**Android Studio**

**Manifest :**

For front end dev code .

For classes and activities declaration .

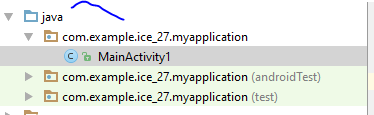


Icon theme also here ^.

Permissions also here ^ (Priveleges)

**Java :**

Main java files .



**Res :**

Drawable :

For images .

Layout :

For storing xml files . (System design)

**Mipmap :**

For logos images of the app

# Add images for every devices #

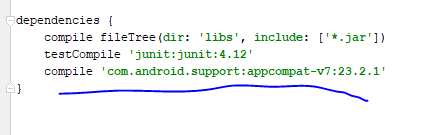
**Values :**

Colors :

Adds colors to every component.

**Gradle :**

Compiles everything and makes apk.



Imports library

**Text View :**

To Show output in a field type view :

Layout :

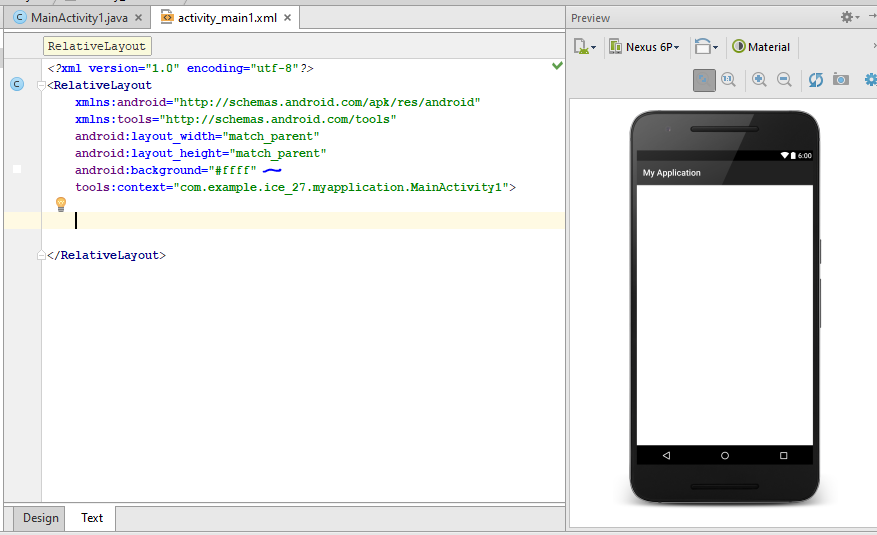
<RelativeLayout

</RelativeLayout>

#opening and closing

**Background change :**

android:background=”color\_in\_hexa”



**Text View :**

android:layout\_width=”wrap\_content”

wrap\_content : will adjust element according to their quantity.

Adjust height and width by :

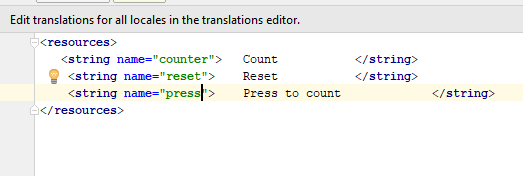
android:layout\_width=”50dp” or px

android:layout\_height=”50dp” or px

ctrl + space for more options

**String Resources :**

Define strings in strings.xml in values



Call them with names :



**Java file :**

**public class** MainActivity1 **extends** AppCompatActivity { #main class   
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main1***); # links to execute xml file  
 }  
}

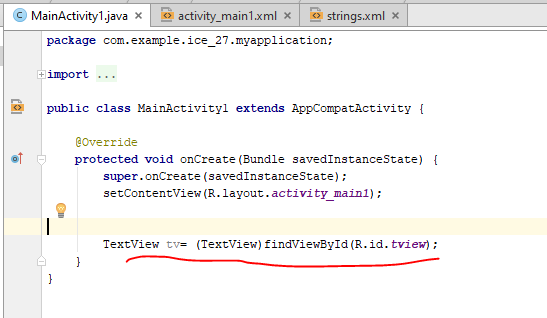
**Linking java with xml :**

Create object of instance

TextView tv =

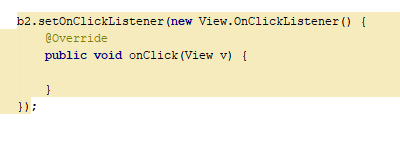
TextView tv = findViewbyId(R.id.”id”);

TextView tv =(TextView) findViewbyId(R.id.”id”);

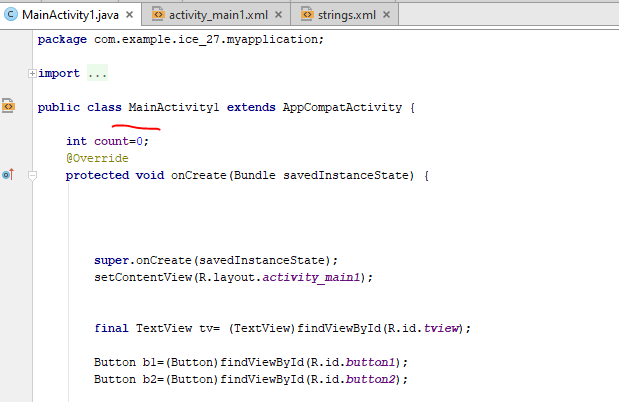


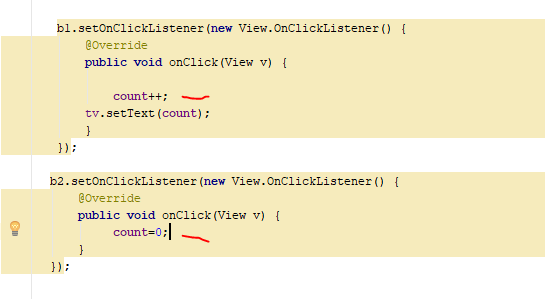
**Applying action listeners on buttons :**



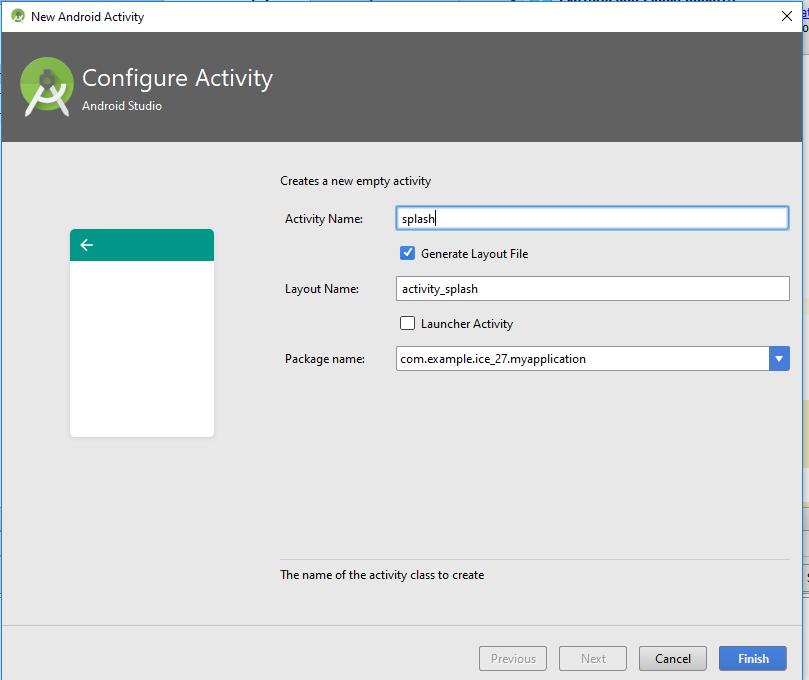


**Setting Count value :**

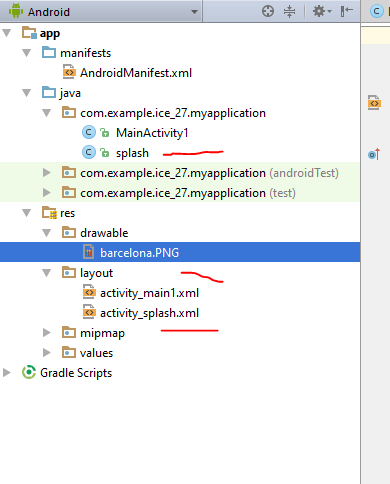




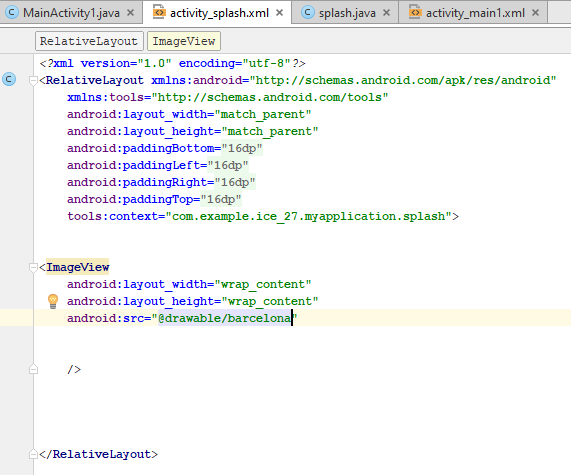
**Splash Screen :**



Pasting logo in drawable

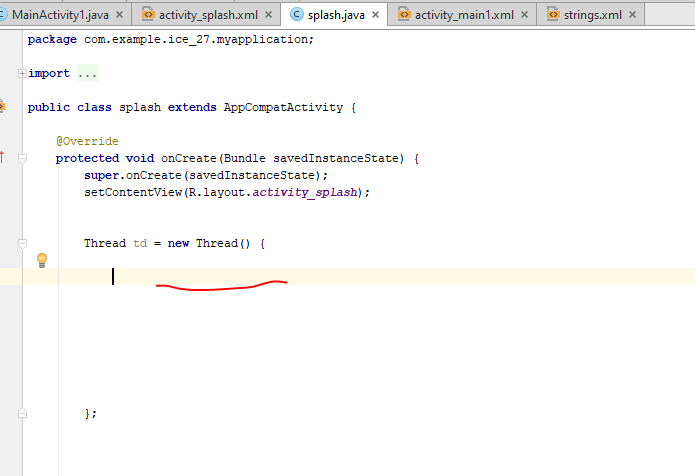


Setting logo in splash.xml

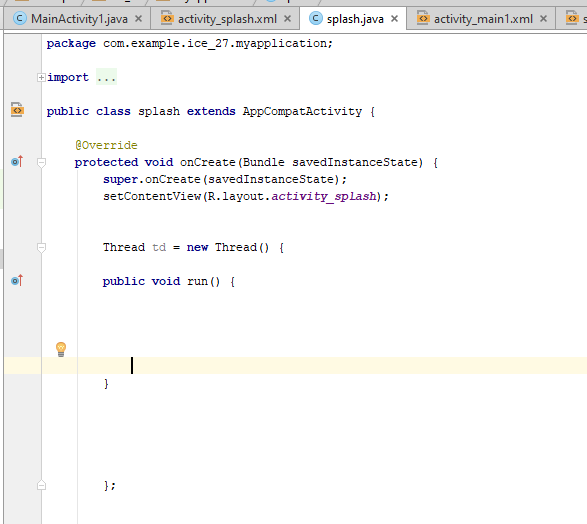


**Setting up splash screen :**

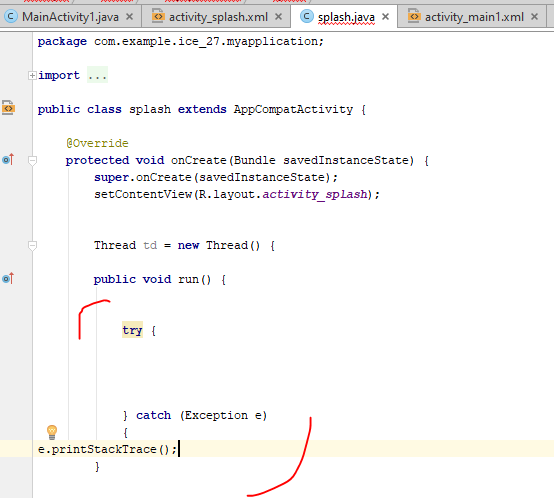
Create a thread for execution management



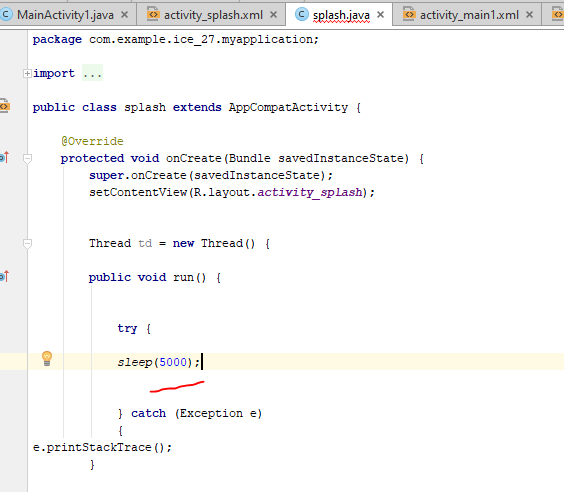
Using thread function :



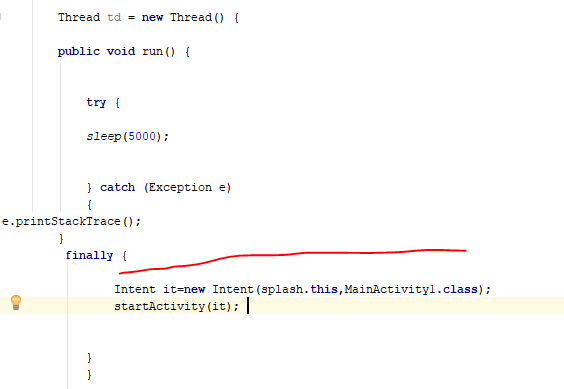
Making try catch blocks for future errors



Writing sleep for screen delay which is in mili seconds .

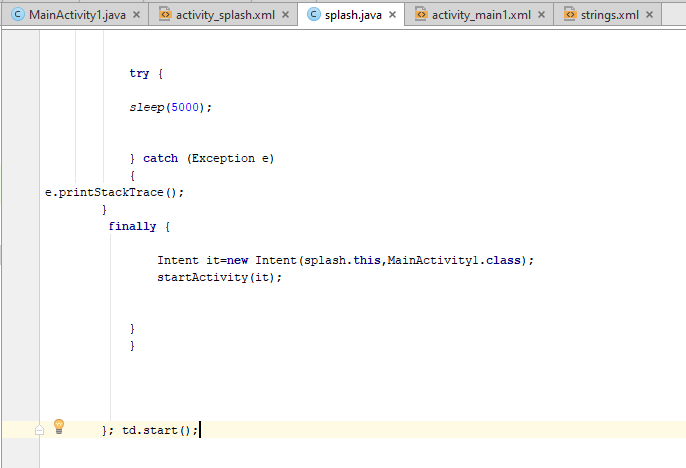


Creating intent for switching screen :



Splash.this is current screen & MainActivity1.class is target screen.

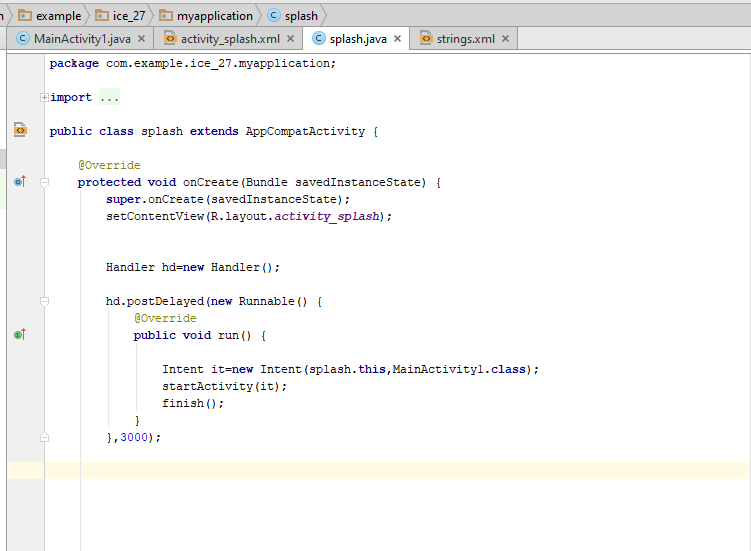
**Starting thread :**



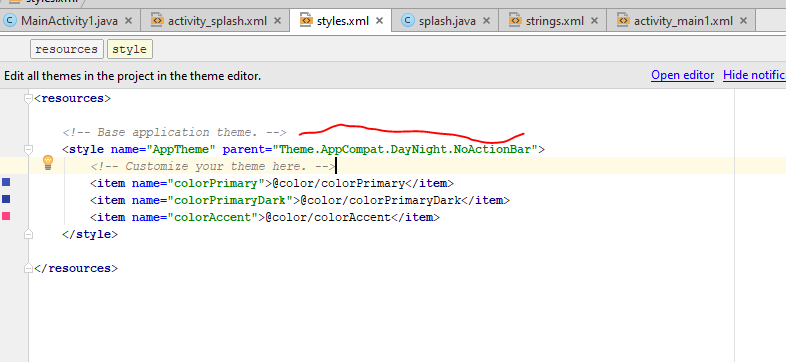
**Setting splash as page 1**



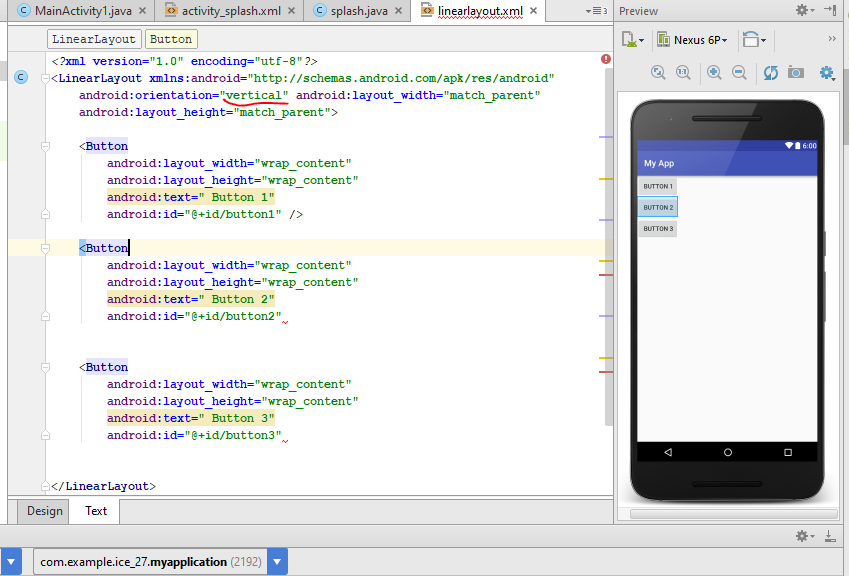
**Alternative Method :**

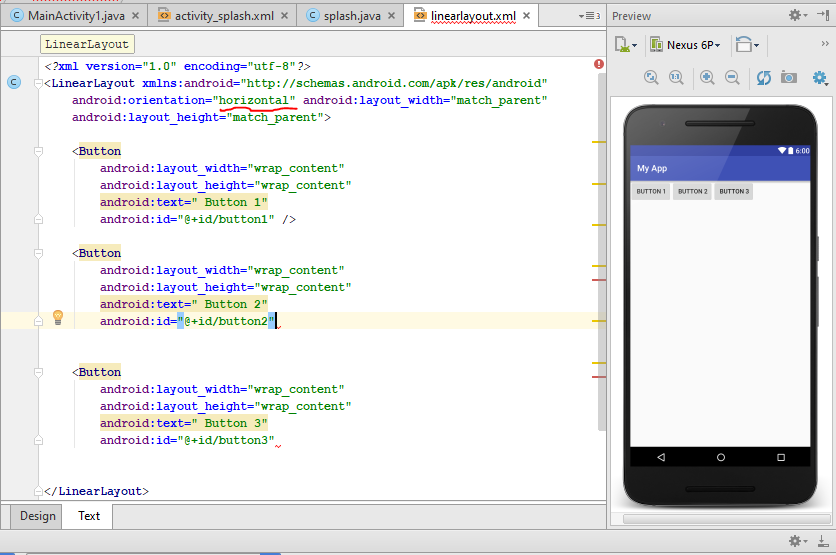


**Remove action bar :**



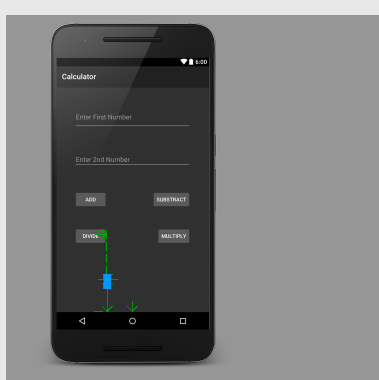
**Linear Layout :**





**Calculator :**

Create layout :

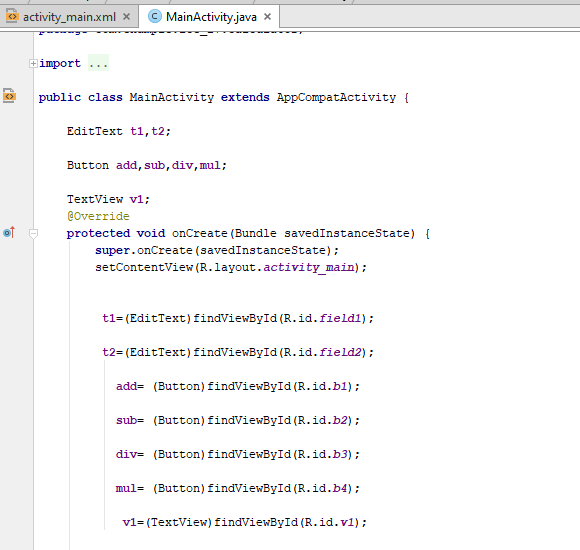


Assign Ids :

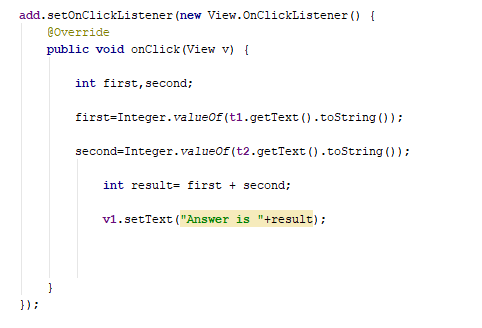




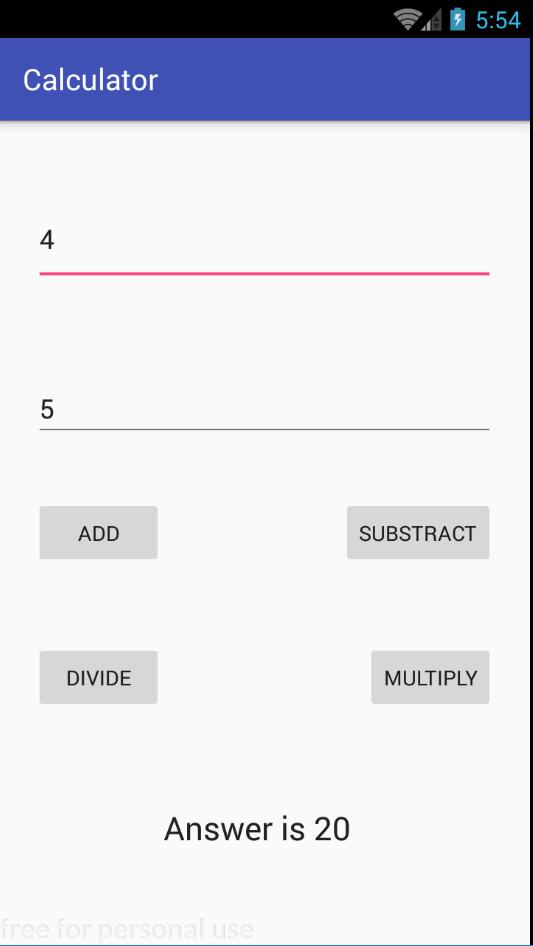
Create objects :



Assign action listeners :

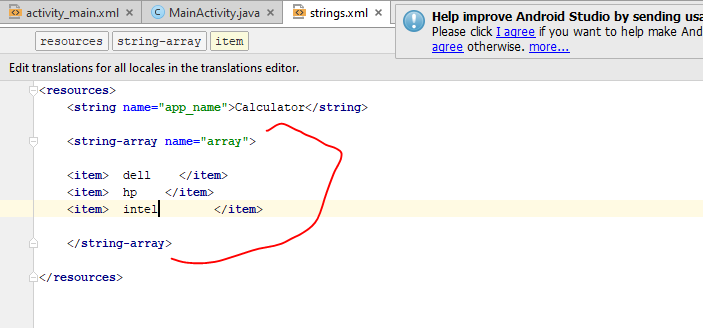


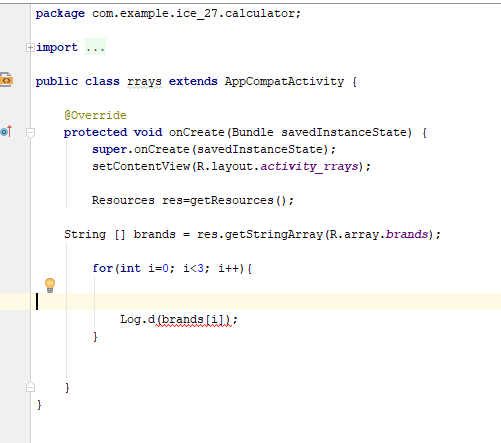
**Output :**



**Static Arrays :**

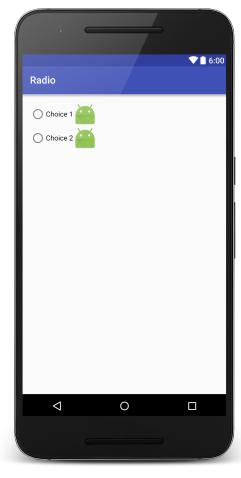
Go in res in strings.xml



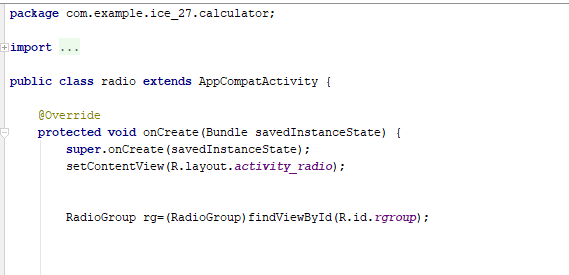


**Radio Buttons :**

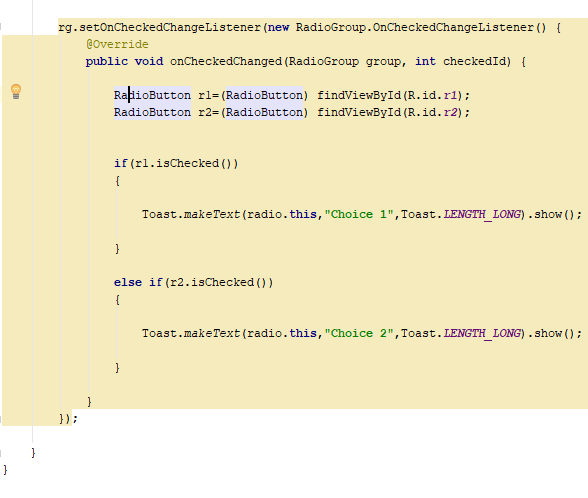




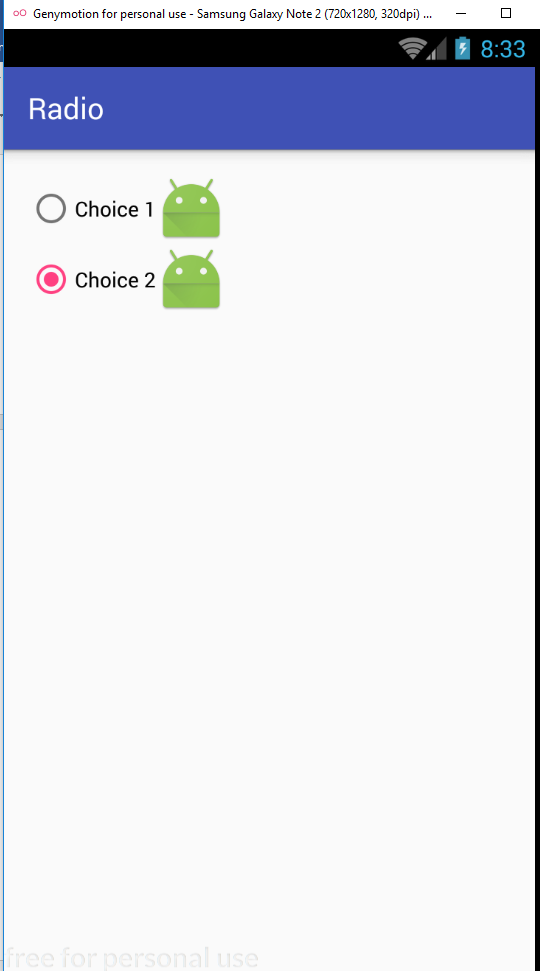
**Making object of Radio group :**



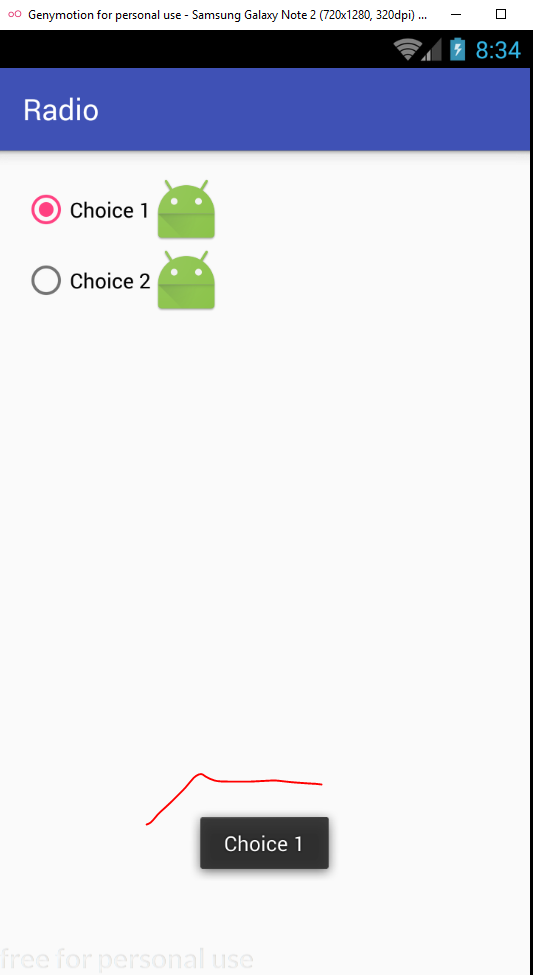
**On checked changed listener :**



**Radio button objects are made within the on checked function .**



**This is toast**



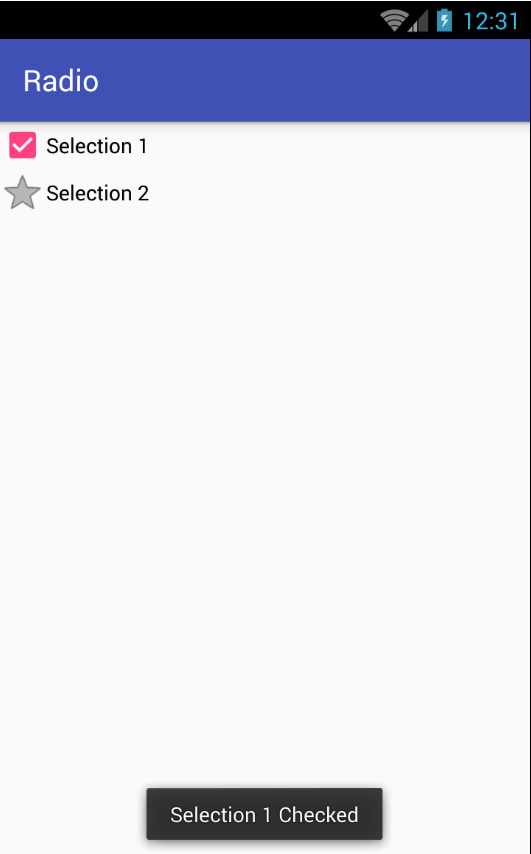
**Check Box :**

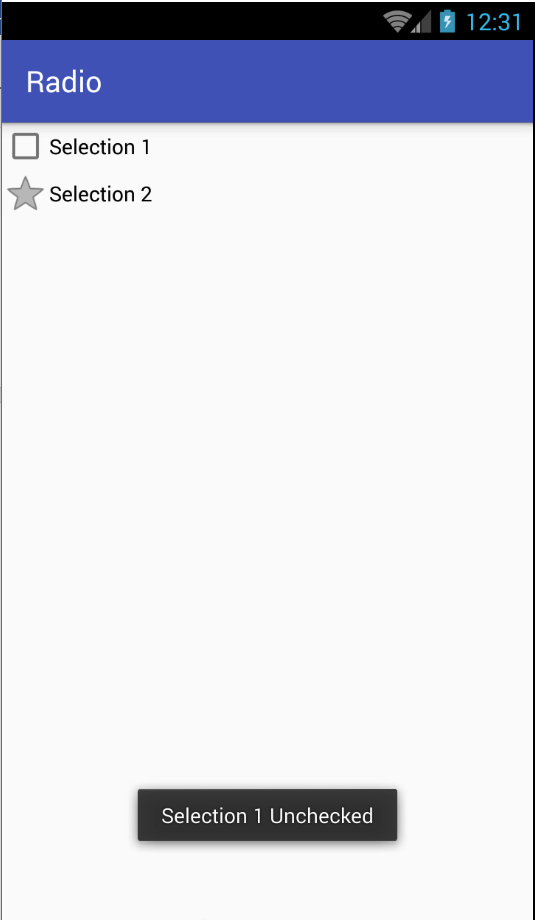
Creating view



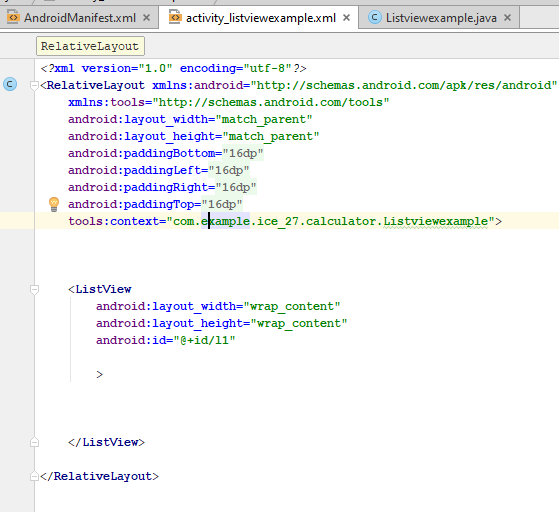
Creating objects :



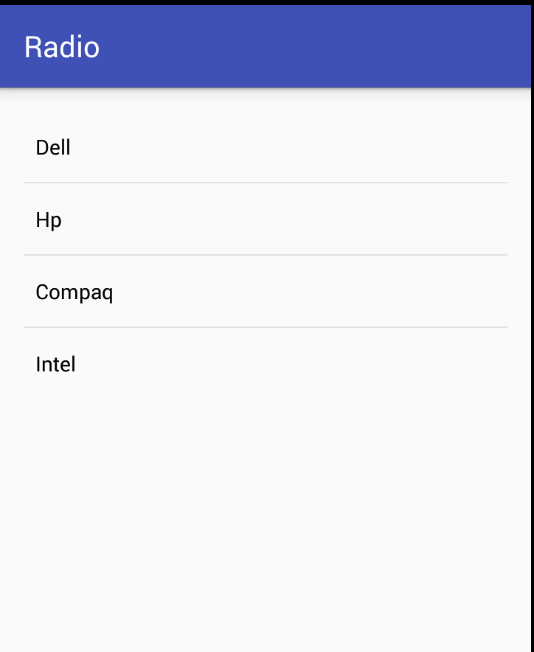




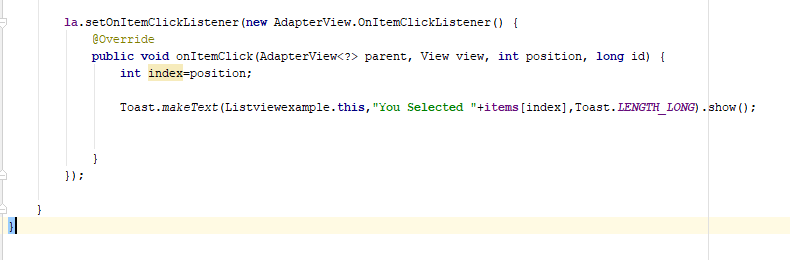
**List View :**



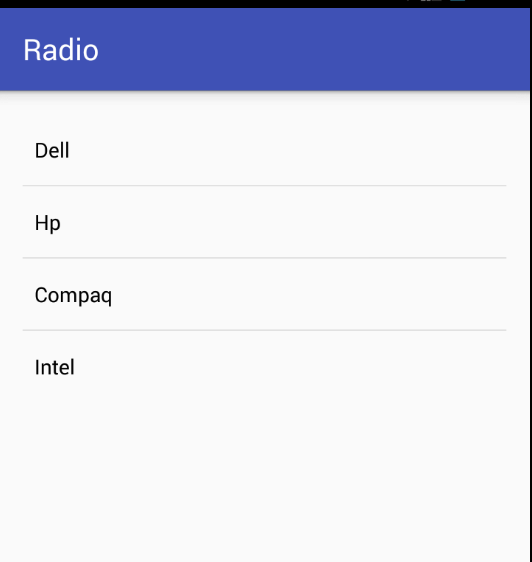
Array Adapter gets data from the array then forward the data in the list view .

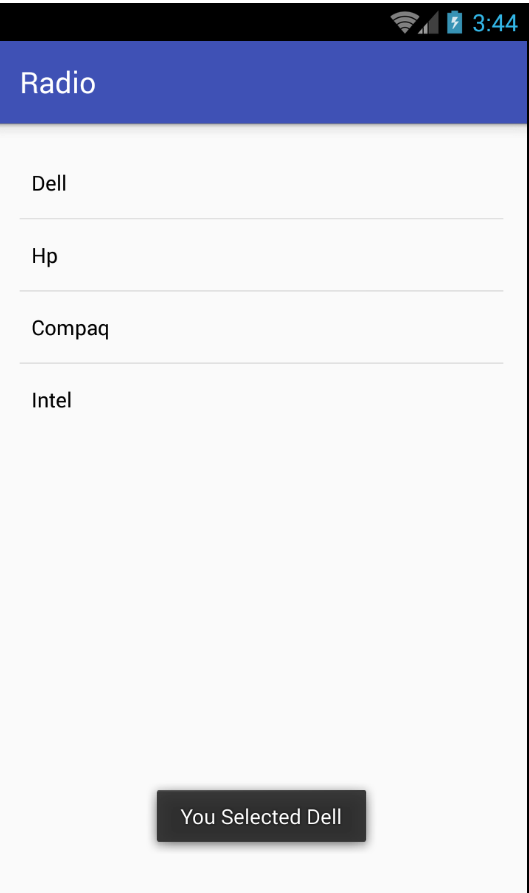


**Making List on click listeners :**

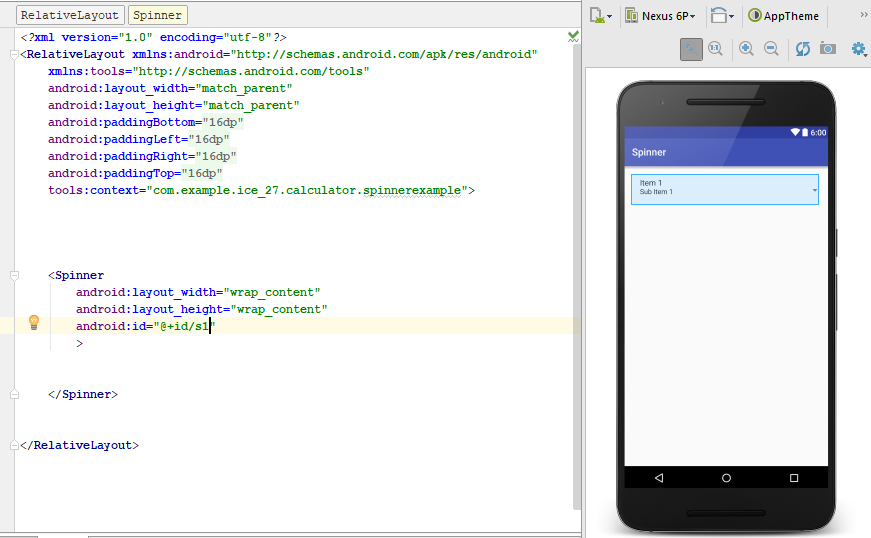


Int index=position   
will set array indexes





**Spinner :**







**For setting main activity :**

<intent-filter>

<action android:name="android.intent.action.MAIN" />

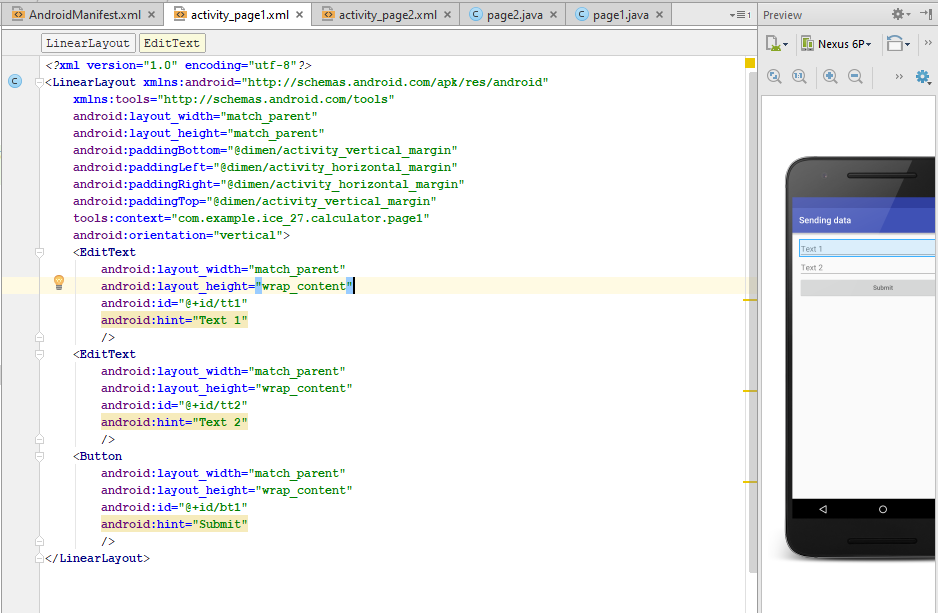
<category android:name="android.intent.category.LAUNCHER" />

</intent-filter>

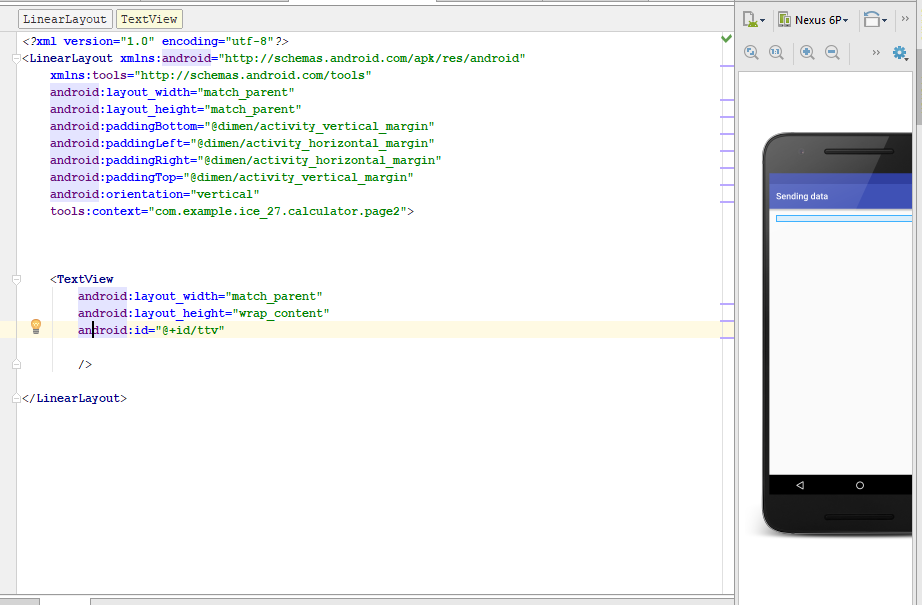
**Intent Extra :**

Will send data from one activity to another activity.

Create page 1 xml :



Create page 2 xml :



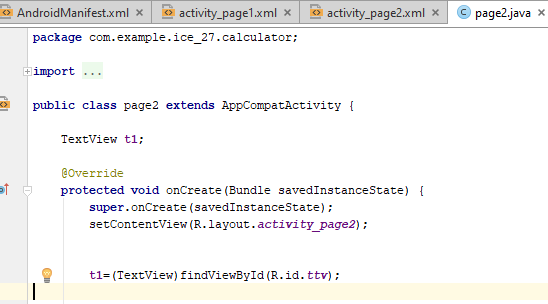
Setting page1.java



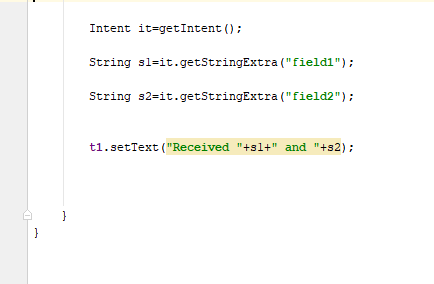
Creating intent object to send :

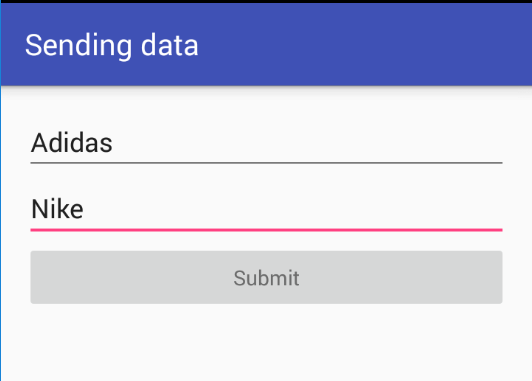


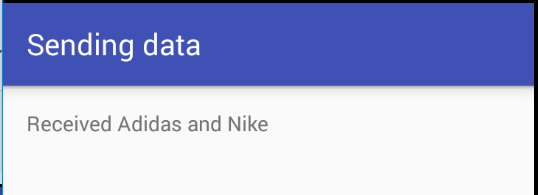
Setting up page 2.java



Creating intent objects to receive :



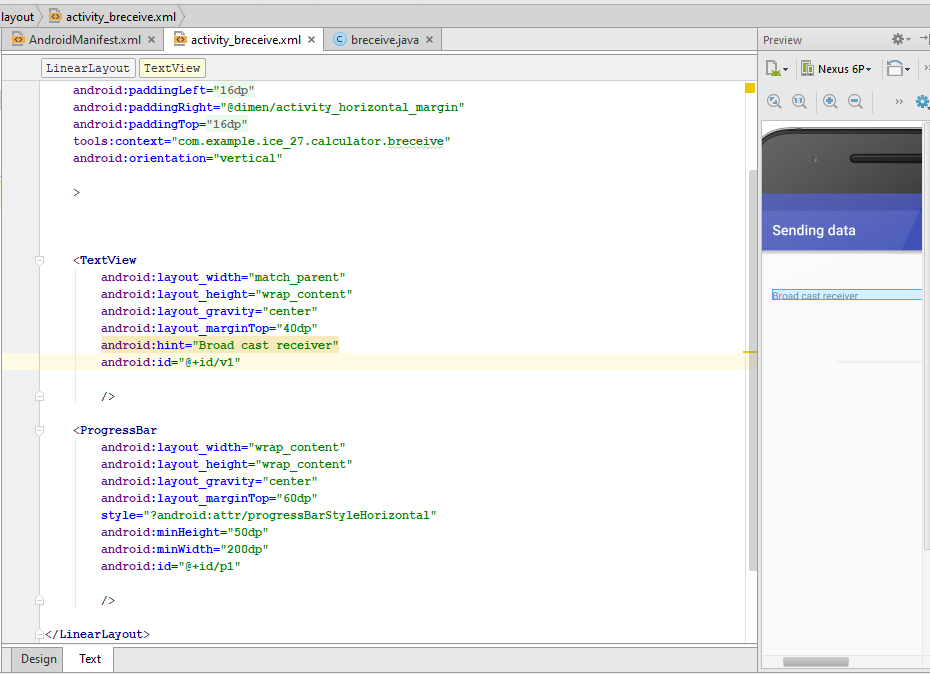




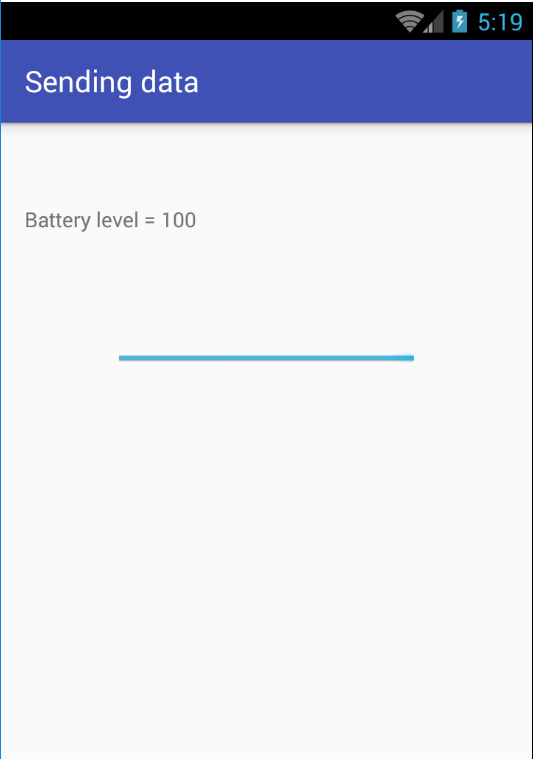
**BroadCast receiver :**

**Broadcast receiver** is an **Android** component which allows you to send or receive **Android** system or application events. ... For example, applications can register for various system events like boot complete or battery low.

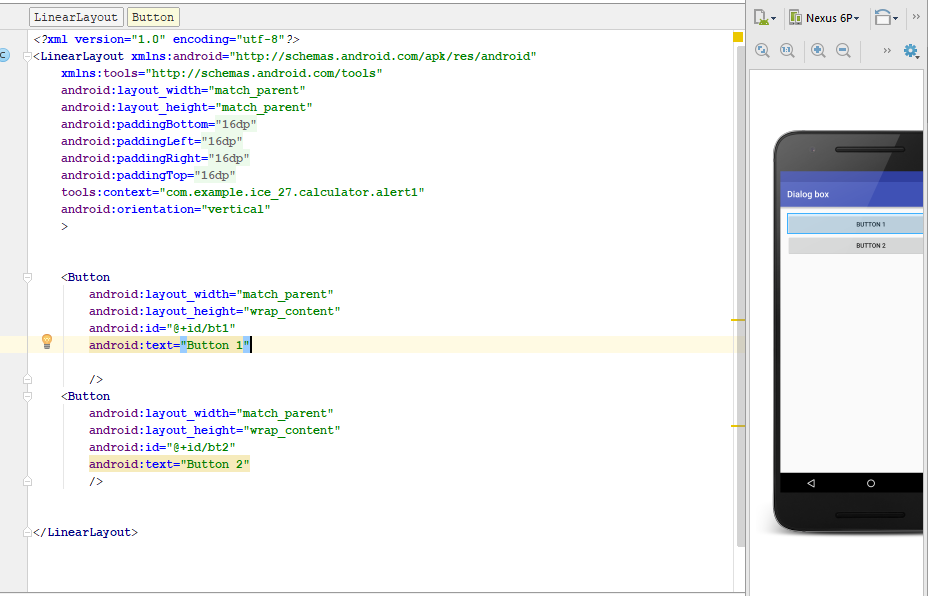
Creating xml



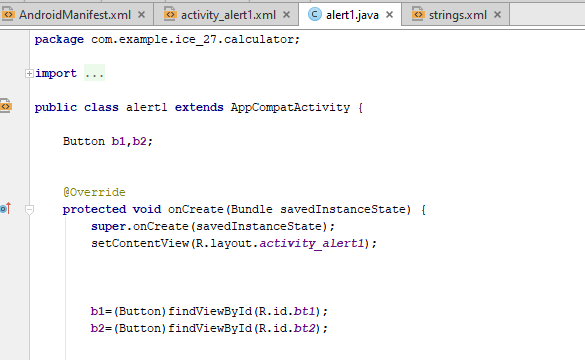
Setting up broadcast receiver :

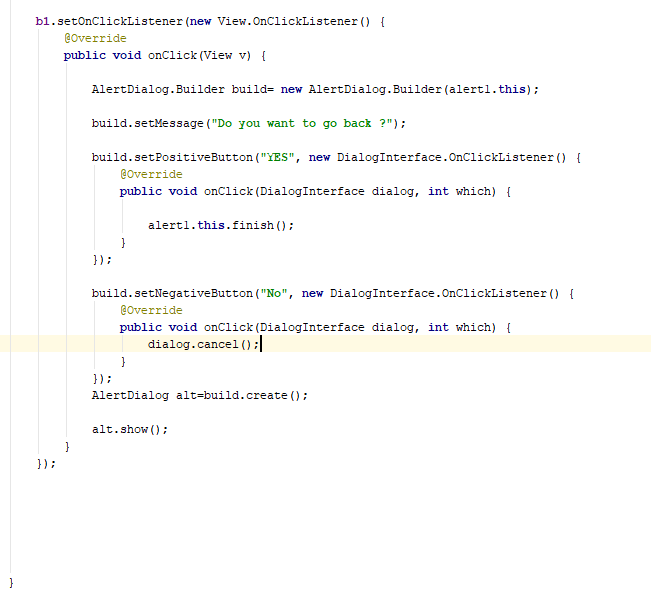


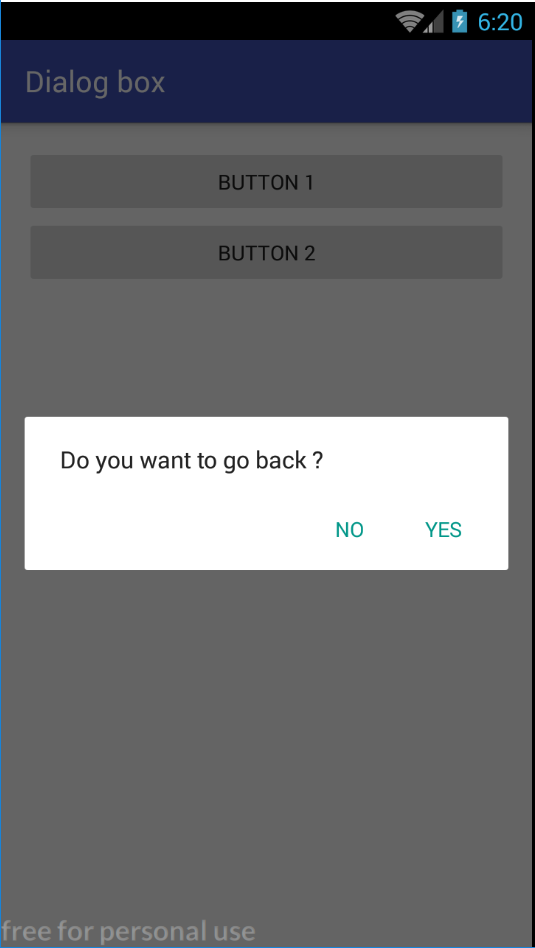
**Alert xml :**



Creating objects :

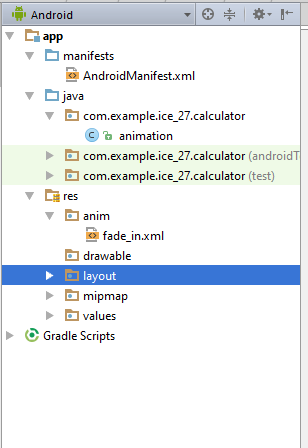






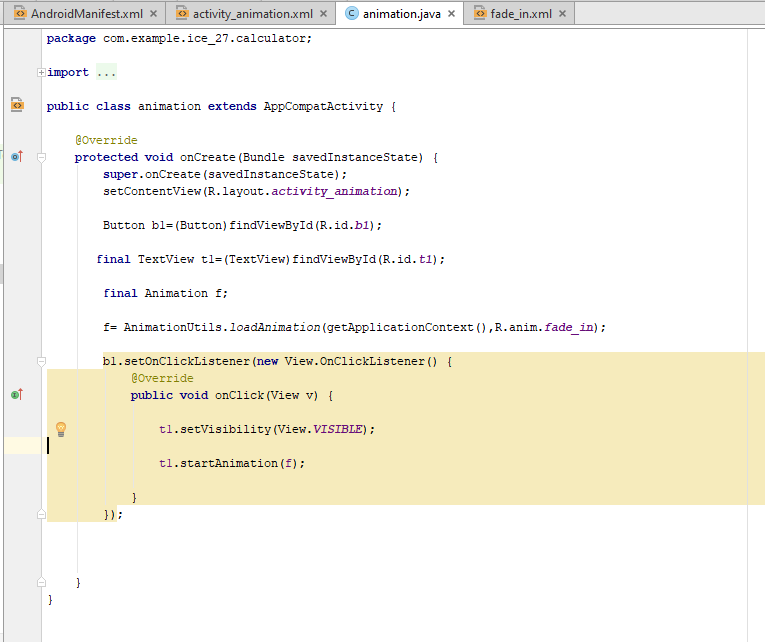
**Animation Fade in :**

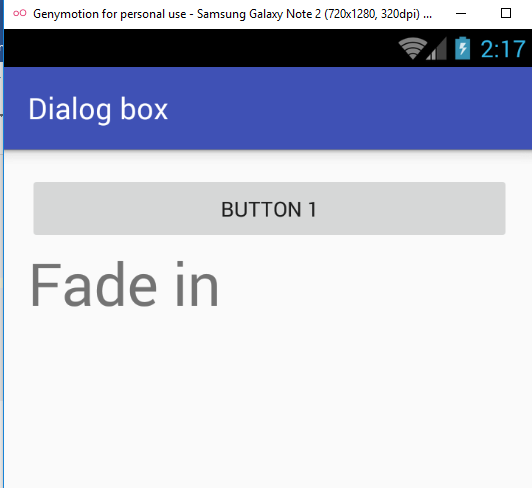
Create animation resource file .





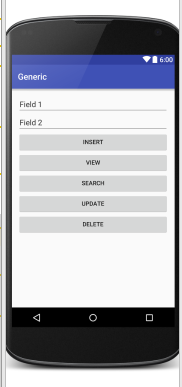
Setting up java file :





**Data BASE :**

Creating xml :



Creating sqlite.java (Has database creating tables and insert,update,delete,view functions)

**package** com.example.ice\_27.calculator;  
  
**import** android.content.ContentValues;  
**import** android.content.Context;  
**import** android.database.sqlite.SQLiteOpenHelper;  
  
*/\*\*  
 \* Created by Ice-27 on 18/04/2019.  
 \*/***public class** SQLiteDatabase **extends** SQLiteOpenHelper {  
  
 android.database.sqlite.SQLiteDatabase **db**;  
  
  
 **private static final** String ***DATABASE\_NAME***=**"Student\_info"**;  
  
 **private static final int *DATABASE\_VERSION***=1;  
  
  
 **private static final** String ***TABLE\_STUDENT***=**"student\_table"**;  
  
  
 **public static final** String ***KEY\_ROW\_ID***=**"ID"**;  
 **public static final** String ***KEY\_FIRST\_NAME***=**"FIRST\_NAME"**;  
 **public static final** String ***KEY\_LAST\_NAME***=**"LAST\_NAME"**;  
  
  
 **public** SQLiteDatabase(Context context) {  
  
  
  
  
 **super**(context, ***DATABASE\_NAME***, **null** , ***DATABASE\_VERSION***);  
 }  
  
 @Override  
 **public void** onCreate(android.database.sqlite.SQLiteDatabase db) {  
  
  
String CREATE\_STUDENT\_TABLE=**" CREATE TABLE "**+***TABLE\_STUDENT***+ **" ( "**+***KEY\_ROW\_ID***+ **" INTEGER PRIMARY KEY AUTOINCREMENT, "**+***KEY\_FIRST\_NAME*** + **" TEXT, "**+***KEY\_LAST\_NAME***+ **" TEXT);"**;  
  
 db.execSQL(CREATE\_STUDENT\_TABLE);  
  
 }  
  
 @Override  
 **public void** onUpgrade(android.database.sqlite.SQLiteDatabase db, **int** oldVersion, **int** newVersion) {  
  
 db.execSQL(**"DROP TABLE IF EXISTS "**+***TABLE\_STUDENT***);  
 onCreate(db);  
  
 }  
  
 **public long** insertStudent(String f1, String f2) {  
  
 **db**=**this**.getWritableDatabase();  
  
 ContentValues cv=**new** ContentValues();  
  
 cv.put(***KEY\_FIRST\_NAME***,f1);  
 cv.put(***KEY\_LAST\_NAME***,f2);  
  
 **return db**.insert(***TABLE\_STUDENT***,**null**,cv);  
  
  
  
  
 }  
}

Creating main database app.java for insert

**package** com.example.ice\_27.calculator;  
  
**import** android.app.Dialog;  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.EditText;  
**import** android.widget.TextView;  
  
**public class** exdatabase **extends** AppCompatActivity {  
  
 SQLiteDatabase **db**;  
  
 Button **insert**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_exdatabase***);  
  
  
 **final** EditText t1=(EditText)findViewById(R.id.***t1***);  
  
 **final** EditText t2=(EditText)findViewById(R.id.***t2***);  
  
 **insert**=(Button)findViewById(R.id.***insert***);  
  
 Button view=(Button)findViewById(R.id.***view***);  
  
 Button search=(Button)findViewById(R.id.***search***);  
  
 Button update=(Button)findViewById(R.id.***update***);  
  
 Button delete=(Button)findViewById(R.id.***delete***);  
  
  
 **db**=**new** SQLiteDatabase(**this**);  
  
  
 **insert**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
  
 **boolean** fine = **true**;  
 **try** {  
 String f1 = t1.getText().toString();  
 String f2 = t2.getText().toString();  
  
 **db**.insertStudent(f1, f2); } **catch** (Exception e ){  
  
 fine=**false**;  
 String error=e.toString();  
 Dialog d=**new** Dialog(exdatabase.**this**);  
 d.setTitle(**"Not Inserted"**);  
 TextView tv=**new** TextView(exdatabase.**this**);  
 tv.setText(error);  
 d.setContentView(tv);  
 d.show();  
  
 } **finally** {  
 **if**(fine==**true**){  
  
 Dialog d=**new** Dialog(exdatabase.**this**);  
  
 d.setTitle(**"Inserted"**);  
 TextView tv=**new** TextView(exdatabase.**this**);  
 tv.setText(**"Success"**);  
 d.setContentView(tv);  
 d.show();  
  
 }  
 }  
  
  
 } });  
  
 }  
}

