Ex. No. : 01 Date: 26-01-25

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GUI Components

Aim

Develop an application to change the font and color of the text and display toast message when the user presses the button.

Procedure:

Step 1 : File -> NewProject

Provide the application name and Click "Next"

Step 2 : Select the target android devices

Select the minimum SDK to run the application. Click "Next".

Step 3: Choose the activity for the application (By default choose "Blank Activity).

Click "Next".

Step 4 : Enter activity name and click " Finish ".

Step 5: Edit the program.

Step 6: Run the application, 2-ways to run the application.

- 1. Running through emulator
- 2. Running through mobile device

AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools">
  <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.Ex02"
    tools:targetApi="31">
    <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>
```

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:id="@+id/main"
 android:layout width="match parent"
 android:layout_height="match_parent"
 tools:context=".MainActivity">
 <TextView
   android:id="@+id/textView"
   android:layout_width="196dp"
   android:layout_height="53dp"
   android:text="Hello World!"
   android:textSize="12dp"
   app:layout_constraintBottom_toBottomOf="parent"
   app:layout_constraintEnd_toEndOf="parent"
   app:layout_constraintHorizontal_bias="0.263"
   app:layout_constraintStart_toStartOf="parent"
   app:layout_constraintTop_toTopOf="parent"
   app:layout_constraintVertical_bias="0.112" />
  <Button
   android:id="@+id/textcolor"
   android:layout_width="208dp"
   android:layout_height="70dp"
   android:text="Change text color"
   app:layout_constraintBottom_toBottomOf="parent"
   app:layout_constraintEnd_toEndOf="parent"
   app:layout_constraintHorizontal_bias="0.403"
   app:layout_constraintStart_toStartOf="parent"
   app:layout_constraintTop_toTopOf="parent"
   app:layout_constraintVertical_bias="0.358" />
  <Button
   android:id="@+id/textsize"
   android:layout_width="208dp"
   android:layout_height="70dp"
   android:text="change text size "
   app:layout_constraintBottom_toBottomOf="parent"
   app:layout_constraintEnd_toEndOf="parent"
   app:layout_constraintHorizontal_bias="0.403"
   app:layout_constraintStart_toStartOf="parent"
   app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.499" />
```

```
<Button
   android:id="@+id/background"
   android:layout_width="208dp"
   android:layout_height="70dp"
    android:text="change background color"
    app:layout_constraintBottom_toBottomOf="parent"
   app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.403"
    app:layout_constraintStart_toStartOf="parent"
   app:layout_constraintTop_toTopOf="parent"
   app:layout_constraintVertical_bias="0.644" />
</androidx.constraintlayout.widget.ConstraintLayout>
if (clickCounter > 30) {
        findViewById<ViewGroup>(R.id.main).setBackgroundColor(Color.WHITE) // or
originalBgColor if stored
       clickCounter = 0
     } else {
       val layout = findViewById<ViewGroup>(R.id.main)
       when (clickCounter) {
          10 -> layout.setBackgroundColor(Color.YELLOW)
          20 -> layout.setBackgroundColor(Color.MAGENTA)
          else -> layout.setBackgroundColor(Color.CYAN)
       showToast("Background color changed successfully")
     }
   }
}
```

MainActivity.kt

```
package com.example.guiapplication
import android.graphics.Color
import android.graphics.drawable.ColorDrawable
import android.os.Bundle
import android.util.TypedValue
import android.view.ViewGroup
import android.widget.Button
import android.widget.TextView
import android.widget.Toast
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat
class MainActivity : AppCompatActivity() {
 private lateinit var textView: TextView
 private lateinit var textSizeButton: Button
 private lateinit var textColorButton: Button
 private lateinit var BgColorButton: Button
 private var originalTextSize = 0f
 private var originalTextColor = 0
 private lateinit var mainLayout: ViewGroup
 private var currentTextSize = 0f
 private var clickCounter = 0
 private var originalBgColor = 0
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    enableEdgeToEdge()
    setContentView(R.layout.activity main)
   ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
     val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
     v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
     insets
   fun showToast(message: String) {
     Toast.makeText(this, message, Toast.LENGTH_SHORT).show()
```

```
mainLayout = findViewById(R.id.main)
    val background = mainLayout.background as? ColorDrawable
    originalBgColor = background?.color ?: Color.WHITE
    originalTextSize = textView.textSize
    originalTextColor = textView.currentTextColor
    currentTextSize = originalTextSize
    BgColorButton = findViewById(R.id.background)
    textSizeButton.setOnClickListener {
     clickCounter += 10
     if (clickCounter > 30) {
        currentTextSize = originalTextSize
        textView.setTextSize(TypedValue.COMPLEX_UNIT_PX, currentTextSize)
        clickCounter = 0
     } else {
        currentTextSize *= 2
        textView.setTextSize(TypedValue.COMPLEX_UNIT_PX, currentTextSize)
     showToast("Text Size changed successfully")
    // Change Text Color
    textColorButton.setOnClickListener {
     clickCounter += 10
     if (clickCounter > 30) {
        textView.setTextColor(originalTextColor)
        clickCounter = 0
     } else {
        // Set to any color you like (or cycle through a list)
        if (clickCounter == 10) {
          textView.setTextColor(Color.RED)
        } else if (clickCounter == 20) {
          textView.setTextColor(Color.BLUE)
        } else {
          textView.setTextColor(Color.GREEN) /// Orange
        showToast("Text color changed successfully")
    //Backgroundcolor
    //Backgroundcolor
    BgColorButton.setOnClickListener {
     clickCounter += 10
```

Output



Result:

The experiment was conducted successfully.