ANDROID LAB MANUAL

Program 1. Introducing different Android development tools and developing Hello World application.

Solution

Step 1 open the android studio.

Step 2 create a new project by name my application.

Step 3 choose empty activity

There it opens .XML file and .java file

Xml file:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
xmlns:android="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">
    <TextView
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="Hello World!"
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
.java file
```

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

program 2.

Develop an android application to investigate the activity life cycle.

Step 1 start the android studio

Step 2 create a new project by name activity_test

Step3 choose empty activity

Their it opens .xml file and .java file

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout width="match parent"
    <EditText
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout marginStart="16dp"
        android:autofillHints=""
        android:ems="10"
        android:inputType="textPersonName"
app:layout constraintBaseline toBaselineOf="@+id/button"
        app:layout constraintLeft toLeftOf="parent"
        tools:layout constraintBaseline creator="1"
        tools:layout constraintLeft creator="1" />
    <Button
        android:id="@+id/button"
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout marginStart="8dp"
        android:layout_marginLeft="8dp"
        android:layout marginTop="16dp"
        android:onClick="onSubmit"
        android:text="@string/submit"
        app:layout constraintLeft toRightOf="@+id/editText"
        app:layout_constraintTop toTopOf="parent"
        tools:ignore="OnClick, RtlHardcoded"
        tools:layout constraintTop creator="1" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

mainactivity.java file

```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.util.Log;
import android.view.View;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
    EditText txt;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        setContentView(R.layout.activity main);
    public void display(View view)
        String name;
        txt = (EditText) findViewById(R.id.editText);
        name = txt.getText().toString();
        String str="Good Afternoon : " + name;
        Toast.makeText(getApplicationContext(), str,
Toast.LENGTH LONG) .show();
    public void onStart()
        Log.d(tag, "In onStart() function");
    public void onResume()
        super.onResume();
        Log.d(tag, "In onResume() function");
    public void onPause() {
        super.onPause();
        Log.d(tag, "In onPause() function");
    public void onRestart()
        Log.d(tag, "In onRestart() function");
    public void onDestroy() {
        super.onDestroy();
```

```
Log.d(tag, "In onDestroy() function");
}

public void onSubmit(View view) {
   }
}
```

program 3.

Develop an android application to investigate the fragments.

- 1. Using Android Studio, create a new Android project and name it Fragments.
- 2. Choose basic activity
- 3. It opens main activity.java, .XML, firstfragment.java, second fragment.java.

Solution:

```
package com.example.myapplication;
import android.os.Bundle;
import com.google.android.material.snackbar.Snackbar;
import androidx.appcompat.app.AppCompatActivity;
import androidx.navigation.NavController;
import androidx.navigation.ui.AppBarConfiguration;
import androidx.navigation.ui.NavigationUI;
com.example.myapplication.databinding.ActivityMainBinding;
public class MainActivity extends AppCompatActivity {
   private AppBarConfiguration appBarConfiguration;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
```

```
ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());
        setSupportActionBar(binding.toolbar);
        NavController navController =
Navigation. findNavController(this,
AppBarConfiguration.Builder(navController.getGraph()).build();
        NavigationUI.setupActionBarWithNavController(this,
        binding.fab.setOnClickListener(new
View.OnClickListener() {
            @Override
            public void onClick(View view) {
action", Snackbar.LENGTH LONG)
                        .setAction("Action", null).show();
    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.menu main, menu);
    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        return super.onOptionsItemSelected(item);
    @Override
```

activity main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.coordinatorlayout.widget.CoordinatorLayout</pre>
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout width="match parent"
    <com.google.android.material.appbar.AppBarLayout</pre>
        android:layout width="match parent"
        android:layout height="wrap content"
android: theme="@style/Theme.MyApplication.AppBarOverlay">
        <androidx.appcompat.widget.Toolbar</pre>
            android:id="@+id/toolbar"
            android:layout width="match parent"
            android:layout height="?attr/actionBarSize"
            android:background="?attr/colorPrimary"
app:popupTheme="@style/Theme.MyApplication.PopupOverlay" />
    </com.google.android.material.appbar.AppBarLayout>
    <include layout="@layout/content main" />
<com.google.android.material.floatingactionbutton.FloatingActi</pre>
onButton
        android:id="@+id/fab"
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:layout gravity="bottom|end"
        android:layout marginEnd="@dimen/fab margin"
        android:layout marginBottom="16dp"
        app:srcCompat="@android:drawable/ic dialog email" />
</androidx.coordinatorlayout.widget.CoordinatorLayout>
```

```
package com.example.myapplication;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.ViewGroup;
import androidx.annotation.NonNull;
import androidx.fragment.app.Fragment;
import androidx.navigation.fragment.NavHostFragment;
com.example.myapplication.databinding.FragmentFirstBinding;
public class FirstFragment extends Fragment {
    private FragmentFirstBinding binding;
    @Override
    public View onCreateView(
           LayoutInflater inflater, ViewGroup container,
            Bundle savedInstanceState
        binding = FragmentFirstBinding.inflate(inflater,
        return binding.getRoot();
    public void onViewCreated(@NonNull View view, Bundle
savedInstanceState) {
        super.onViewCreated(view, savedInstanceState);
        binding.buttonFirst.setOnClickListener(new
View.OnClickListener() {
            @Override
            public void onClick(View view) {
NavHostFragment.findNavController(FirstFragment.this)
.navigate(R.id.action FirstFragment to SecondFragment);
    @Override
    public void onDestroyView() {
        super.onDestroyView();
```

}

second fragment.java

```
package com.example.myapplication;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import androidx.annotation.NonNull;
import androidx.fragment.app.Fragment;
import androidx.navigation.fragment.NavHostFragment;
import
com.example.myapplication.databinding.FragmentSecondB
inding;
public class SecondFragment extends Fragment {
    private FragmentSecondBinding binding;
    @Override
    public View onCreateView(
            LayoutInflater inflater, ViewGroup
container,
            Bundle savedInstanceState
FragmentSecondBinding.inflate(inflater, container,
false);
        return binding.getRoot();
    public void onViewCreated (@NonNull View view,
Bundle savedInstanceState) {
        super.onViewCreated(view,
savedInstanceState);
```

```
binding.buttonSecond.setOnClickListener(new
View.OnClickListener() {
          @Override
          public void onClick(View view) {

NavHostFragment.findNavController(SecondFragment.this)

.navigate(R.id.action_SecondFragment_to_FirstFragment);
      }
   });
}

@Override
public void onDestroyView() {
    super.onDestroyView();
    binding = null;
}
```

4. Develop an android application to create user interfaces with different layouts and views.

Using the HelloWorld project, you created in Chapters 1 and 2, create a new layout resource file for your

application, add a Frame Layout to the new layout resource, and finally place a Text View within the

Frame Layout.

- 1. Open the HelloWorld project in Android Studio.
- 2. Right-click the res/layout folder and add a new layout resource file. Name the file framelayout_example.xml.
- 4. Using the design panel, drag the Frame Layout and place it anywhere on the device screen.
- 5. Using the design panel, drag a Plain Text View and place it in the Frame Layout.
- 6. Type some text into the Plain Text View.

XML.java

```
<?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="Hello World!"
    app:layout constraintBottom toBottomOf="parent"
    app:layout constraintEnd toEndOf="parent"
    app:layout constraintHorizontal bias="0.473"
    app:layout constraintStart toStartOf="parent"
    app:layout constraintTop toTopOf="parent"
    app:layout constraintVertical bias="0.918" />
<LinearLayout
    android:layout width="409dp"
    android:layout height="652dp"
    android:orientation="vertical"
    tools:layout editor absoluteX="1dp"
    tools:layout editor absoluteY="1dp">
    <EditText
        android:id="@+id/editTextTextPersonName"
        android:layout width="match parent"
        android:layout height="wrap content"
        android:ems="10"
        android:inputType="textPersonName"
        android:text="Name" />
    <EditText
        android:id="@+id/editTextTextPersonName2"
        android:layout width="match parent"
        android:layout height="wrap content"
        android:inputType="textPersonName"
        android:text="Name" />
    <EditText
        android:id="@+id/editTextTextPersonName3"
        android:layout width="match parent"
        android:layout height="wrap content"
        android:inputType="textPersonName"
        android:text="Name" />
    <LinearLayout
        android:layout width="match parent"
        android:layout height="match parent"
        android:orientation="vertical">
        <LinearLayout
            android:layout width="match parent"
            android:layout height="match parent"
```

```
<Button
                    android:id="@+id/button4"
                    android:layout width="wrap content"
                    android:layout height="wrap content"
                    android:layout weight="1"
                    android:text="Button" />
                <Button
                    android:id="@+id/button5"
                    android:layout width="wrap content"
                    android:layout height="wrap content"
                    android:layout weight="1"
                <Button
                    android:id="@+id/button6"
                    android:layout width="wrap content"
                    android:layout height="wrap content"
                    android:layout weight="1"
            </LinearLayout>
        </LinearLayout>
    </LinearLayout>
</androidx.constraintlayout.widget.ConstraintLayout>
```

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

5. Develop an android application to create a Registration form using appropriate widgets.

Step 1 create a new android project with empty activity Step 2 xml file drag and drop

Step 3 main activity.java fill the properties

```
6. <?xml version="1.0" encoding="utf-8"?>
  <androidx.constraintlayout.widget.ConstraintLayout</pre>
  xmlns:android="http://schemas.android.com/apk/res/android"
      android:layout width="match parent"
      android:layout height="match parent"
      tools:context="com.example.applicationform.MainActivity"
      tools:layout editor absoluteY="81dp"
      tools:layout editor absoluteX="0dp">
      <TextView
          android:id="@+id/textView"
          android:layout width="0dp"
          android:layout height="33dp"
          android:layout marginEnd="13dp"
          android:layout marginStart="13dp"
          android:text="Register"
          android:textAlignment="center"
          tools:layout constraintTop creator="1"
          tools:layout constraintRight creator="1"
          tools:layout constraintBottom creator="1"
          app:layout constraintBottom toTopOf="@+id/editText"
          android:layout marginTop="34dp"
          tools:layout constraintLeft creator="1"
          android:layout marginBottom="27dp"
          app:layout constraintLeft toLeftOf="parent"
          app:layout_constraintTop toTopOf="parent" />
      <EditText
          android:id="@+id/editText"
          android:layout width="wrap content"
          android: layout height = "wrap content"
          android:layout marginStart="42dp"
          android:ems="10"
          android:inputType="text|textPersonName"
          tools:layout constraintBottom creator="1"
          app:layout constraintBottom toTopOf="@+id/editText2"
          tools:layout constraintLeft creator="1"
          android:layout marginBottom="27dp"
          app:layout constraintLeft toLeftOf="@+id/textView"
      <EditText
```

```
android:id="@+id/editText2"
     android:layout width="wrap content"
     android:layout height="wrap content"
     android:ems="10"
     android:hint="Password"
     android:inputType="textPassword|textWebPassword"
     tools:layout constraintRight creator="1"
     tools:layout constraintBottom creator="1"
     app:layout constraintBottom toTopOf="@+id/editText3"
   android:inputType="textPassword|textWebPassword"
   tools:layout constraintRight creator="1"
<EditText
   android:inputType="phone"
   android:ems="10"
   android:inputType="textEmailAddress|textWebEmailAddress"
   app:layout constraintLeft toLeftOf="@+id/editText4" />
   android:layout height="wrap content"
```

```
android:layout_marginEnd="48dp"
android:onClick="verify_reg"
android:text="SUBMIT"
    tools:layout_constraintRight_creator="1"
    tools:layout_constraintBottom_creator="1"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintRight_toRightOf="@+id/editText5"

    android:layout_marginBottom="18dp" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

```
package com.example.applicationform;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
    public static boolean isValidEmailAddress(String mail) {
        return mail.matches(emailPattern);
    public void verify reg(View view) {
        pwd = (EditText) findViewById(R.id.editText2);
        cpwd = (EditText) findViewById(R.id.editText3);
        phno = (EditText)findViewById(R.id.editText4);
        email = (EditText) findViewById(R.id.editText5);
        if (uname.getText().toString().isEmpty() | |
pwd.getText().toString().isEmpty() ||
                cpwd.getText().toString().isEmpty() ||
phno.getText().toString().isEmpty() ||
                email.getText().toString().isEmpty()) {
            Toast.makeText(this, "Please Enter all the
details...", Toast.LENGTH LONG).show();
        else if (pwd.getText().toString().length() <= 8) {</pre>
  characters...", Toast. LENGTH LONG) .show();
```

6. Develop an android application to embed Picker Views in an activity.

Step1 create an android project with java as programming language

Step 2 choose empty activity

Step 3 write the xml file with linear layout

Step 4 write the mainactivity.java file

```
import androidx.appcompat.app.AppCompatActivity;
import android.app.TimePickerDialog;
import android.os.Bundle;
import android.widget.DatePicker;
import android.widget.TimePicker;
import android.widget.Toast;
import java.util.Date;
public class MainActivity extends AppCompatActivity {
        TimePicker timePicker;
        @Override
        public void onCreate(Bundle savedInstanceState) {
            super.onCreate(savedInstanceState);
            setContentView(R.layout.activity main);
            timePicker = (TimePicker)
findViewById(R.id.timePicker);
            timePicker.setIs24HourView(true);
            datePicker = (DatePicker)
findViewById(R.id.datePicker);
        private TimePickerDialog.OnTimeSetListener
                new TimePickerDialog.OnTimeSetListener()
                    public void onTimeSet(
                            TimePicker view, int hourOfDay,
int minuteOfHour)
                        minute = minuteOfHour;
                        SimpleDateFormat timeFormat = new
SimpleDateFormat("hh:mm aa");
                        Date date = new Date();
                        String strDate =
                        Toast.makeText(getBaseContext(),
strDate,
```

7 Develop an android application on using implicit & Develop amplicit Intents.

Step 1 create a new android project with empty activity

Step 2 .xml file

```
<androidx.constraintlayout.widget.ConstraintLayout</pre>
   android:layout width="match parent"
    android:layout height="match parent"
    <Button
        android:id="@+id/button"
        android:layout width="wrap content"
        android:layout height="wrap_content"
        android:onClick="displayContacts"
        tools:layout constraintTop creator="1"
        android:layout marginStart="27dp"
        android:layout_marginTop="12dp"
        tools:layout constraintLeft creator="1"
        app:layout constraintLeft toLeftOf="parent"
        app:layout constraintTop toTopOf="parent"
        android:layout marginLeft="27dp" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Step 3 main activity.java

```
package com.example.intents;
import androidx.appcompat.app.AppCompatActivity;
```

```
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.view.View;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

    public void displayContacts(View view) {
        Intent i= new Intent(Intent.ACTION_VIEW);
        i.setData(Uri.parse("content://contacts/people"));
        startActivity(i);
    }
}
```

output:

8. Develop an android application to utilize Action bar.

Step 1 create an android project with basic activity

Step 2 mainactivity.java

```
package com.example.myactionbar;
import android.os.Bundle;
import android.view.Menu;
import android.view.View;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
import androidx.appcompat.widget.Toolbar;
com.google.android.material.floatingactionbutton.FloatingActio
nButton;
import com.google.android.material.snackbar.Snackbar;
public class MainActivity extends AppCompatActivity {
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        Toolbar toolbar = (Toolbar)
findViewById(R.id.toolbar);
```

```
setSupportActionBar(toolbar);
findViewById(R.id.fab);
            @Override
            public void onClick(View view) {
                Snackbar.make(view,
action", Snackbar. LENGTH LONG)
    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        CreateMenu (menu);
    private void CreateMenu (Menu menu)
        MenuItem mnu1 = menu.add(0, 0, 0, "Item 1");
mnul.setShowAsAction(MenuItem.SHOW AS ACTION IF ROOM);
        MenuItem mnu2 = menu.add(0, 1, 1, "Item 2");
            mnu2.setIcon(R.mipmap.ic launcher);
mnu2.setShowAsAction (MenuItem.SHOW AS ACTION IF ROOM);
        MenuItem mnu3 = menu.add(0, 2, 2, "Item 3");
            mnu3.setIcon(R.mipmap.ic launcher);
mnu3.setShowAsAction(MenuItem.SHOW AS ACTION IF ROOM);
        MenuItem mnu4 = menu.add(0, 3, 3, "Item 4");
mnu4.setShowAsAction(MenuItem.SHOW AS ACTION IF ROOM);
mnu5.setShowAsAction(MenuItem.SHOW AS ACTION IF ROOM);
```

```
private boolean MenuChoice (MenuItem item)
     switch (item.getItemId()) {
                      Toast. LENGTH LONG) . show();
                      Toast.LENGTH LONG) .show();
                      Toast.LENGTH LONG) .show();
             Toast.makeText(this, "You clicked on Item 5",
public boolean onOptionsItemSelected(MenuItem item) {
```

output: