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Experiment No.: 1.

Kukas, Jaipur

Date :



AIM:-

To study "Android Studio" and android studio installation . Create "Hello World" application.



To study Android Studio and install it, follow these steps:

(1.) Download Android Studio :-

visit the official Android Studio website, download the latest version, and follow the installation instructions for your operating system.

(2.) Install Android Studio :-

Run the downloaded installer and follow the on-screen instructions to install Android Studio on your computer.

(3.) Open Android Studio :-

once installed open Android Studio and configure the SDK Components. This may take some time.



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time as it downloads necessary files.

(4.) Create a new project :-

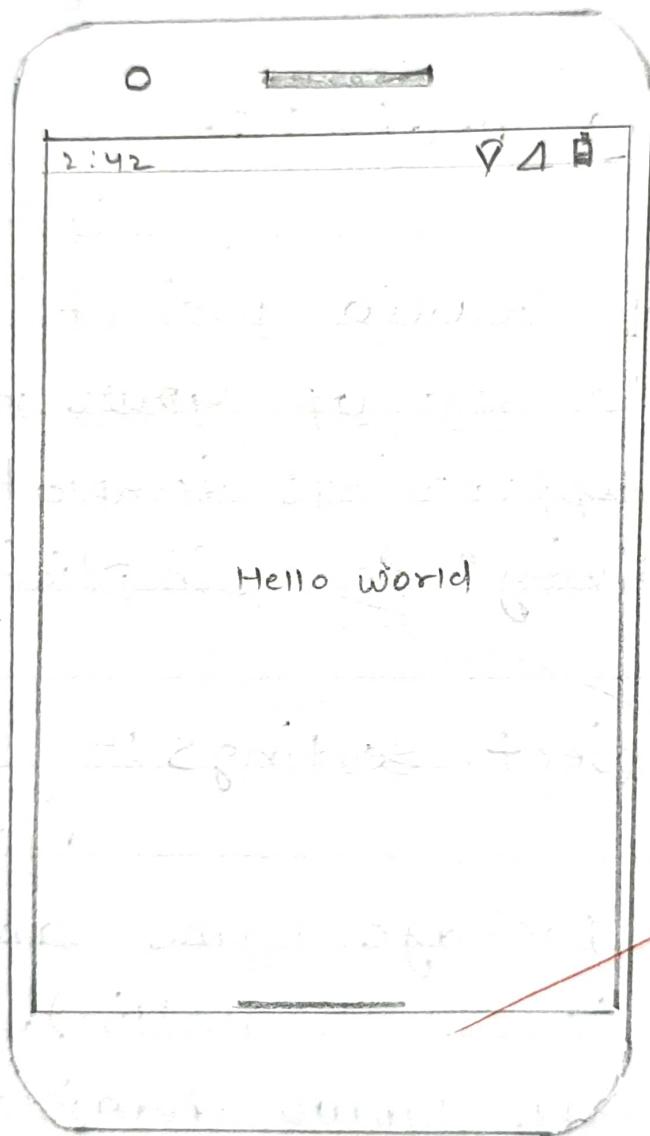
click on "start a new Android studio project" and follow the wizard to set up your new project. choose an appropriate template, such as "Empty Activity" for simplicity.

(5.) Configure project settings !-

fill in the project name, package name, and choose the language (Java or Kotlin). click "finish" to create your project.

(6.) Explore project structure :-

familiarize yourself with the project structure. key directories include "app" (for your app's code and resources), "res" (resources) and "manifests" (AndroidManifest.xml).





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\* Working:-

Before writing a Hello world code, you must know about XML tags. To write hello world code, you should redirect to App > res > layout > Activity\_main.xml .

To Show hello world, we need to call text view with Layout (about text view and layout, you must take references at Relative Layout and Text view)

\* Code:-

<Relative Layout

```
xmns:android = "http://schemas.android.com/apk/re  
alns: android"  
xmns: tools  
ls = "http://schemas.android.com/tools"  
android: layout height = "match parent"  
android: padding left = "@dimen/activity  
horizontal margin"  
android: padding right = "@dimen/activity vertical  
margin"
```



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android:paddingBottom = "@dimen/activity  
vertical\_margin"

tools:context = ".MainActivity" >

< TextView android:text = "@string/  
hello\_world" >

    android:layout\_width = "550dp"

    android:layout\_height = @wrap

Content />

</RelativeLayout>

~~3/3/29~~



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Experiment No.: 2.

Date :

Aim :-

To Understand Activity, Intent, Create Sample application with login module. (Check username and password).

\* A login application is the screen asking your credentials to login to some particular application you might have seen it when logging into facebook, twitter etc.

⇒ This experiment explains how to create a login screen and how to manage security when false attempts are made. First you have to define two TextView asking username and password of the user. The password TextView must have input type set to password. Its syntax is given below.

<EditText

    android:id="@+id/editText2"

    android:layout\_width="wrap\_content"

    android:layout\_height="wrap\_content"

    android:inputType="textPassword"



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Date :

Define button with login text & set its on click property. After that define the function.

# Mentioned in onclick property in Java file  
<Button

    android : id = "@+id/button1"

    android : layout\_width = "wrap\_content"

    android : layout\_height = "wrap\_content"

    android : onclick = "login"

    android : text = "@string / Login"

- In the JAVA file. inside the method of onClick get the username and passwords text using getText() and toString() method and match it with the text using equals() function.

EditText username = (EditText) findViewById(R.id.editText1);

EditText password = (EditText) findViewById(R.id.editText2);

public void login (View view) {  
    if (username.getText().toString().equals("User")  
        && password.getText().toString().equals("12345"))

Username

Password

Login



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E II Correct password

3

else E II viewing password

3

output

Type anything in the username and password field, and then press the ~~login~~ button.

I put user in ~~username~~ field and 12345 in ~~password~~ field. I got failed attempt.

~~Login~~



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Experiment No.: 3

Date :

\* Aim:-

design simple GUI application with activity and intents e.g. calculator.

- \* Step 1:- Firstly, get the android studio download in your system, then open it.
- \* Step 2:- Create a new project and name it calculator.
- \* Step 3:- Open res->layout->activity\_main.xml (or) main.xml. Here we are going to create the application interface like ~~odal layouts~~, Button, TextView and EditText.  
# i of step 3:- Create a LinearLayout vertical, add a TextView followed by two textfields Number (decimal) for writing numbers init. Starting code of activity\_main.xml.

```
#<?xml version = "1.0" encoding = "utf-8"?>
<LinearLayout xmlns: android = "http://schemas.android.com/apk/res/android"
    xmlns: tools = "http://schemas.android.com/tools"
```



Experiment No. :

Date :

android:id="@+id/activity\_main"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:paddingBottom="@dimen/activity\_vertical\_margin"

android:paddingLeft="@dimen/activity\_horizontal\_margin"

android:paddingRight="@dimen/activity\_horizontal\_margin"

android:paddingTop="@dimen/activity\_vertical\_margin"

tools:context="http://android.com/calculator/mainActivity"

android:orientation="vertical"

android:gravity="top"

android:textAlignment="center"

android:background="@color/blue\_bright"

android:weightSum="2">>

<Text view

android:text="@string/enter\_two\_numbers"

android:layout\_width="match\_parent"



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Date :

android:id = "@+id/textview"

android:layout\_height = "30dp"

android:gravity = "center\_horizontal"

android:textColorLink = "? android:attr/editTextColor"

tools:textStyle = "bold|italic"

android:textStyle = "bold|italic"

android:fontFamily = "serif"

android:visibility = "visible"

android:textSize = "24sp"

android:layout\_weight = "0.07" />

<EditText

android:layout\_width = "match\_parent"

android:layout\_height = "wrap\_content"

android:inputType = "number"

android:ems = "10"

Android:id = "@+id/edit01"

android:textSize = "18sp"

android:gravity = "center\_horizontal"

android:layout\_marginBottom = "5dp"

android:visibility = "visible" />

calculator

Enter Two Numbers

Enter First Number

Enter Second Number



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Experiment No. :

Date :

&lt;EditText

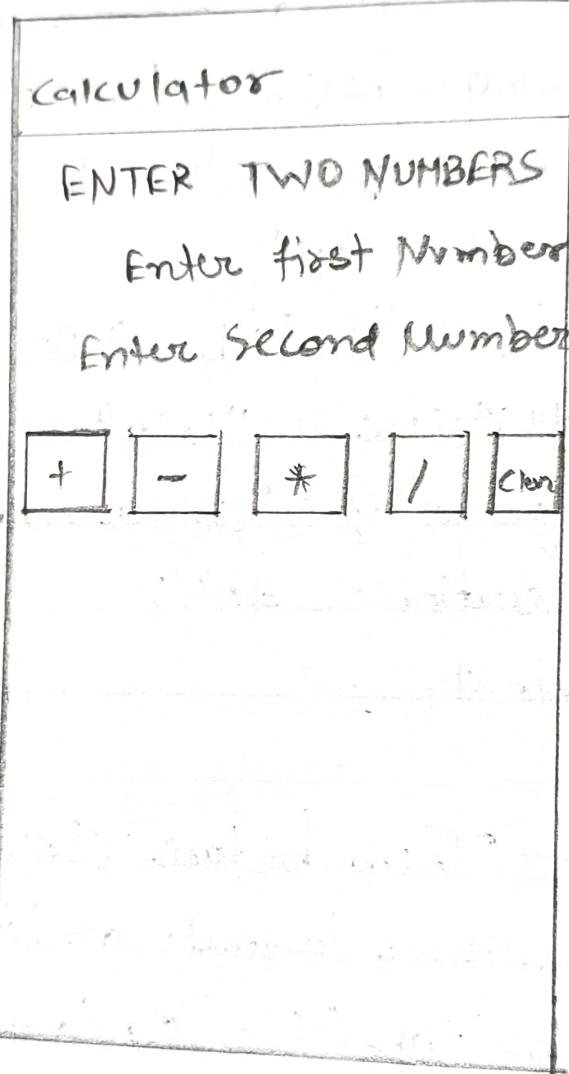
```
    android:layout_width = "match_parent"  
    android:layout_height = "wrap_content"  
    android:inputType = "number"  
    android:ems = "10"  
    android:id = "@+id/editOp2"  
    android:textSize = "18sp"  
    android:gravity = "center_horizontal"  
    android:elevation = "1dp"/>  
</LinearLayout>
```

\* ii of step 3:- Then before closing the above layout define another layout as LinearLayout horizontal, add five button (+, -, \*, / and clear) define their properties like id, width, height

~~```
<LinearLayout android:orientation = "horizontal"  
    android:layout_width = "match_parent"  
    android:layout = "wrap_content">
```~~

&lt;Button

```
    android:text = "+"  
    android:layout_width = "78dp"  
    android:layout_height = "wrap_content"
```





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android:id = "@+id/btnadd"

android:layout\_weight = "0.03" />

→ As Same. for other field.

</LinearLayout>

<EditText

android:layout\_width = "match\_parent"

android:layout\_height = "wrap\_content"

android:inputType = "number"

android:ems = "10"

android:id = "@+id/result"

android:textSize = "18sp"

android:text = "0.00"

android:gravity = "center\_horizontal" />

</LinearLayout>

\* Step :- Open src -> Package. -> MainActivity.java .

Package abhiandroid.com.calculator;

import android.support.v7.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

Calculator

ENTER TWO NUMBERS

Enter first Number

Enter Second Number

|                      |                      |                      |                      |                            |
|----------------------|----------------------|----------------------|----------------------|----------------------------|
| <input type="text"/> CLEAR |
| RESULT               |                      |                      |                      |                            |
| 0.00                 |                      |                      |                      |                            |



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Date :

```
import android.widget.Button;  
import android.widget.EditText;  
import android.widget.TextView;  
import android.widget.Toast;
```

```
public class MainActivity extends AppCompatActivity {  
    private EditText opr1;  
    private EditText opr2;  
    private Button btnadd;  
    private Button btncsub;  
    private Button btncmul;  
    private Button btndiv;  
    private Button btncclr;  
    private TextView txtresult;
```

~~@Override~~

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
    opr1 = (EditText) findViewById(R.id.editopr1);  
    opr2 = (EditText) findViewById(R.id.editopr2);  
    btnadd = (Button) findViewById(R.id.btnadd);  
    btncsub = (Button) findViewById(R.id.btncsub);  
    btncmul = (Button) findViewById(R.id.btncmul);  
    btndiv = (Button) findViewById(R.id.btndiv);  
}
```



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Experiment No. :

Date :

~~btrclv = (Button) findViewById(R.id.btrclv);~~

~~btrclr = (Button) findViewById(R.id.btrclr);~~

~~Freeze~~

~~txtresult = (TextView) findViewById(R.id.result);~~

~~btradd.setOnClickListener(newView.setOnClickListener());~~

@Override

~~public void onClick(View v) {~~

~~if ((opr1.getText().length() > 0) && (opr2.getText().length() > 0))~~

~~{~~

~~double oper1 = Double.parseDouble(opr1.getText().toString());~~

~~double oper2 = Double.parseDouble(opr2.getText().toString());~~

~~double result = oper1 + oper2;~~

~~txtresult.setText(Double.toString(result));~~

~~} else {~~

~~Toast toast = Toast.makeText(MainActivity.this, "Enter The Required Numbers", Toast.LENGTH\_LONG);~~

~~toast.show();~~



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Experiment No. :

Date :

toast.show();

});  
});

Is same for the other field.

\* OUTPUT:-

Now run the App and you will see the basic calculator App. Enter Any Number and do the operations.

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Experiment No. : 4

Date :

\* Aim:-

Develop an application that makes use of RSS feed.

\* Procedure:-

Code for Activity\_main.xml:

<ListView

    android:id = "@+id/listView"

    android:layout\_width = "match\_parent"

    android:layout\_height = "wrap\_content" />

</LinearLayout>

Click on app → manifests → AndroidManifest.xml

\* Now include the INTERNET permissions in the AndroidManifest.xml file as shown below.

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



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Experiment No. :

Page No. ....

Date :

So now the permissions are added in the Manifest.

package com.example.exnob;

Java Coding for the Android Application:

click on app -> java -> com.example.exnob ->  
MainActivity.

@Override

protected void onCreate(Bundle savedInstanceState)  
{

super.onCreate(savedInstanceState);

new MyAsyncTask().execute();

3

class MyAsyncTask extends AsyncTask<Object,  
void, ArrayAdapter>

{

@Override

protected ArrayAdapter doInBackground(Object[]  
params)

{

headlines = new ArrayList();

link = new ArrayList();

try

{



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Experiment No. :

Date :

URL url = new URL ("https://codingconnect.net/feed");

XMLPullParserFactory = XMLPullParserFactory.  
newInstance();

factory.setNamespaceAware(false);

XMLPullParser xpp = factory.newPullParser();  
xpp.setInput(getInputStream(url), "UTF\_8");  
boolean insideItem = false;

int eventType = xpp.getEventType();

while (eventType != XMLPullParser.START\_TAG)

{

if (eventType == XMLPullParser.START\_TAG)  
if (xpp.getName().equalsIgnoreCase("item"))

{

insideItem = true;

}

else if (xpp.getName().equalsIgnoreCase("title"))

{

if (insideItem)

headlines.add(xpp.nextText());

}



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Date :

```
else if (xpp.getName().equalsIgnoreCase("link"))
{
    if (insideItem)
        links.add(xpp.nextText());
}

else if (eventType == XmlPullParser.END-
TAG
&& xpp.getName().equalsIgnoreCase("Item"))
{
    insideItem = false;
}

eventType = xpp.next();
}

catch (MalformedURLException e)
{
    e.printStackTrace();
}

catch (XmlPullParserException e)
{
    e.printStackTrace();
}
```



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Experiment No. :

Date :

3

Catch ( IOException )

2

e.printStackTrace();

3

return null;

3

protected void onPostExecute ( ArrayAdapter adapter )

8

adapter = new ArrayAdapter ( MainActivity.this,  
 android.R.layout.simple\_list\_item\_1,  
 headlines );

setListAdapter ( adapter );

3

3

@Override

protected void onListitemclick ( ListView l, View v,  
 int position, long id )

8

Uri url = Uri.parse ( links.get ( position ) ).to  
String ( ) ;

DATA

011167-19:04

|   |   |                          |
|---|---|--------------------------|
| 4 | 0 | <input type="checkbox"/> |
|---|---|--------------------------|

DATA

011167-19:05

|   |   |                                     |
|---|---|-------------------------------------|
| 4 | 1 | <input checked="" type="checkbox"/> |
|---|---|-------------------------------------|



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Experiment No. :

Date :

Intent intent = new Intent(Intent.ACTION\_VIEW,  
uri);

startActivity(intent);

3

public InputStream getInputStream(URL url)

{

try

{

return url.openConnection().getInput  
Stream();

3

catch (IOException e)

{

return null;

3

3

3

4/5/29



Result:-

This Android Application that makes  
use of RSS feed is developed and executed  
successfully.



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Experiment No.: 5.

Date :

\* Aim:-

Write an application that draws basic graphical primitives on the screen.

\* Code for Activity\_main.xml:

```
<?xml version = "1.0" encoding = "utf-8"?>
<RelativeLayout xmlns:android = "http://schemas.
    android.com/apk/res/android"
    android:layout_width = "match-parent"
    android:layout_height = "match-parent">
```

✓

<ImageView

```
    android:layout_width = "match-parent"
    android:layout_height = "match-parent"
    android:id = "@+id/imageView"/>
```

</RelativeLayout>

✓

JAVA Coding for the Android Application

✓

Click on app->java->com.example.exno4->Main  
Activity.

Package com.example.exno4;



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Experiment No. :

Date :

Code for MainActivity.java:

public class MainActivity extends Activity

{

@Override

public void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

Bitmap bg = Bitmap.createBitmap(720, 1280, Bitmap  
Config.ARGB\_8888);

ImageView i = (ImageView) findViewById(R.id.  
imageView);

i.setBackgroundDrawable(new BitmapDrawable(bg));

Canvas canvas = new Canvas(bg);

paint paint = new Paint();

paint.setColor(Color.BLUE);

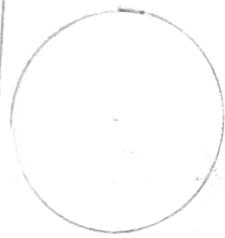
paint.setTextSize(50);

Canvas.drawText("Rectangle", 420, 150, paint);

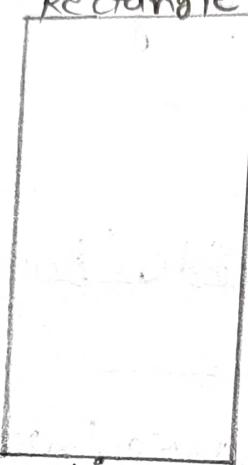
Canvas.drawRect(400, 200, 650, 700, paint);

DAI 327.10.18

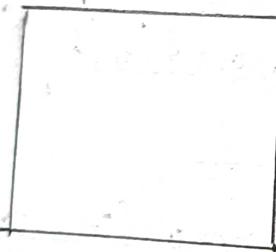
circle



rectangle



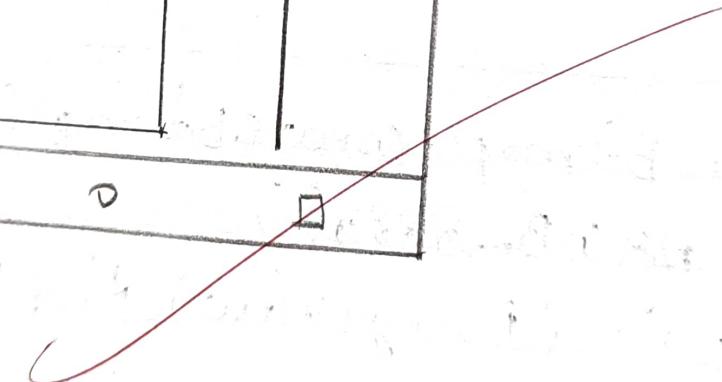
Square



Line



△ ○ □





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## **Experiment No.:**

Date :

```
canvas.drawText("circle", 120, 150, paint);
canvas.drawCircle(200, 350, 150, paint);
```

```
canvas.drawText("square", 120, 800, paint);
canvas.drawRect(50, 850, 350, 1150, paint);
```

```
canvas.drawText ("line", 480, 800, paint);  
canvas.drawLine (520, 850, 520, 1150, paint);
```

3  
2

1

~~Result! -~~

Result:- Thus a simple Android Application that draws basic graphical primitives on the screen is developed and executed successfully.



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Experiment No.: 6.

Date :

\* Aim :-

Create a Database Android Application using SQLite Database.

→ for activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_x="150dp"
        android:layout_y="120dp"
        android:text="Student Details"
        android:textSize="30sp"/>
```

<Text view>

```
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_x="200dp"
    android:layout_y="200dp"
    android:text="Enter Rollno:"
```



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Date :

## <EditText

    android : id = "@+id/rollno".

    android : layout\_width = "150dp",

    android : layout\_height = "wrap-content"

    android : layout\_x = "175dp",

    android : layout\_y = "100dp",

    android : inputType = "number"

    android : textSize = "15sp" />

## <TextView

    android : layout\_width = "wrap-content".

    android : layout\_height = "wrap-content"

    android : layout\_x = "120dp"

    android : layout\_y = "160dp"

## <EditText

    android : id = "@+id>Name".

    android : layout\_width = "150dp"

    android : layout\_height = "wrap-content",

    android : layout\_x = "175dp"

    android : layout\_y = "130dp"

## <TextView

    android : layout\_width = "wrap-content"

    android : layout\_height = "wrap-content"

    android : layout\_x = "200dp"

    android : layout\_y = "210dp"



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Experiment No. :

Date :

<EditText

    android : id = "@+id/marks"

    android : layout-width = "150dp"

    android : layout-height = "wrap-content".

    android : layout-x = "175dp".

    android : textSize = "20sp" />

<Button

    android : id = "@+id/Insert"

    android : layout-width = "150dp"

    android : layout-height = "wrap-content".

    android : layout-x = "200dp"

    android : textSize = "30dp" />

<Button

    android : id = "@+id/Update"

    android : layout-width = "150dp"

    android : layout-height = "wrap-content".

    android : layout-x = "250dp"

    android : text = "Update"

    android : textSize = "30dp" />

<Button

    android : id = "@+id/view"

    android : layout-width = "150dp"

    android : layout-height = "wrap-content"

    android : layout-x = "200dp"



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android : textSize = "130 dp" />

<Button

    android : id = "@+id/viewAll"

    android : layout-width = "1200 dp"

    android : layout-height = "wrap-content"

    android : layout-x = "100 dp"

    android : layout-y = "500 dp"

    android : text = "view All"

    android : textSize = "30 dp" />

</AbsoluteLayout>

→ for MainActivity.java

package com.example.eksno6;

import android.app.Activity;

import android.app.AlertDialog;

import android.content.Context;

import android.database.Cursor;

import android.view.View;

import android.widget.Button;

import android.widget.EditText;

..

Public class MainActivity extends Activity implements  
onClickListener {



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Experiment No. :

Date :

EditText Rollno, Name, Marks;  
Button Insert, Delete, Update, View, ViewAll;  
SQLite database db;

@Override

```
public void onCreate(Bundle savedInstanceState)
```

{}

```
super.onCreate(savedInstanceState);
```

```
setContentView(R.layout.activity_main);
```

```
Rollno = (EditText) findViewById(R.id.Rollno);
```

```
Name = (EditText) findViewById(R.id.Name);
```

```
Insert = (Button) findViewById(R.id.Insert);
```

```
ViewAll = (Button) findViewById(R.id.ViewAll);
```

```
Insert.setOnClickListener(this);
```

```
Delete.setOnClickListener(this);
```

```
ViewAll.setOnClickListener(this);
```

```
db = openOrCreateDatabase("StudentDB", Context.
```

```
MODE_PRIVATE, null);
```

3

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

{}

```
if (view == Insert)
```



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{

.if ( Rollno.getText().toString().trim().length() == 0 )

Name.getText().toString().trim().length() == 0 )

Marks.getText().toString().trim().length() == 0 )

{

ShowMessage ("Error", "Please enter all val");  
return;

db.execSQL (" INSERT INTO student VALUES (" + Rollno.getText() + "','" + Name.getText() + "','" +  
Marks.getText() + "') );

ShowMessage ("Success", "Record added");

clearText();

}

if (view == Delete) {

.if ( Rollno.getText().toString().trim().length() == 0 )

{ ShowMessage ("Error", "Please enter Rollno");

return;

cursor = db.rawQuery ("SELECT \* FROM student  
WHERE rollno = '" + Rollno.getText() + "' , null );

if ( c.moveToFirst () )

{ db.execSQL ("DELETE FROM student WHERE  
rollno = '" + Rollno.getText() + "' );

ShowMessage ("Success", "Record Deleted");

return;

## Student Details

Enter Rollno: \_\_\_\_\_

Enter Name: \_\_\_\_\_

Enter Marks: \_\_\_\_\_

**INSERT**

**DELETE**

**UPDATE**

**VIEW**

**VIEW ALL**

**<    0    >**

## Student Details

Enter Rollno: \_\_\_\_\_

Enter Name: \_\_\_\_\_

**SUCCESS**

Record added

**UPDATE** **VIEW**

**VIEW ALL**

**<    0    >**



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else {

ShowMessage ("Error", "Invalid Rollno");  
clearText();

}

if (view == viewAll)

{

cursor c = db.rawQuery ("SELECT \* FROM  
student", null);

if (c.getCount ()==0)

{ ShowMessage ("Error", "No records found");

return;

StringBuffer buffer = new StringBuffer();

while (c.moveToNext ())

{ buffer.append ("Rollno: "+c.getString(0)+"\n");

buffer.append ("Name: "+c.getString(1)+"\n");

buffer.append ("Marks: "+c.getString(2)+"\n\n");

showMessage ("Student Details", buffer.toString());

33

public void showMessage (String title, String  
message) {

Builder builder = new Builder (this);

33 public void clearText ()

{ Rollno.setText ("");

Name.setText ("");

Marks.setText ("");



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Experiment No.: 7

Date :

\* Aim :-

To develop a Android Application that writes data to the SD card.

# Activity Main.xml :

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

<LinearLayout

```
    xmlns : android = "http://schemas.android.com/
```

```
        apk/res/android".
```

```
    android : layout_width = "Match parent"
```

```
    android : layout_height = "Match parent",
```

```
    android : layout_margin = "20dp"
```

```
    android : orientation = "vertical">
```

<EditText>

```
    android : id = "@+id/editText"
```

```
    android : layout_width = "Match parent"
```

```
    android : text_size = "30dp" />
```

<Button

```
    android : id = "@+id/button"
```

```
    android : layout_width = "Match parent"
```

```
    android : layout_height = "wrap_content"
```

```
    android : layout_margin = "10dp"
```

```
    android : text_size = "30dp" />.
```



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Date :

<Button

    android:id = "@+id/button3".

    android:layout\_width = "Match parent"

    android:layout\_margin = "10dp"

    android:text = "clear"

</LinearLayout>

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"

    package = "com.example.exno9">

<Application

    android:allowBackup = "true"

    android:fullBackupContent = "@xml/backup-rules"

    android:icon = "@mipmap/ic\_launcher"

    android:supportsRtl = "true"

<Activity

    android:name = "MainActivity"

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

</activity> </application>

</manifest>



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Mainactivity.java :

```
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.*;
import java.io.*;

public class MainActivity extends AppCompatActivity {
    EditText e1;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        setContentView(R.layout.activity_main);
        e1 = (EditText)
        write = (Button) findViewById(R.id.button);
        read = (Button) findViewById(R.id.button2);
        clear = (Button) findViewById(R.id.button3);
    }
    @Override
    public void onClick(View v) {
        String message = e1.getText().toString();
        try {
            File f = new File("/sdcard/mylife.txt");
            f.createNewFile();
            FileOutputStream fout = new FileOutputStream(f);
            Toast.makeText(getApplicationContext(), "Data Written SDCARD", Toast.LENGTH.
```

### OUTPUT:-

|                                |                               |
|--------------------------------|-------------------------------|
| ex.no. 9                       | ex.no. 7                      |
| <input type="text"/>           | <input type="text"/> hello!!! |
| WRITE DATA                     | WRITE DATA                    |
| READ DATA                      | READ DATA                     |
| CLEAR                          | CLEAR                         |
| Data Received from<br>SD Card. |                               |
| 4    0    □                    | 4    0    □                   |

### Result:-

Thus Android Application that writes data to the SD Card is developed and executed successfully.



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Catch (Exception e) {

Toast.makeText(getApplicationContext(), e.getMessage());

Toast.LENGTH\_LONG).show();

clear.setOnClickListener(new View.OnClickListener() { @Override

public void onClick(View v) {

String message, buf = " ";

try {

File f = new File("/sdcard/myfile.txt");

FileInputStream fin = new FileInputStream(f);

BufferedReader br = new BufferedReader(new InputStreamReader(fin));

e1.setText(buf);

br.close();

fin.close();

Catch (Exception e) {

Toast.makeText(getApplicationContext(), e.getMessage());

Toast.LENGTH\_LONG).show();

clear.setOnClickListener(new View.OnClickListener() { @Override

public void onClick(View v) {

e1.setText("");

});

});

## GETLOCATION

Your location is-  
Lat: 17.4382899  
LONG: 78.3956938



**Aim:-**

Develop a native application that uses GPS location information. Create Android Application.

- # Step 1: → You will use Android Studio IDE to create an Android application and name it as Exp8 under a package com.example.Exp8.myapplication.
- # Step 2: → add src/GPSTracker.java file and add required code.
- # Step 3: → Modify src/MainActivity.java file and add required code to take care of getting current location and its equivalent address.
- # Step 4: → Modify layout XML file res/layout/activity\_main.xml to add all GUI components which include three buttons and two text views to show location/address.
- # Step 5: → Modify res/values/strings.xml to define required constant values
- # Step 6: → modify AndroidManifest.xml
- # Step 7: → run the application to launch Android emulator and verify the result of the changes done in the application.



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Experiment No.: 9.

Date :

\* Aim:-

Create an application to handle images and videos according to size.

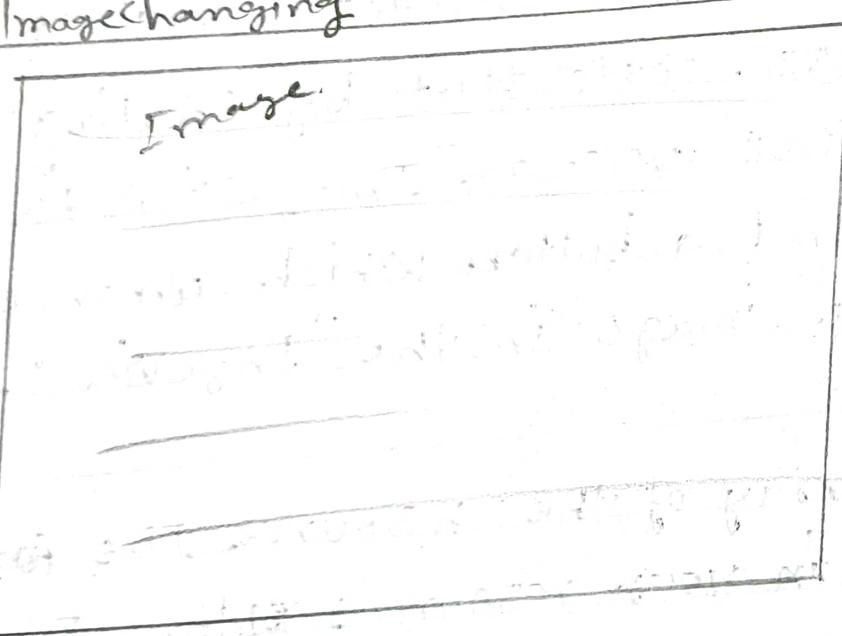
# To render images Android provides us with the "ImageView" class. Let's start by creating a program that will use an "ImageView" to display some images and a button which when clicked will change the image in the "Imageview".

# We created an Array of the resource IDs for the images stored in your resources folder. In the OnCreate method we set the content view to the layout created. In the "SetImage.RotateListener" function we set up a listener to the onClick event of the button which changes the CurrentImage Counter and sets the new image in the "Imageview".

# The "setCurrentImage" function gets the "ImageView" object using the "findViewById" function, then sets the resource id of the current image using the "setImageResource" function on the "Imageview" which will display the image in the image view.

4th 11 1:12

## Image changing



Next Image

## Basic controls



## Hardware Buttons



Dpad Not enabled in AND



## Hardware Keyboard

use your physical keyboard to provide input



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Date :

# we switched the image in the image view.  
This switching of images does not happen in a very smooth way and you might want to use a transition when the image changes. for this we use the "Image Switcher" View.