name, Latitude, Longitude, Temperature, and Humidity. Develop an application to create an activity with two buttons to parse the XML and JSON files which when clicked should display the data in their respective layouts side by side.



Develop a simple application with one EditText so that the user can write some text in it.

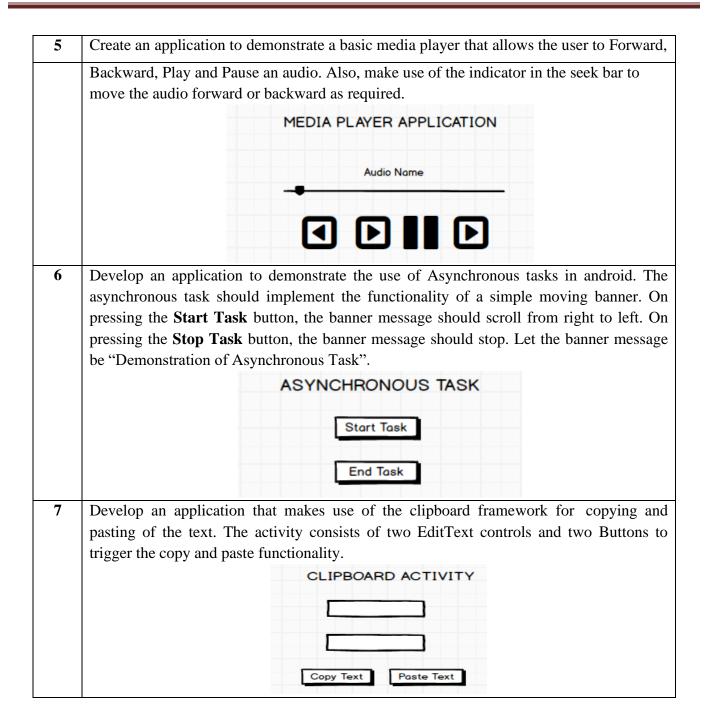
Create a button called "Convert Text to Speech" that converts the user input text into voice.



8 Create an activity like a phone dialer with CALL and SAVE buttons. On pressing the CALL button, it must call the phone number and on pressing the SAVE button it must save the number to the phone contacts.

	CALL AND SAVE APPLICATION
	1234567890 DEL
	1 2 3
	4 5 6
	7 8 9
	* O #
	CALL SAVE
	PART – B
1	Write a program to enter Medicine Name, Date and Time of the Day as input from the
	user and store it in the SQLite database. Input for Time of the Day should be either
	Morning or Afternoon or Evening or Night. Trigger an alarm based on the Date and Time
	of the Day and display the Medicine Name.
	MEDICINE DATABASE
	Medicine Name:
	Date:
	Time of the Day:
	Insert
2	Develop a content provider application with an activity called "Meeting Schedule" which
	takes Date, Time and Meeting Agenda as input from the user and store this information into the SQLite database. Create another application with an activity called "Meeting
	Info" having DatePicker control, which on the selection of a date should display the
	Meeting Agenda information for that particular date, else it should display a toast
	message saving "No Meeting on this Date"

	MEETING INFO		
	Pick a date to get meeting info:		
	MEETING SCHEDULE		
	Date:		
	Time:		
	Meeting Agenda:		
	Add Meeting Agenda Search		
3	Create an application to receive an incoming SMS which is notified to the user. On clicking this SMS notification, the message content and the number should be displayed on the screen. Use appropriate emulator control to send the SMS message to your application.		
	SMS APPLICATION		
	Display SMS Number		
	Display SMS Message		
4	Write a program to create an activity having a Text box, and also Save, Open and Create buttons. The user has to write some text in the Text box. On pressing the Create button the text should be saved as a text file in MkSDcard. On subsequent changes to the text, the Save button should be pressed to store the latest content to the same file. On pressing the Open button, it should display the contents from the previously stored files in the Text box. If the user tries to save the contents in the Textbox to a file without creating it, then a toast message has to be displayed saying "First Create a File".		
	FILE APPLICATION		
	Create Open		
	Save		



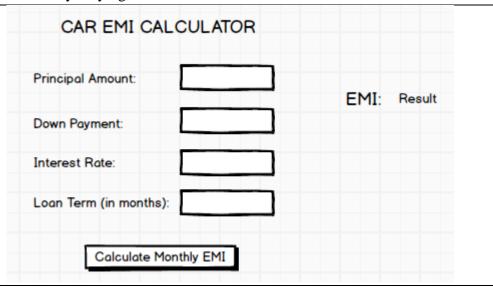
Create an AIDL service that calculates Car Loan EMI. The formula to calculate EMI is 8 $E = P * (r(1+r)^n)/((1+r)^n-1)$ where E =The EMI payable on the car loan amount

P = The Car loan Principal Amount

r =The interest rate value computed on a monthly basis

n =The loan tenure in the form of months

The down payment amount has to be deducted from the principal amount paid towards buying the Car. Develop an application that makes use of this AIDL service to calculate the EMI. This application should have four EditText to read the Principal Amount, Down Payment, Interest Rate, Loan Term (in months) and a button named as "Calculate Monthly EMI". On click of this button, the result should be shown in a TextView. Also, calculate the EMI by varying the Loan Term and Interest Rate values.



Laboratory Outcomes: After studying these laboratory programs, students will be able to

- Create, test and debug Android application by setting up Android development environment.
- Implement adaptive, responsive user interfaces that work across a wide range of devices.
- Infer long running tasks and background work in Android applications.
- Demonstrate methods in storing, sharing and retrieving data in Android applications.
- Infer the role of permissions and security for Android applications.

Procedure to Conduct Practical Examination

- Experiment distribution
 - o For laboratories having only one part: Students are allowed to pick one experiment from the lot with equal opportunity.
 - o For laboratories having PART A and PART B: Students are allowed to pick one experiment from PART A and one experiment from PART B, with equal opportunity.
- Change of experiment is allowed only once and marks allotted for procedure to be made zero of the changed part only.
- Marks Distribution (Subjected to change in accordance with university regulations)
 - For laboratories having only one part Procedure + Execution + Viva-Voce: 15+70+15 = 100 Marks
 - o For laboratories having PART A and PART B
 - i. Part A Procedure + Execution + Viva = 6 + 28 + 6 = 40 Marks
 - ii. Part B Procedure + Execution + Viva = 9 + 42 + 9 = 60 Marks

Text Books:

Google Developer Training, "Android Developer Fundamentals Course - Concept Reference", Google Developer Training Team, 2017. https://www.gitbook.com/book/google-developer-training/android-developer-fundamentals-course-concepts/details (Download pdf file from the above link)

Reference Books:

- 1) Erik Hellman, "Android Programming Pushing the Limits", 1st Edition, Wiley India Pvt Ltd, 2014. ISBN-13: 978-8126547197
- 2) Dawn Griffiths and David Griffiths, "Head First Android Development", 1st Edition, O'Reilly SPD Publishers, 2015. ISBN-13: 978-9352131341
- 3) Bill Phillips, Chris Stewart and Kristin Marsicano, "Android Programming: The Big Nerd Ranch Guide", 3rd Edition, Big Nerd Ranch Guides, 2017. ISBN-13: 978-0134706054

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	Capital letters, aligned to the center. Information like the name of the employee, job	
	title, phone number, address, email, fax and the website address is to be displayed.	
	Insert a horizontal line between the job title and the phone number.	•
2	Develop an Android application using controls like Button, TextView, EditText for	20
	designing a calculator having basic functionality like Addition, Subtraction,	
	Multiplication, and Division.	
3	Create a SIGN Up activity with Username and Password. Validation of password should happen based on the rules	29
4	Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds	37
5	Write a program to create an activity with two buttons START and STOP. On	40
	pressing of the START button, the activity must start the counter by displaying the	
	numbers from One and the counter must keep on counting until the STOP button is	
	pressed. Display the counter value in a TextView control.	
6	Create two files of XML and JSON type with values for City_Name, Latitude,	43
	Longitude, Temperature, and Humidity. Develop an application to create an activity	
7	with two buttons to parse the XML and JSON files	48
_ ′	Develop a simple application with one EditText so that the user can write some text in it. Create a button called "Convert Text to Speech" that converts the user input	40
	text into voice.	
8	Create an activity like a phone dialer with CALL and SAVE buttons. On pressing	51
0	the CALL button, it must call the phone number and on pressing the SAVE button it	31
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	PART – B	
1	Write a program to enter Medicine Name, Date and Time of the Day as input from	59
	the user and store it in the SQLite database. Input for Time of the Day should be	
	either Morning or Afternoon or Evening or Night. Trigger an alarm based on the	
	Date and Time of the Day and display the Medicine Name.	
2	Develop a content provider application with an activity called "Meeting Schedule"	70
	which takes Date, Time and Meeting Agenda as input from the user and store this information into the SQLite database.	
3	Create an application to receive an incoming SMS which is notified to the user. On	81
	clicking this SMS notification, the message content and the number should be	01
	displayed on the screen. Use appropriate emulator control to send the SMS message	
	to your application	

4	Write a program to create an activity having a Text box, and also Save, Open and Create buttons. The user has to write some text in the Text box. On pressing the Create button the text should be saved as a text file in MkSDcard.	85
5	Create an application to demonstrate a basic media player that allows the user to Forward, Backward, Play and Pause an audio. Also, make use of the indicator in the	90
	seek bar to move the audio forward or backward as required.	
6	Develop an application to demonstrate the use of Asynchronous tasks in android. The asynchronous task should implement the functionality of a simple moving banner. On pressing the Start Task button, the banner message should scroll from	96
	right to left. On pressing the Stop Task button, the banner message should stop. Let the banner message be "Demonstration of Asynchronous Task".	
7	Develop an application that makes use of the clipboard framework for copying and pasting of the text. The activity consists of two EditText controls and two Buttons to trigger the copy and paste functionality.	99
8	Create an AIDL service that calculates Car Loan EMI. Develop an application that makes use of this AIDL service to calculate the EMI. This application should have four EditText to read the Principal Amount, Down Payment, Interest Rate, Loan Term (in months) and a button named as "Calculate Monthly EMI". On click of this button, the result should be shown in a TextView. Also, calculate the EMI by varying the Loan Term and Interest Rate values.	102

Create your First Android Application

Android applications are written in Java, and use XML extensively. We shall assume that you have basic knowledge of Java and XML. Goto "Android Guides" @ https://developer.android.com/guide/index.html. Read "Building your first app".

Creating a New Android Project

- **Step1:** Launch Android Studio.
- **Step 2:** Select File \rightarrow New \rightarrow New Project
- **Step 3:** In "Choose your project", select "Phone and Tablet" tab \rightarrow "Empty Activity" \rightarrow Next.
- **Step 4:** In "Configure your project" \rightarrow Set "Name" to "Hello Android" (this will be the "Title" in your phone's application menu) \rightarrow The "Package name" and "Save Location" will be updated automatically \rightarrow In "Language", select "Java" \rightarrow Leave the "Minimum API Level" and the rest to default \rightarrow Finish.

It could take a few minutes to set up your first app. Watch the "progress bar" at the bottom status bar. Once the progress bar indicates completion, a hello-world app is created by default.

Setup Emulator (Android Virtual Device (AVD))

To run your Android application under the emulator, you need to first create an Android Virtual Devices (AVD). An AVD models a specific device. You can create AVDs to emulate different android devices (e.g., phone/tablet, android version, screen size, and etc.).

- **Step 1:** In Android studio, select "Tools" → AVD Manager.
- **Step 2:** Click "Create Virtual Device".
- **Step 3:** In "Choose a device definition" \rightarrow In "Category", choose "Phone" \rightarrow In "Name", choose "2.7 QVGA" (the smallest device available you can try a bigger device later) \rightarrow Next.
- **Step 4:** In "System Image: Recommended" \rightarrow Select the version with the highest API level \rightarrow Click "Download" \rightarrow Next.
- Step 5: In "AVD Name", enter "2.7 QVGA API 27" (default) → Finish.

Running the Android Application on Emulator

- **Step 1:** Select the "Run" menu \rightarrow "Run app" \rightarrow Under "Available Virtual Devices", select "2.7 OVGA API 27" \rightarrow OK.
- **Step 2:** It may take a few MINUTES to fire up the app on the emulator. You first see a Google $\log \rightarrow$ then "Android" \rightarrow then the "wallpaper" \rightarrow then the "Hello, world!" message.
- **Step 3: DO NOT CLOSE THE EMULATOR**, as it really takes a long time to start. You could always re-run the app (or run a new app) on the same emulator. Try re-run the app by selecting "Run" menu → "Run app".

MOBILE APPLICATION DEVELOPMENT

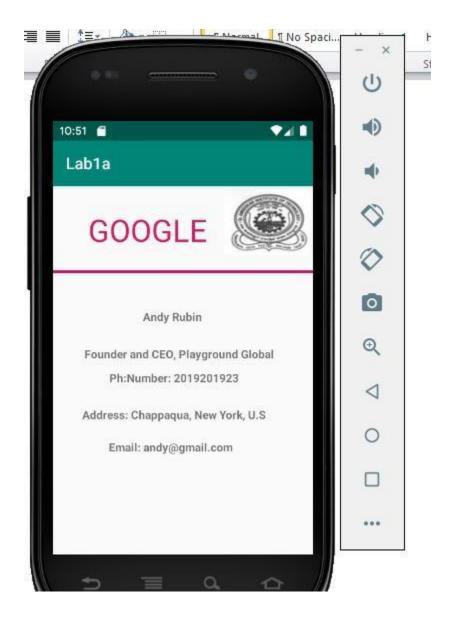
PART - A

1. Create an application to design a Visiting Card. The Visiting card should have company logo at the top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like name of the employee, job title, phone number, address, email, fax, website address is to be displayed. Insert a horizontal line between the job title and the phone number.

First, create the android application as discussed in "Create your First Android Application". Copy an image for logo and save the image in the drawable folder.

Following is the content of the modified res/layout/activity_main.xml. activity_main.xml

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



2. Develop an Android application using controls like Button, TextView, EditText for designing a calculator having basic functionality like Addition, Subtraction, Multiplication, and Division.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml

activity_main.xml

```
(?xml version="1.0" encoding="utf-8"?>
```

```
android:layout_width="55dp"
android:layout_height="45dp"
android:layout_marginStart="227dp"
android:layout_marginTop="340dp"
android:layout_marginEnd="126dp"
android:layout_marginBottom="532dp"
android:text="C"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.135"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.0" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

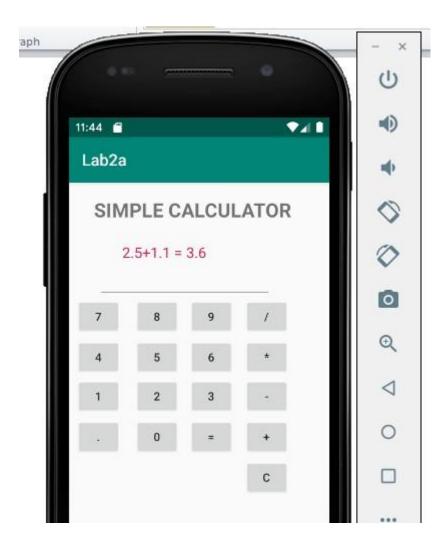
Following is the content of the modified main activity file src/MainActivity.java

MainActivity.java

```
protected void onCreate(Bundle savedInstanceState) {
```

```
public void onClick(View view) {
```

Output:



- 3. Create a SIGN Up activity with Username and Password. Validation of password should happen based on the following rules:
 - Password should contain uppercase and lowercase letters.
 - Password should contain letters and numbers.
 - Password should contain special characters.
 - Minimum length of the password (the default value is 8).

On successful SIGN UP proceed to the next Login activity. Here the user should SIGN IN using the Username and Password created during signup activity. If the Username and Password are matched then navigate to the next activity which displays a message saying "Successful Login" or else display a toast message saying "Login Failed". The user is given only two attempts and after that display a toast message saying "Failed Login Attempts"

and disable the SIGN IN button. Use Bundle to transfer information from one activity to another.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-</pre>
```

Following is the content of the modified src/MainActivity.java. After successful Sign Up activity, it moves to loginactivity.

MainActivity.java

```
}
}
```

Following is the content of res/layout/login_activity.xml. After successful login activity it moves to success activity.

login_activity.xml

```
encoding="utf-8"?>
```

login_activity.java

```
package com.example.lab3a;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
```

success.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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"</pre>
```

```
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".MainActivity">

android:id="@+id/textView"

    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="300dp"
    android:layout_marginTop="300dp"
    android:layout_marginEnd="189dp"
    android:layout_marginBottom="412dp"
    android:text="SUCCESSFULL LOGIN"
    android:textColor="@color/colorAccent"
    android:textSize="30sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<
```

success.java

```
package com.example.lab3a;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class success extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.success);
    }
}
```

Output:



4. Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds.

First, create the android application as discussed in "Create your First Android Application". Copy the images and save the images in the drawable folder. Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="CHANGING WALLPAPER APPLICATION"
        android:textColor="@color/colorAccent"
        android:textStyle="bold"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"</pre>
```

Save five images (jpg format) in the drawable folder. In this example one.jpg, two.jpg,three.jpg, four.jpg and five.jpg images are saved in drawable folder.

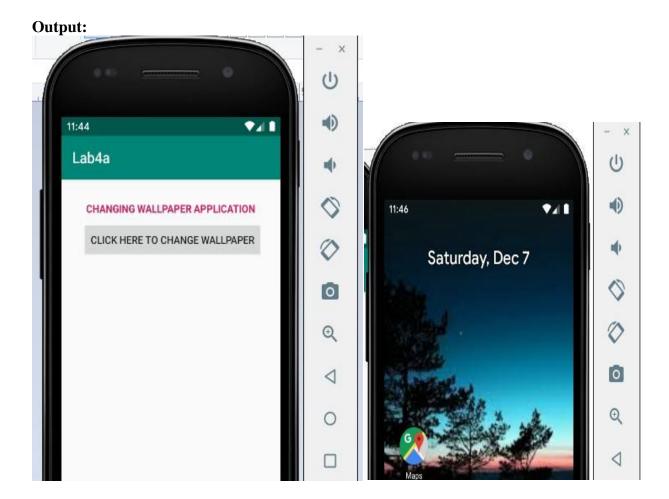
MainActivity.java

```
package com.example.lab4a;
import androidx.appcompat.app.AppCompatActivity;
import android.app.WallpaperManager;
import android.graphics.Bitmap;
import android.graphics.BitmapFactory;
import android.graphics.drawable.AnimationDrawable;
import android.graphics.drawable.BitmapDrawable;
import android.graphics.drawable.Drawable;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
import java.io.IOException;
import java.util.Timer;
import java.util.Timer;
import java.util.TimerTask;

public class MainActivity extends AppCompatActivity {

   Button changewallpaper;
   Timer mytimer;
   Drawable drawable;
   WallpaperManager wpm;
   int prev=1;

   @Override
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setOntentView(R.layout.activity.main);
}
```



5. Write a program to create an activity with two buttons START and STOP. On pressing of the START button, the activity must start the counter by displaying the numbers from One and the counter must keep on counting until the STOP button is pressed. Display the counter value in a TextView control.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

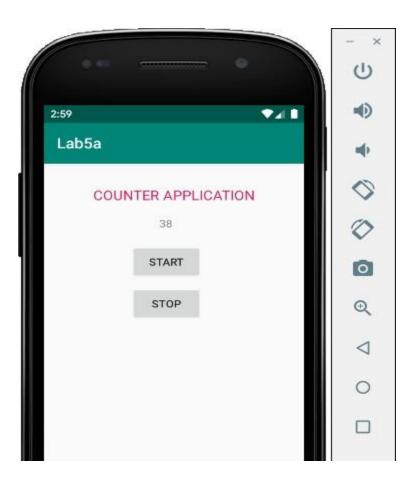
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="COUNTER_APPLICATION"
        android:textColor="@color/colorAccent"
        android:textSize="18sp"</pre>
```

```
/androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the modified src/MainActivity.java.

MainActivity.java

Output:



6. Create two files of XML and JSON type with values for City_Name, Latitude, Longitude, Temperature, and Humidity. Develop an application to create an activity with two buttons to parse the XML and JSON files which when clicked should display the data in their respective layouts side by side.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

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<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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    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">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_height="wrap_content"
        android:text="PARSING_XML_AND_JSON_DATA"</pre>
```

Following is the content of the modified src/MainActivity.java.

MainActivity.java

Navigate to the Project Option. Click on app \rightarrow scr \rightarrow main folder. Right click on main \rightarrow new \rightarrow Directory. Create a new directory named assets. Create a file example.json in the assets folder. Following is the content of the file assets/example.json

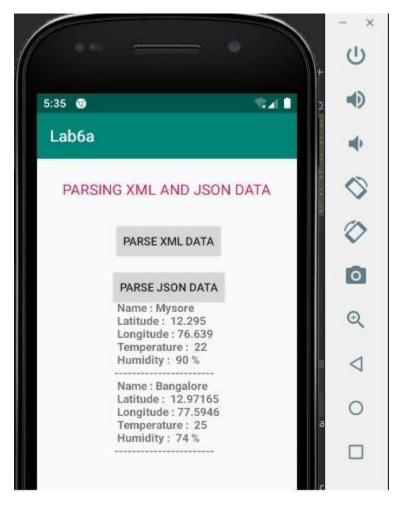
example.json

Create a file city.xml in the assets folder. Following is the content of the file assets/city.xml

city.xml

```
</records>
```

Output:



7. Develop a simple application with one EditText so that the user can write some text in it. Create a button called "Convert Text to Speech" that converts the user input text into voice.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

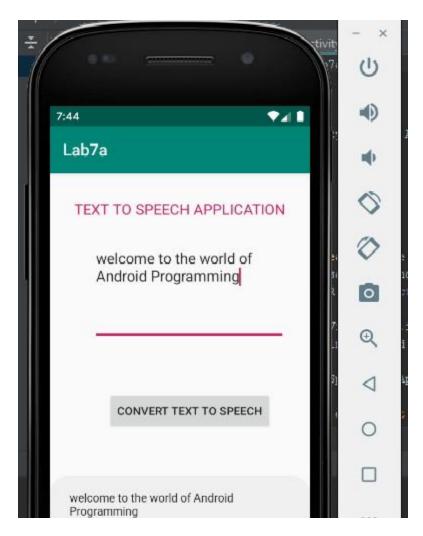
<TextView</pre>
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
package com.example.lab7a;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.speech.tts.TextToSpeech;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import java.util.Locale;
public class MainActivity extends AppCompatActivity {
```

Output



8. Create an activity like a phone dialer with CALL and SAVE buttons. On pressing the CALL button, it must call the phone number and on pressing the SAVE button it must save the number to the phone contacts.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

    <TextView
        android:layout_width="wrap_content"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_height="wrap_content"
        android:text="CALL_AND_SAVE_APPLICATION"</pre>
```

```
app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.0"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.0" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the modified src/MainActivity.java.

MainActivity.java

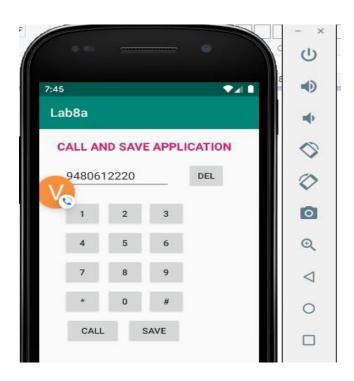
```
private void callatruntimepermission()
public void onRequestPermissionResult(int requestCode, @NonNull
```

Following is the uses-permission added to the AndroidManifest.xml.

AndroidManifest.xml

<uses-permission android:name="android.permission.CALL PHONE"> </uses-permission>

Output:



PART - B

1. Write a program to enter Medicine Name, Date and Time of the Day as input from the user and store it in the SQLite database. Input for Time of the Day should be either Morning or Afternoon or Evening or Night. Trigger an alarm based on the Date and Time of the Day and display the Medicine Name.

First, create the android application as discussed in "Create your First Android Application". On pressing the "Insert Data into the Database" Button it moves to the insertdata activity and on pressing the "Trigger an Alarm" it moves to the triggeralarm activity. Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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"</pre>
```

Following is the content of the res/layout/activity_insertdata.xml.

activity_insertdata.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"</pre>
```

```
android:layout_marginBottom="600dp" android:text="Time of the Day:" android:textSize="18sp"
```

```
android:layout_marginEnd="175dp"
/androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the res/layout/activity_triggeractivity.xml.

activity_triggeractivity.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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=".triggeractivity">

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Triggering an alarm"
    android:textColor="@color/colorAccent"
    android:textSize="18sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"</pre>
```

```
android:layout_marginBottom="600dp" android:text="Time of Day:" android:textSize="18sp"
```

Navigate to Android view. Right click on app \rightarrow New \rightarrow Android Resource Directory. Select the Resource type as raw and click \rightarrow OK. Save an examples.mp3 file in the raw directory.

Following is the content of the src/AlarmF.java to trigger an alarm.

AlarmF.java

```
package com.example.example1b;
import android.content.BroadcastReceiver;
import android.content.Context;
import android.content.Intent;
import android.media.MediaPlayer;
import android.widget.Toast;

public class AlarmF extends BroadcastReceiver {
    MediaPlayer mp;

    @Override
    public void onReceive(Context context, Intent intent) {

        mp=MediaPlayer.create(context, R.raw.examples);
        mp.start();
        Toast.makeText(context, "Alarm....", Toast.LENGTH_LONG).show();
    }
}
```

Following is the content of the src/insertdata.java to insert the data into the database.

insertdata.java

```
protected void onCreate(Bundle savedInstanceState) {
```

```
}
}
}
```

Following is the content of the src/Mainactivity.java

Mainactivity.java

Following is the content of the src/MedicineHelper.java that extends the SQLiteOpenHelper class.

MedicineHelper.java

```
package com.example.example1b;
import android.content.Context;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;

public class MedicineHelper extends SQLiteOpenHelper
{
```

```
public static String DATABASE_NAME="MEDICINE.db";
public static String MEDICINE_TABLE="Medicine";
public static String MEDICINE_COLUMN1 = "name";
public static String MEDICINE_COLUMN2 = "date";
public static String MEDICINE_COLUMN3 = "time";

public MedicineHelper(Context context, String name, SQLiteDatabase.CursorFactory factory, int version) {
    super(context, name, factory, version);
}

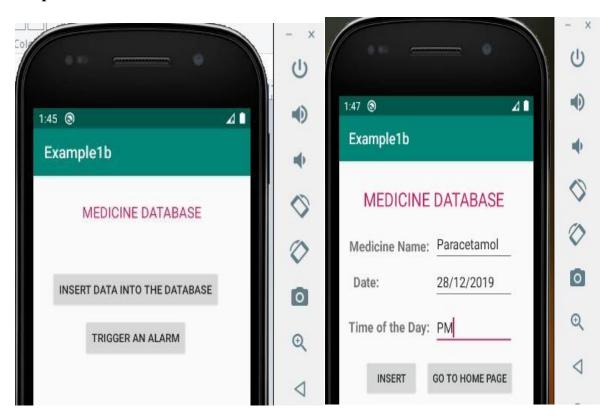
@Override
public void onCreate(SQLiteDatabase sqLiteDatabase) {
    sqLiteDatabase.execSQL("create table Medicine (name TEXT, date TEXT, time TEXT)");
}

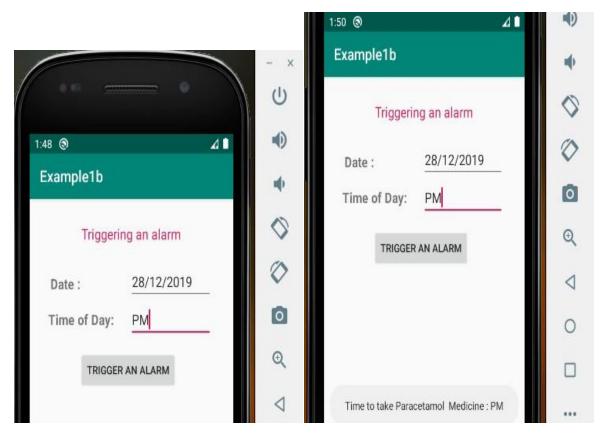
@Override
public void onUpgrade(SQLiteDatabase sqLiteDatabase, int i, int i1) {
}

@Override
public void onUpgrade(SQLiteDatabase sqLiteDatabase, int i, int i1) {
}
```

triggeractivity.java

Output:





2. Develop a content provider application with an activity called "Meeting Schedule" which takes Date, Time and Meeting Agenda as input from the user and store this information into the SQLite database. Create another application with an activity called "Meeting Info" having DatePicker control, which on the selection of a date should display the Meeting Agenda information for that particular date, else it should display a toast message saying "No Meeting on this Date".

Content Provider part

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="MEETING_SCHEDULE"
        android:textColor="@color/colorAccent"
        android:textSize="18sp"</pre>
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

Create a new java class file. Following is the content of the modified src/AgendaProvider.java that extends ContentProvider class.

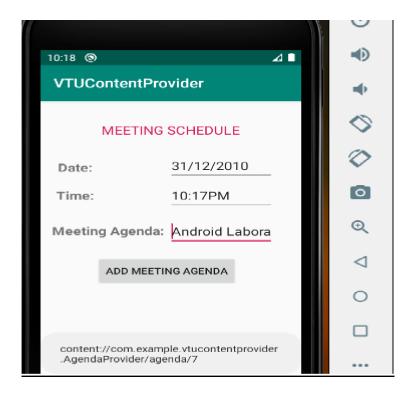
AgendaProvider.java

```
public class AgendaProvider extends ContentProvider {
       uriMatcher = new UriMatcher(UriMatcher.NO MATCH);
```

Following is the content of the src/MeetingDb.java that extends SQLiteOpenHelper class.

MeetingDb.java

Output:



Content Resolver part

Create another android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="MEETING INFO"
    android:textColor="@color/colorAccent"
    android:textSize="24sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintHorizontal_bias="0.457"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    a
```

```
android:layout_marginEnd="15dp"
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
protected void onCreate(Bundle savedInstanceState) {
```

```
String searchdate = txtdatepicker.getText().toString().trim();

String where="agenda_date=?";

Cursor cursor =

getContentResolver().query(Uri.parse("content://com.example.vtucontentprovider.AgendaP rovider/agenda"), mProjection, where, new String[]{searchdate},null);

txtddisplay.setText(" ");

String res = " ";

if(cursor.getCount() == 0)
{

Toast.makeText(getBaseContext(), "No Data Available",

Toast.LENGTH_LONG).show();
}

while(cursor != null && cursor.moveToNext())
{

String adate =

cursor.getString(cursor.getColumnIndex("agenda_date"));

String atime =

cursor.getString(cursor.getColumnIndex("agenda_time"));

String acontent =

cursor.getString(cursor.getColumnIndex("agenda_content"));

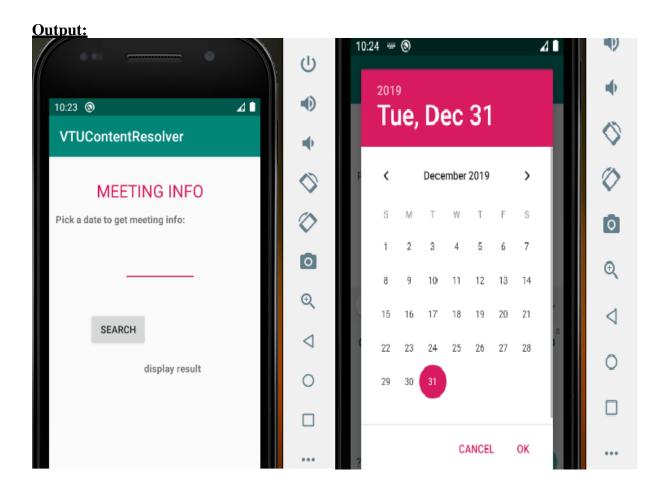
res = res + "\n" + adate +" "+ " " + atime + " " +

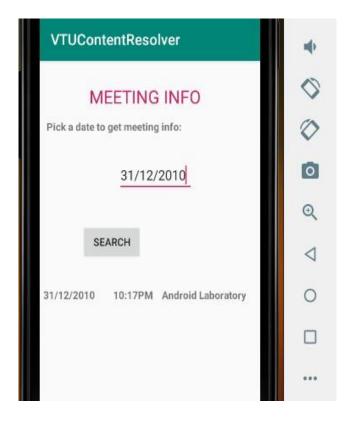
acontent;

Toast.makeText(getBaseContext(), res,

Toast.LENGTH_LONG).show();
}

txtdisplay.setText(res);
});
});
}
```





3. Create an application to receive an incoming SMS which is notified to the user. On clicking this SMS notification, the message content and the number should be displayed on the screen. Use appropriate emulator control to send the SMS message to your application.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding=</pre>
            app:layout_constraintRight_toRightOf="parent"
app:layout_constraintStart_toStartOf="parent"
```

```
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.0"
android:layout_marginLeft="90dp"
android:layout_marginRight="70dp" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
if (ContextCompat.checkSelfPermission(MainActivity.this,
```

Following is the content of the src/MySMSReceiver.java

MySMSReceiver.java

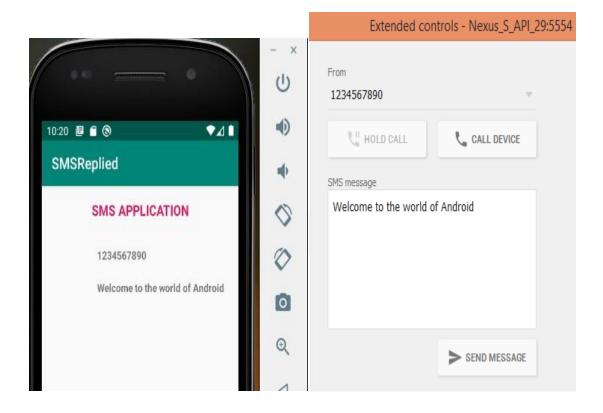
```
String senderNumber = null;
String senderMessage = null;
for(int i = 0; i < pdus.length; i++) {
        if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.M) {
            String format = bundle.getString("format");
            smsm[i] = SmsMessage.createFromPdu((byte[]) pdus[i], format);
        } else {
            smsm[i] = SmsMessage.createFromPdu((byte[]) pdus[i]);
        }

        Bundle b1 = new Bundle();
        b1.putString("number", smsm[i].getOriginatingAddress());
        b1.putString("content", smsm[i].getMessageBody());

        Intent smsIntent = new Intent(context, MainActivity.class);
        smsIntent.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK);
        smsIntent.putExtra("data", b1);
        context.startActivity(smsIntent);
    }
    Toast.makeText(context,sms_str ,Toast.LENGTH_LONG).show();
}
}
```

AndroidManifest.xml

Output: Run the emulator and click on Extended Controls (...). Select the Phone tab. Enter the phone number and the message and click \rightarrow Send



4. Write a program to create an activity having a Text box, and also Save, Open and Create buttons. The user has to write some text in the Text box. On pressing the Create button the text should be saved as a text file in MkSDcard. On subsequent changes to the text, the Save button should be pressed to store the latest content to the same file. On pressing the Open button, it should display the contents from the previously stored files in the Text box. If the user tries to save the contents in the Textbox to a file without creating it, then a toast message has to be displayed saying "First Create a File".

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

    <TextView
        android:layout_width="wrap_content"
        android:text="FILE APPLICATION"
        android:textColor="@color/colorAccent"
        android:textSize="24sp"
        android:textStyle="bold"
</pre>
```

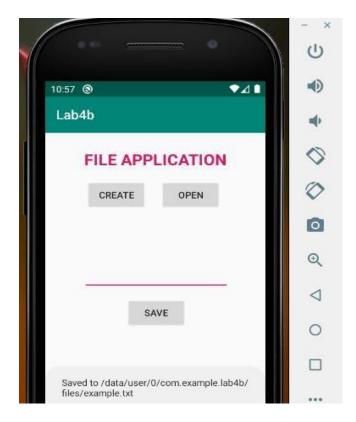
```
app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.041"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.058" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
InputStreamReader isr = new InputStreamReader(fis);
BufferedReader br = new BufferedReader(isr);
StringBuilder sb = new StringBuilder();
```

Output:



The example.txt file will be saved to /data/user/0/com.example.lab4b/files/example.txt. To check the existence of the file click on View \rightarrow Tool Windows \rightarrow Device File Explorer. In this window check the folder /data/user/0/com.example.lab4b/files.

5. Create an application to demonstrate a basic media player that allows the user to Forward, Backward, Play and Pause an audio. Also, make use of the indicator in the seek bar to move the audio forward or backward as required.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
android:textStyle="bold"
```

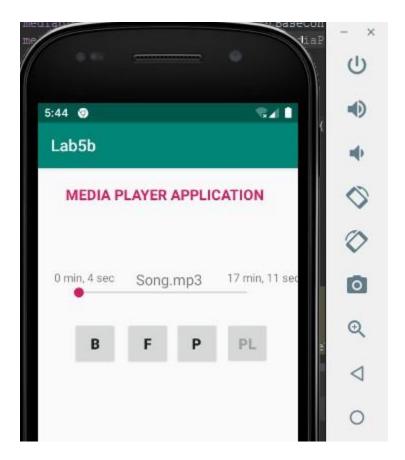
Navigate to Android view. Right click on app \rightarrow New \rightarrow Android Resource Directory. Select the Resource type as raw and click \rightarrow OK. Save Song.mp3 file in the raw directory.

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
package com.example.lab5b;
import androidx.appcompat.app.AppCompatActivity;
import android.media.MediaPlayer;
import android.os.Bundle;
import android.os.Handler;
import android.view.View;
```

Output:



6. Develop an application to demonstrate the use of Asynchronous tasks in android. The asynchronous task should implement the functionality of a simple moving banner. On pressing the Start Task button, the banner message should scroll from right to left. On pressing the Stop Task button, the banner message should stop. Let the banner message be "Demonstration of Asynchronous Task".

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintStart_toStartOf="parent"
android:layout_marginEnd="152dp"
```

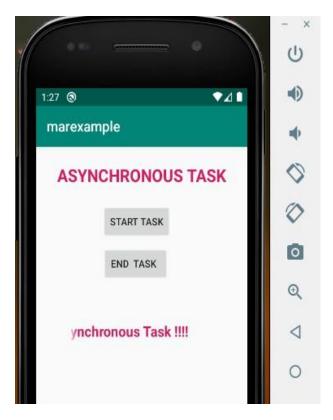
Following is the content of the modified src/MainActivity.java

MainActivity.java

```
package com.example.marexample;
import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.os.AsyncTask;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.TextView;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    TextView txtmarq;
    Button btnstart, btnstop;
```

Output:



7. Develop an application that makes use of the clipboard framework for copying and pasting of the text. The activity consists of two EditText controls and two Buttons to trigger the copy and paste functionality.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="CLIPBOARD_ACTIVITY"
        android:textColor="@color/colorAccent"
        android:textSize="18sp"
        android:textStyle="bold"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintHorizontal_bias="0.453"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.053" />
```

```
android:layout_marginBottom="596dp"
android:ems="10"
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

Output:



8. Create an AIDL service that calculates Car Loan EMI. The formula to calculate EMI is

 $E = P * (r(1+r)^n)/((1+r)^n-1)$

where

E = The EMI payable on the car loan amount

P = The Car loan Principal Amount

r =The interest rate value computed on a monthly basis

n = The loan tenure in the form of months

The down payment amount has to be deducted from the principal amount paid towards buying the Car. Develop an application that makes use of this AIDL service to calculate the EMI. This application should have four EditText to read the Principal Amount, Down Payment, Interest Rate, Loan Term (in months) and a button named as "Calculate Monthly EMI". On click of this button, the result should be shown in a TextView. Also, calculate the EMI by varying the Loan Term and Interest Rate values.

First, create the android application as discussed in "Create your First Android Application". Following is the content of the modified res/layout/activity_main.xml.

activity_main.xml

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>

```
android:layout_height="wrap_content" android:layout_marginStart="100dp"
```

```
app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.053"
    android:layout_marginLeft="220dp"
    android:layout_marginRight="303dp" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Following is the content of the modified src/MainActivity.java

MainActivity.java

```
}
});

Intent it = new Intent(this, CarService.class);
bindService(it, sconnection, BIND_AUTO_CREATE);
}

ServiceConnection sconnection = new ServiceConnection() {
    @Override
    public void onServiceConnected(ComponentName name, IBinder service) {
        Toast.makeText(getBaseContext(), "Service

Connected", Toast.LENGTH_LONG).show();
        cService = ICarService.Stub.asInterface(service);
}

@Override
    public void onServiceDisconnected(ComponentName name) {
    }
};
```

Navigate to Android view. Right click on app \rightarrow New \rightarrow AIDL \rightarrow AIDL file. Save the interface as ICarService.aidl. Following is the modified content of the file ICarService.aidl

ICarService.aidl

```
// ICarService.aidl
package com.example.aidldemo;

// Declare any non-default types here with import statements
interface ICarService {
    float carcal(in float pa, in float dp, in float ir, in int lt);
}
```

Create a new java class file and name it as CarService.java. Following is the content of src/CarService.java

CarService.java

```
package com.example.aidldemo;
import android.app.Service;
import android.content.Intent;
import android.os.IBinder;
import android.os.RemoteException;

public class CarService extends Service {
   public CarService() {
   }

   @Override
   public IBinder onBind(Intent intent) {
        // TODO: Return the communication channel to the service.
        return stub;
   }

   ICarService.Stub stub = new ICarService.Stub() {
```

Output:

