Lab Sheet of Mobile Programming

Lab sheet -1

1. Design a following registration/signup form using Relative, Linear, Absolute and Constraint Layout.
   Form should include different widgets for different fields like:
   - TextView for different Labels.
   - EditText for name, address, email, phone no. and age with proper input fields. For, eg. inputType=" Number" for age.
   - Radio Buttons for Gender.
   - Check Box for Hobbies.
   - Spinner for Course Selection.
   - Button to submit filled data.

   Note: Should write XML file, Java File and also Manifest File (only code between <activity> </activity>)

2. Design a simple calculator UI using TableLayout.

3. Develop an android application to calculate simple interest. Your application should contain fields to input principal, rate, time and button for event handling. Calculate and display result in a TextView.

4. Write fully functional code to illustrate key event handling along with UI.

5. Develop a simple calculator application with two input fields for inputting numbers and four Buttons for performing addition, subtraction, multiplication and division. Display the result in a TextView.

6. Develop an android application to enter any number in EditText. Your page should also include a Button to calculate factorial of a number only if entered number is even. Otherwise check number is prime or not. Display the result in a TextView.

7. Write android activity to illustrate different android activity lifecycle methods.

8. Develop an android application to input your name, address, gender and other personal information. Pass and display this information in another activity.

9. Develop an android application which get some result/data like name, address, age, etc. back from a child activity.

10. Write code to illustrate how you can access string, string-array, colors and images in xml file and Java file.

Note: Lab Report should be hand-written and properly aligned (left, right, top, bottom).