Slip no – 13

Q1. Create following Vertical Scroll View Creation in Android.

activity\_main.xml

<ScrollView *xmlns:android*="http://schemas.android.com/apk/res/android"  
 *android:layout\_width*="match\_parent"  
 *android:layout\_height*="match\_parent">  
  
 <LinearLayout  
 *android:layout\_width*="match\_parent"  
 *android:layout\_height*="wrap\_content"  
 *android:orientation*="vertical">  
  
 <Button  
 *android:id*="@+id/button1"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 1" />  
 <Button  
 *android:id*="@+id/button2"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 2" />  
 <Button  
 *android:id*="@+id/button3"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 3" />  
 <Button  
 *android:id*="@+id/button4"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 4" />  
 <Button  
 *android:id*="@+id/button5"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 5" />  
 <Button  
 *android:id*="@+id/button6"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 6" />  
 <Button  
 *android:id*="@+id/button7"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 7" />  
 <Button  
 *android:id*="@+id/button8"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 8" />  
 <Button  
 *android:id*="@+id/button9"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 9" />  
 <Button  
 *android:id*="@+id/button10"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_margin*="30dp"  
 *android:text*="Button 10" />  
  
 </LinearLayout>  
  
</ScrollView>

Q2. Write a program to search a specific location on Google Map.

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">  
  
 <fragment  
 *android:id*="@+id/map"  
 *android:name*="com.google.android.gms.maps.SupportMapFragment"  
 *android:layout\_width*="match\_parent"  
 *android:layout\_height*="match\_parent"  
 *tools:layout\_editor\_absoluteX*="0dp"  
 *tools:layout\_editor\_absoluteY*="0dp" />  
  
</androidx.constraintlayout.widget.ConstraintLayout>

MainActivity.java

*package* com.example.maptest;  
  
*import* androidx.annotation.NonNull;  
*import* androidx.appcompat.app.AppCompatActivity;  
*import* androidx.fragment.app.FragmentActivity;  
  
*import* android.os.Bundle;  
  
*import* com.google.android.gms.maps.CameraUpdateFactory;  
*import* com.google.android.gms.maps.GoogleMap;  
*import* com.google.android.gms.maps.*OnMapReadyCallback*;  
*import* com.google.android.gms.maps.SupportMapFragment;  
*import* com.google.android.gms.maps.model.LatLng;  
*import* com.google.android.gms.maps.model.MarkerOptions;  
  
*public class* MainActivity *extends* AppCompatActivity *implements OnMapReadyCallback* {  
  
 *private* GoogleMap mMap;  
  
 @Override  
 *protected void* onCreate(Bundle savedInstanceState) {  
 *super*.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*); *// Set the layout file  
  
 // Check permissions here if needed* SupportMapFragment mapFragment = (SupportMapFragment) getSupportFragmentManager().findFragmentById(R.id.*map*);  
 mapFragment.getMapAsync(*this*);  
 }  
  
 @Override  
 *public void* onMapReady(@NonNull GoogleMap googleMap) {  
 mMap = googleMap;  
  
*// LatLng sydney = new LatLng(-34, 151);* LatLng sydney = *new* LatLng(18.5204, 73.8567);  
 mMap.addMarker(*new* MarkerOptions().position(sydney).title("Marker in Pune"));  
 mMap.moveCamera(CameraUpdateFactory.*newLatLng*(sydney));  
 }  
}

AndroidManifest.xml

<?*xml version*="1.0" *encoding*="utf-8"?>  
<manifest *xmlns:android*="http://schemas.android.com/apk/res/android"  
 *xmlns:tools*="http://schemas.android.com/tools">  
 <uses-permission *android:name*="android.permission.ACCESS\_FINE\_LOCATION"/>  
 <uses-permission *android:name*="android.permission.ACCESS\_COARSE\_LOCATION"/>  
 <uses-permission *android:name*="android.permission.INTERNET"/>  
 <uses-permission *android:name*="android.permission.ACCESS\_NETWORK\_STATE"/>  
  
  
 <application  
 *android:allowBackup*="true"  
 *android:dataExtractionRules*="@xml/data\_extraction\_rules"  
 *android:fullBackupContent*="@xml/backup\_rules"  
 *android:icon*="@mipmap/ic\_launcher"  
 *android:label*="@string/app\_name"  
 *android:roundIcon*="@mipmap/ic\_launcher\_round"  
 *android:supportsRtl*="true"  
 *android:theme*="@style/Theme.Maptest"  
 *tools:targetApi*="31">  
 <meta-data  
 *android:name*="com.google.android.geo.API\_KEY"  
 *android:value*="AIzaSyDQQOMi9qvZVesWH5wHCXeijEkV4INPA3Y"/>  
 <activity  
 *android:name*=".MainActivity"  
 *android:exported*="true">  
 <intent-filter>  
 <action *android:name*="android.intent.action.MAIN" />  
  
 <category *android:name*="android.intent.category.LAUNCHER" />  
 </intent-filter>  
 </activity>  
 </application>  
  
</manifest>

Add these dependencies on build.gradle.kts file that file under the Gradle Scripts folder.

*implementation*("com.google.android.gms:play-services-maps:18.0.0")

Run only external device