Brainware University
BCA-2022 SEC – G
GROUP – 2
Paper name-Android Programming Lab
Paper Code-BCAS591



a. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picker), State (Spinner), and a Submit button. On clicking the submit button, print all the data below the Submit Button (use any layout).

<u>activity main.xml</u>

```
<?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:orientation="vertical"
  android:padding="16dp">
  <EditText
    android:id="@+id/username"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:hint="User Name" />
  <EditText
    android:id="@+id/password"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:hint="Password"
    android:inputType="textPassword" />
  <EditText
    android:id="@+id/address"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:hint="Address" />
  <TextView
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:text="Gender" />
  <RadioGroup
    android:id="@+id/gender"
    android:layout width="match parent"
```

```
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```
android:layout height="wrap content"
  android:orientation="horizontal">
  < Radio Button
    android:id="@+id/male"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Male" />
  <RadioButton
    android:id="@+id/female"
    android:layout width="wrap content"
    android:layout_height="wrap_content"
    android:text="Female" />
</RadioGroup>
<EditText
  android:id="@+id/age"
  android:layout width="match parent"
  android:layout_height="wrap_content"
  android:hint="Age"
  android:inputType="number" />
<TextView
  android:layout width="wrap content"
  android:layout height="wrap content"
  android:text="Date of Birth" />
<EditText
  android:id="@+id/dob"
  android:layout width="match parent"
  android:layout_height="wrap_content"
  android:hint="Select Date of Birth"
  android:focusable="false"
  android:clickable="true" />
<Spinner
  android:id="@+id/state"
  android:layout width="match parent"
  android:layout height="wrap content" />
<Button
```

```
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```
android:id="@+id/submit_button"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:text="Submit" />

<Button
android:id="@+id/reset_button"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:text="Reset" />

<TextView
android:id="@+id/output"
android:layout_width="match_parent"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:paddingTop="16dp" />
</LinearLayout>
```

• strings.xml

MainActivity.java

package com.example.uservalue; import android.app.DatePickerDialog;

import android.usp.butch telefblaiog, import android.os.Bundle; import android.view.View; import android.widget.ArrayAdapter; import android.widget.Button; import android.widget.EditText; import android.widget.RadioButton;

```
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```
import android.widget.RadioGroup;
import android.widget.Spinner;
import android.widget.TextView;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import java.util.Calendar;
public class MainActivity extends AppCompatActivity {
  private EditText username, password, address, age, dob;
  private RadioGroup gender;
  private Spinner state;
  private Button submitButton, resetButton;
  private TextView output;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    username = findViewById(R.id.username);
    password = findViewById(R.id.password);
    address = findViewById(R.id.address);
    age = findViewById(R.id.age);
    dob = findViewById(R.id.dob);
    gender = findViewById(R.id.gender);
    state = findViewById(R.id.state);
    submitButton = findViewById(R.id.submit button);
    resetButton = findViewById(R.id.reset button);
    output = findViewById(R.id.output);
    ArrayAdapter<CharSequence> adapter = ArrayAdapter.createFromResource(this,
        R.array.states_array, android.R.layout.simple_spinner_item);
    adapter.setDropDownViewResource(android.R.layout.simple spinner dropdown item);
    state.setAdapter(adapter);
    dob.setOnClickListener(v -> {
      Calendar calendar = Calendar.getInstance();
      int year = calendar.get(Calendar.YEAR);
      int month = calendar.get(Calendar.MONTH);
```

```
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```
int day = calendar.get(Calendar.DAY OF MONTH);
      DatePickerDialog datePickerDialog = new DatePickerDialog(MainActivity.this,
           (view, selectedYear, selectedMonth, selectedDay) -> {
             dob.setText(selectedDay + "/" + (selectedMonth + 1) + "/" + selectedYear);
           }, year, month, day);
      datePickerDialog.show();
    });
    submitButton.setOnClickListener(v -> {
      String userName = username.getText().toString();
      String userPassword = password.getText().toString();
      String userAddress = address.getText().toString();
      String userAge = age.getText().toString();
      String userDob = dob.getText().toString();
      String userState = state.getSelectedItem().toString();
      String userGender = ((RadioButton)
findViewById(gender.getCheckedRadioButtonId())).getText().toString();
      output.setText("User Name: " + userName + "\n" +
           "Password: " + userPassword + "\n" +
           "Address: " + userAddress + "\n" +
           "Gender: " + userGender + "\n" +
           "Age: " + userAge + "\n" +
           "Date of Birth: " + userDob + "\n" +
           "State: " + userState);
    });
    resetButton.setOnClickListener(v -> {
      username.setText("");
      password.setText("");
      address.setText("");
      age.setText("");
      dob.setText("");
      gender.clearCheck(); // Clears the selected radio button
      state.setSelection(0); // Resets the spinner to the first item
      output.setText(""); // Clears the output TextView
    });
  }
```

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}

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Output: -





b. Create an Android app that will check whether the given number supplied as an input is prime or not.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  android:layout width="match parent"
  android:layout height="match parent"
  android:padding="16dp">
  <EditText
    android:id="@+id/numberInput"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:hint="Enter a number"
    android:inputType="number" />
  <Button
    android:id="@+id/checkButton"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="Check Prime"
    android:layout_below="@id/numberInput"
    android:layout marginTop="16dp" />
  <TextView
    android:id="@+id/resultText"
    android:layout width="match parent"
    android:layout height="wrap content"
```

```
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android:layout_below="@id/checkButton"
android:layout_marginTop="16dp"
android:textSize="18sp" />
</RelativeLayout>
```



```
• MainActivity.java
```

```
package com.example.primechecker;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
  private EditText numberInput;
  private Button checkButton;
  private TextView resultText;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    numberInput = findViewById(R.id.numberInput);
    checkButton = findViewById(R.id.checkButton);
    resultText = findViewById(R.id.resultText);
    checkButton.setOnClickListener(new View.OnClickListener() {
      @Override
      public void onClick(View view) {
        String input = numberInput.getText().toString();
        if (!input.isEmpty()) {
          int number = Integer.parseInt(input);
          boolean isPrime = isPrime(number);
          resultText.setText(number + " is " + (isPrime ? "a prime number." : "not a prime
number."));
```

```
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```



```
} else {
           resultText.setText("Please enter a valid number.");
         }
       }
    });
  }
  private boolean isPrime(int num) {
    if (num <= 1) return false;
    for (int i = 2; i <= Math.sqrt(num); i++) {
       if (num % i == 0) {
         return false;
       }
    }
    return true;
  }
}
```

• Output: -

Check Prime
2 is a prime number.

Check Prime

10 is not a prime number.



c. Create an Android app that will check whether given two numbers are palindrome or not.

• activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  android:layout width="match parent"
  android:layout_height="match_parent"
  android:padding="16dp">
  <EditText
    android:id="@+id/firstNumberInput"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:hint="Enter the first number"
    android:inputType="number" />
  <EditText
    android:id="@+id/secondNumberInput"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:hint="Enter the second number"
    android:layout below="@id/firstNumberInput"
    android:layout marginTop="16dp"
    android:inputType="number" />
  <Button
    android:id="@+id/checkButton"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
```

```
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android:text="Check Palindrome"
```



```
android:text="Check Palindrome"
android:layout_below="@id/secondNumberInput"
android:layout_marginTop="16dp" />

<TextView
android:id="@+id/resultText"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_below="@id/checkButton"
android:layout_marginTop="16dp"
android:textSize="18sp" />

</RelativeLayout>
```

• MainActivity.java

```
package com.example.palindromechecker;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity {

private EditText firstNumberInput;
private Button checkButton;
```

```
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    private TextView resultText;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.activity main);
      firstNumberInput = findViewById(R.id.firstNumberInput);
      secondNumberInput = findViewById(R.id.secondNumberInput);
      checkButton = findViewById(R.id.checkButton);
      resultText = findViewById(R.id.resultText);
      checkButton.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View view) {
          String firstInput = firstNumberInput.getText().toString();
          String secondInput = secondNumberInput.getText().toString();
          if (!firstInput.isEmpty() && !secondInput.isEmpty()) {
             boolean isFirstPalindrome = isPalindrome(firstInput);
             boolean isSecondPalindrome = isPalindrome(secondInput);
            resultText.setText("First Number: " + firstInput + " is " + (isFirstPalindrome ? "a palindrome." :
 "not a palindrome.") +
                 "\nSecond Number: " + secondInput + " is " + (isSecondPalindrome ? "a palindrome." : "not
 a palindrome."));
          } else {
            resultText.setText("Please enter valid numbers.");
```

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}

```
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}
});

private boolean isPalindrome(String number) {
    String reversed = new StringBuilder(number).reverse().toString();
    return number.equals(reversed);
}
```

• Output: -

}

66

Check Palindrome

First Number: 66 is a palindrome.
Second Number: 68 is not a palindrome.