Mobile Application Development Laboratory

Course Code 18CSL78 Credits 1.5 Course type LAB
CIE Marks: 25 marks Hours/week: L-T-P 0-0-3 SEE Marks 25

marks Total Hours 30 SEE Duration 3 Hours for 50 marks

List of experiments

- 1. Develop an application that uses GUI components, Font and Colors.
- 2. Develop an application that uses Layout Managers and event listeners.
- 3. Develop a native calculator application.
- 4. Develop an application that makes use of database.
- 5. Develop an application that makes use of notification.

1. Develop an application that uses GUI components, Font and Colors

Aim:

To develop a Simple Android Application that uses GUI components, Font and Colors.

Creating a New project:

- 1. Open Android Studio and then click on File -> New -> New project
- 2. Then type the Application name as "ex.no.1" and click Next.
- 3. Then select the Minimum SDK as shown below and click Next.
- 4. Then select the Empty Activity and click Next.
- 5. Finally click Finish.
- 6. It will take some time to build and load the project.
- 7. After completion it will look as given below.

Designing layout for the Android Application:

- 1. Click on app -> res -> layout -> activity_main.xml.
- Now click on Text as shown below.
- 3. Then delete the code which is there and type the code as given below.

Activity.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
android:orientation="vertical"
android:layout width="match parent"
android:layout_height="match_parent">
<TextView
android:id="@+id/textView"
android:layout width="match parent"
android:layout height="wrap content"
android:layout margin="30dp"
   android:gravity="center"
   android:text="Hello World!"
   android:textSize="25sp"
       android:textStyle="bold" />
<Button
android:id="@+id/button1"
 android:layout width="match parent"
 android:layout height="wrap content"
android:layout margin="20dp"
 android:gravity="center"
 android:text="Change font size"
      android:textSize="25sp" />
<Button
 android:id="@+id/button2"
 android:layout width="match parent"
   android:layout height="wrap content"
   android:layout margin="20dp"
  android:gravity="center"
      android:text="Change color"
       android:textSize="25sp" />
</LinearLayout>
```

- 4. Now click on Design and your application will look as given below.
- 5. So now the designing part is completed.

Java Coding for the Android Application:

- Click on app -> java -> com.example.exno1 -> MainActivity.
- 2. Then delete the code which is there and type the code as given below.

MainActivity.java:

```
package com.example.exno1;
import android.graphics.Color;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity
  int ch=1;
   float font=30;
 @Override
   protected void onCreate(Bundle savedInstanceState)
       super.onCreate(savedInstanceState);
       setContentView(R.layout.activity main);
        final TextView t= (TextView) findViewById(R.id.textView);
       Button b1= (Button) findViewById(R.id.button1);
       b1.setOnClickListener(new View.OnClickListener() {
           @Override
           public void onClick(View v) {
               t.setTextSize(font);
               font = font + 5;
               if (font == 50)
                   font = 30;
     });
        Button b2= (Button) findViewById(R.id.button2);
        b2.setOnClickListener(new View.OnClickListener() {
           @Override
           public void onClick(View v) {
                switch (ch) {
                    case 1:
                       t.setTextColor(Color.RED);
                       break;
                    case 2:
                       t.setTextColor(Color.GREEN);
                       break;
```

```
case 3:
                       t.setTextColor(Color.BLUE);
                       break;
                   case 4:
                       t.setTextColor(Color.CYAN);
                       break;
                   case 5:
                       t.setTextColor(Color.YELLOW);
                       break;
                   case 6:
                       t.setTextColor(Color.MAGENTA);
                       break;
               ch++;
               if (ch == 7)
                   ch = 1;
});
}
}
```

- 4. So now the Coding part is also completed.
- 5. Now run the application to see the output.

Output:

2. Develop an application that uses Layout Managers and event listeners.

Aim:

To develop a Simple Android Application that uses Layout Managers and Event Listeners.

Procedure:

Creating a New project:

- Open Android Stdio and then click on File -> New -> New project.
- Then type the Application name as "ex.no.2" and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Finally click Finish.
- It will take some time to build and load the project.

Creating Second Activity for the Android Application:

- Click on File -> New -> Activity -> Empty Activity.
- Type the Activity Name as SecondActivity and click Finish button.
- Thus Second Activity For the application is created.

Designing layout for the Android Application:

Designing Layout for Main Activity:

- Click on app -> res -> layout -> activity_main.xml.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
xmlns:tools="http://schemas.android.com/tools"
android:layout width="match parent"
android:layout height="match parent"
tools:context=".MainActivity">
<LinearLayout
android:layout width="match parent"
android:layout height="100dp">
<TextView
android:id="@+id/textView"
android:layout width="match parent"
android:layout height="wrap content"
android:layout margin="30dp"
android:text="Details Form"
android:textSize="25sp"
android:gravity="center"/>
</LinearLayout>
<GridLayout
android:id="@+id/gridLayout"
android:layout width="match parent"
android:layout height="match parent"
android:layout marginTop="100dp"
android:layout marginBottom="200dp"
android:columnCount="2"
android:rowCount="3">
<TextView
android:id="@+id/textView1"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="10dp"
android:layout row="0"
android:layout column="0"
android:text="Name"
android:textSize="20sp"
   android:gravity="center"/>
<EditText
  android:id="@+id/editText"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="10dp"
android:layout row="0"
android:layout column="1"
   android:ems="10"/>
```

```
<TextView
android:id="@+id/textView2"
android:layout width="wrap content"
android:layout_height="wrap_content"
android:layout margin="10dp"
android:layout row="1"
android:layout_column="0"
android:text="Reg.No"
android:textSize="20sp"
   android:gravity="center"/>
<EditText
android:id="@+id/editText2"
  android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="10dp"
android:layout row="1"
android:layout column="1"
android:inputType="number"
  android:ems="10"/>
<TextView
android:id="@+id/textView3"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="10dp"
android:layout row="2"
android:layout column="0"
android:text="Dept"
android:textSize="20sp"
   android:gravity="center"/>
<Spinner
android:id="@+id/spinner"
  android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="10dp"
android:layout row="2"
android:layout column="1"
    android:spinnerMode="dropdown"/>
</GridLayout>
<Button
android:id="@+id/button"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout alignParentBottom="true"
```

```
android:layout_centerInParent="true"
android:layout_marginBottom="150dp"
android:text="Submit"/>
```

</RelativeLayout>

- Now click on Design and your activity will look as given below.
- So now the designing part of Main Activity is completed.

Designing Layout for Second Activity:

- Click on app -> res -> layout -> activity_second.xml.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

ActivitySecond.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
xmlns:tools="http://schemas.android.com/tools"
android:layout width="match parent"
android:layout height="match parent"
tools:context="com.example.devang.exno2.SecondActivity"
android:orientation="vertical"
android:gravity="center">
<TextView
android:id="@+id/textView1"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="20dp"
android:text="New Text"
  android:textSize="30sp"/>
<TextView
android:id="@+id/textView2"
android:layout_width="wrap_content"
```

```
android:layout_height="wrap_content"
android:layout_margin="20dp"
android:text="New Text"
android:textSize="30sp"/>

<TextView
    android:id="@+id/textView3"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_margin="20dp"
    android:text="New Text"
    android:textSize="30sp"/>
```

</LinearLayout>

- Now click on Design and your activity will look as given below.
- So now the designing part of Second Activity is also completed.

Java Coding for the Android Application:

Java Coidng for Main Activity:

- Click on app -> java -> com.example.exno2 -> MainActivity.
- Then delete the code which is there and type the code as given below.

MainActivity.java:

```
import android.content.Intent;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Spinner;
```

```
//Defining the Views
EditText e1,e2;
Button bt;
Spinner s;
//Data for populating in Spinner
String [] dept array={"CSE","ECE","IT","Mech","Civil"};
String name, reg, dept;
@Override
  protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
       setContentView(R.layout.activity main);
      //Referring the Views
   e1= (EditText) findViewById(R.id.editText);
       e2= (EditText) findViewById(R.id.editText2);
bt= (Button) findViewById(R.id.button);
      s= (Spinner) findViewById(R.id.spinner);
       //Creating Adapter for Spinner for adapting the data from array to Spinner
       ArrayAdapter adapter= new
ArrayAdapter(MainActivity.this, android.R.layout.simple spinner item, dept array);
       s.setAdapter(adapter);
       //Creating Listener for Button
       bt.setOnClickListener(new View.OnClickListener() {
           @Override
           public void onClick(View v) {
               //Getting the Values from Views (Edittext & Spinner)
               name=e1.getText().toString();
               reg=e2.getText().toString();
               dept=s.getSelectedItem().toString();
               //Intent For Navigating to Second Activity
               Intent i = new Intent(MainActivity.this, SecondActivity.class);
               //For Passing the Values to Second Activity
               i.putExtra("name key", name);
               i.putExtra("reg key",reg);
```

```
i.putExtra("dept_key", dept);

startActivity(i);

}
});
}
```

So now the Coding part of Main Activity is completed.

Java Coding for Second Activity:

- Click on app -> java -> com.example.exno2 -> SecondActivity.
- Then delete the code which is there and type the code as given below.

SecondActivity.java:

```
import android.content.Intent;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.widget.TextView;

public class SecondActivity extends AppCompatActivity {
    TextView t1,t2,t3;

    String name,reg,dept;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_second);

    t1= (TextView) findViewById(R.id.textView1);
    t2= (TextView) findViewById(R.id.textView2);
    t3= (TextView) findViewById(R.id.textView3);
```

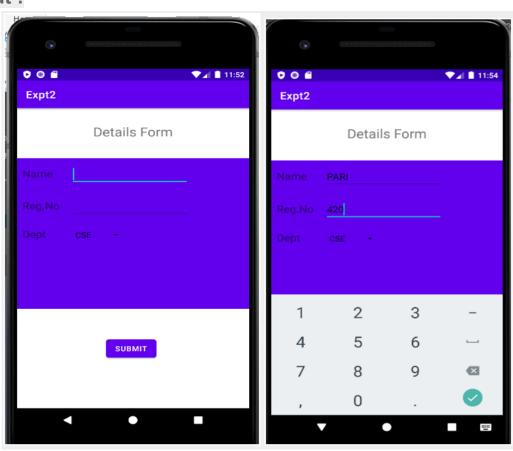
```
//Getting the Intent
Intent i = getIntent();

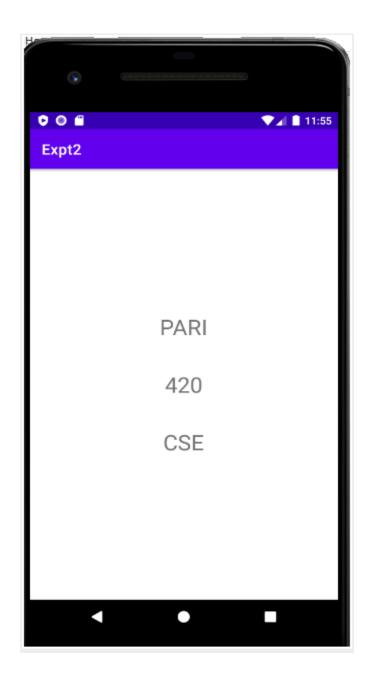
//Getting the Values from First Activity using the Intent received
name=i.getStringExtra("name_key");
reg=i.getStringExtra("reg_key");
dept=i.getStringExtra("dept_key");

//Setting the Values to Intent
t1.setText(name);
t2.setText(reg);
t3.setText(dept);
}
```

- So now the Coding part of Second Activity is also completed.
- Now run the application to see the output.

Output:





3. Develop a native calculator application.

Aim:

To develop a Simple Android Application for Native Calculator.

Procedure:

Creating a New project:

- Open Android Studio and then click on File -> New -> New project.
- Then type the Application name as "ex.no.3" and click Next.
- Then select the Minimum SDK as shown below and click Next.
- Then select the Empty Activity and click Next.
- Finally click Finish.
- It will take some time to build and load the project.

Designing layout for the Android Application:

- Click on app -> res -> layout -> activity main.xml.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:layout_margin="20dp">

<LinearLayout
    android:id="@+id/linearLayout1"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_height="wrap_content"
    android:layout_margin="20dp">
```

```
<EditText
           android:id="@+id/editText1"
           android:layout width="match parent"
           android:layout height="wrap content"
           android:layout weight="1"
           android:inputType="numberDecimal"
           android:textSize="20sp" />
       <EditText
           android:id="@+id/editText2"
           android:layout width="match parent"
           android:layout height="wrap content"
           android:layout weight="1"
           android:inputType="numberDecimal"
           android:textSize="20sp" />
</LinearLayout>
 <LinearLayout
       android:id="@+id/linearLayout2"
       android:layout width="match parent"
       android:layout height="wrap content"
       android:layout margin="20dp">
       <Button
           android:id="@+id/Add"
           android:layout width="match parent"
           android:layout height="wrap content"
           android:layout weight="1"
           android:text="+"
           android:textSize="30sp"/>
       <Button
           android:id="@+id/Sub"
           android:layout width="match parent"
           android:layout height="wrap content"
           android:layout weight="1"
           android:text="-"
           android:textSize="30sp"/>
       <Button
           android:id="@+id/Mul"
           android:layout width="match parent"
           android:layout height="wrap content"
           android:layout weight="1"
           android:text="*"
           android:textSize="30sp"/>
```

```
<Button
android:id="@+id/Div"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_weight="1"
android:text="/"
android:textSize="30sp"/>
```

</LinearLayout>

```
<TextView
    android:id="@+id/textView"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="50dp"
    android:text="Answer is"
    android:textSize="30sp"
    android:gravity="center"/>
```

</LinearLayout>

- Now click on Design and your application will look as given below.
- So now the designing part is completed.

Java Coding for the Android Application:

- Click on app -> java -> com.example.exno3 -> MainActivity.
- Then delete the code which is there and type the code as given below.

Main_Activity.java

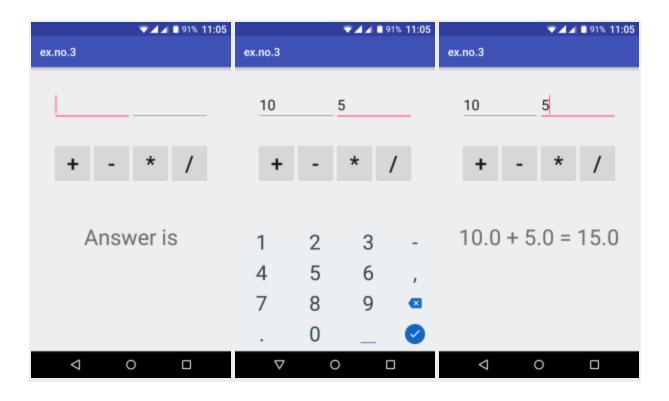
```
package com.example.devang.exno3;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.text.TextUtils;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
```

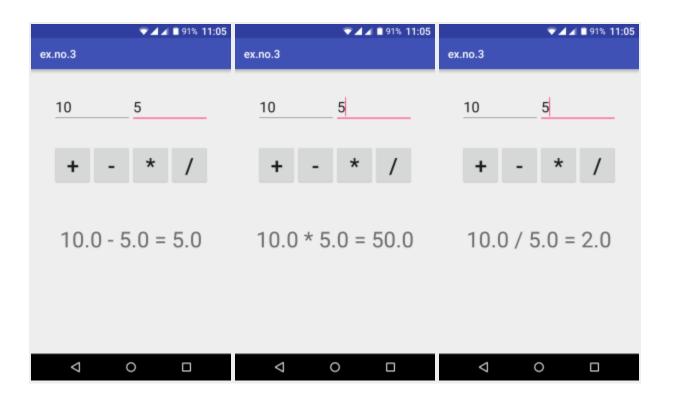
```
import android.widget.EditText;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity implements OnClickListener
//Defining the Views
EditText Num1;
EditText Num2;
Button Add;
Button Sub;
Button Mul;
Button Div;
TextView Result;
@Override
 public void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
   setContentView(R.layout.activity main);
//Referring the Views
Num1 = (EditText) findViewById(R.id.editText1);
   Num2 = (EditText) findViewById(R.id.editText2);
Add = (Button) findViewById(R.id.Add);
Sub = (Button) findViewById(R.id.Sub);
  Mul = (Button) findViewById(R.id.Mul);
Div = (Button) findViewById(R.id.Div);
    Result = (TextView) findViewById(R.id.textView);
// set a listener
   Add.setOnClickListener(this);
Sub.setOnClickListener(this);
Mul.setOnClickListener(this);
      Div.setOnClickListener(this);
}
@Override
   public void onClick (View v)
      float num1 = 0;
       float num2 = 0;
       float result = 0;
      String oper = "";
// check if the fields are empty
```

```
if (TextUtils.isEmpty(Num1.getText().toString()) ||
TextUtils.isEmpty(Num2.getText().toString()))
               return;
       // read EditText and fill variables with numbers
       num1 = Float.parseFloat(Num1.getText().toString());
       num2 = Float.parseFloat(Num2.getText().toString());
       // defines the button that has been clicked and performs the corresponding
operation
        // write operation into oper, we will use it later for output
        switch (v.getId())
            case R.id.Add:
               oper = "+";
               result = num1 + num2;
               break;
            case R.id.Sub:
             oper = "-";
               result = num1 - num2;
              break;
            case R.id.Mul:
               oper = "*";
               result = num1 * num2;
               break;
            case R.id.Div:
               oper = "/";
               result = num1 / num2;
               break;
            default:
               break;
       // form the output line
       Result.setText(num1 + " " + oper + " " + num2 + " = " + result);
}
```

- So now the Coding part is also completed.
- Now run the application to see the output.

Output:





4. Develop an application that makes use of database.

Designing layout for the Android Application:

- Click on app -> res -> layout -> activity_main.xml.
- Now click on Text as shown below.
- Then delete the code which is there and type the code as given below.

Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
android:layout width="match parent"
android:layout height="match parent">
<TextView
android:layout width="wrap content"
android:layout height="wrap content"
  android:layout x="50dp"
   android:layout y="20dp"
 android:text="Student Details"
       android:textSize="30sp" />
 <TextView
android:layout width="wrap content"
   android:layout height="wrap content"
   android:layout x="20dp"
  android:layout y="110dp"
  android:text="Enter Rollno:"
       android:textSize="20sp" />
<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="20sp" />
 <TextView
android:layout width="wrap content"
  android:layout height="wrap content"
   android:layout x="20dp"
```

```
android:layout y="160dp"
 android:text="Enter Name:"
      android:textSize="20sp" />
<EditText
android:id="@+id/Name"
android:layout width="150dp"
android:layout height="wrap content"
 android:layout x="175dp"
android:layout y="150dp"
android:inputType="text"
      android:textSize="20sp" />
<TextView
android:layout width="wrap content"
android:layout height="wrap content"
android:layout x="20dp"
android:layout y="210dp"
 android:text="Enter Marks:"
      android:textSize="20sp" />
<EditText
android:id="@+id/Marks"
android:layout width="150dp"
  android:layout height="wrap content"
   android:layout x="175dp"
  android:layout y="200dp"
android:inputType="number"
      android:textSize="20sp" />
<Button
android:id="@+id/Insert"
 android:layout width="150dp"
android:layout height="wrap content"
 android:layout x="25dp"
   android:layout y="300dp"
   android:text="Insert"
      android:textSize="30dp" />
<Button
android:id="@+id/Delete"
  android:layout width="150dp"
  android:layout height="wrap content"
   android:layout x="200dp"
   android:layout y="300dp"
android:text="Delete"
      android:textSize="30dp" />
```

```
<Button
android:id="@+id/Update"
android:layout_width="150dp"
 android:layout height="wrap content"
 android:layout x="25dp"
   android:layout y="400dp"
  android:text="Update"
      android:textSize="30dp" />
<Button
android:id="@+id/View"
android:layout width="150dp"
 android:layout height="wrap content"
   android:layout x="200dp"
   android:layout y="400dp"
   android:text="View"
      android:textSize="30dp" />
<Button
android:id="@+id/ViewAll"
  android:layout width="200dp"
   android:layout height="wrap content"
  android:layout x="100dp"
  android:layout y="500dp"
      android:text="View All"
      android:textSize="30dp" />
</AbsoluteLayout>
```

Java Coding for the Android Application:

- Click on app -> java -> com.example.exno5 -> MainActivity.
- Then delete the code which is there and type the code as given below.

Main_activity.java

```
package com.example.exno5;
import android.app.Activity;
import android.app.AlertDialog.Builder;
```

```
import android.content.Context;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
public class MainActivity extends Activity implements OnClickListener
EditText Rollno,Name,Marks;
Button Insert, Delete, Update, View, ViewAll;
SQLiteDatabase db;
/** Called when the activity is first created. */
@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);
   Marks=(EditText)findViewById(R.id.Marks);
   Insert=(Button) findViewById(R.id.Insert);
   Delete=(Button) findViewById(R.id.Delete);
Update=(Button)findViewById(R.id.Update);
View=(Button)findViewById(R.id.View);
      ViewAll=(Button) findViewById(R.id.ViewAll);
      Insert.setOnClickListener(this);
 Delete.setOnClickListener(this);
   Update.setOnClickListener(this);
   View.setOnClickListener(this);
      ViewAll.setOnClickListener(this);
// Creating database and table
       db=openOrCreateDatabase("StudentDB", Context.MODE PRIVATE, null);
       db.execSQL("CREATE TABLE IF NOT EXISTS student(rollno VARCHAR, name
VARCHAR, marks VARCHAR);");
  public void onClick(View view)
// Inserting a record to the Student table
if(view==Insert)
```

```
// Checking for empty fields
           if(Rollno.getText().toString().trim().length()==0||
                  Name.getText().toString().trim().length()==0||
                  Marks.getText().toString().trim().length()==0)
               showMessage("Error", "Please enter all values");
              return;
           db.execSQL("INSERT INTO student
VALUES('"+Rollno.getText()+"','"+Name.getText()+
                 "','"+Marks.getText()+"');");
          showMessage("Success", "Record added");
          clearText();
    }
   // Deleting a record from the Student table
   if(view==Delete)
   // Checking for empty roll number
      if(Rollno.getText().toString().trim().length()==0)
              showMessage("Error", "Please enter Rollno");
              return;
Cursor c=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");
        else
              showMessage("Error", "Invalid Rollno");
   clearText();
    }
// Updating a record in the Student table
if(view==Update)
          // Checking for empty roll number
          if(Rollno.getText().toString().trim().length()==0)
              showMessage("Error", "Please enter Rollno");
              return;
          Cursor c=db.rawQuery("SELECT * FROM student WHERE
rollno='"+Rollno.getText()+"'", null);
           if(c.moveToFirst()) {
              db.execSQL("UPDATE student SET name='" + Name.getText() +
"',marks='" + Marks.getText() +
```

```
"' WHERE rollno='"+Rollno.getText()+"'");
               showMessage("Success", "Record Modified");
           else {
               showMessage("Error", "Invalid Rollno");
           clearText();
   // Display a record from the Student table
   if(view==View)
         // Checking for empty roll number
    if(Rollno.getText().toString().trim().length()==0)
               showMessage("Error", "Please enter Rollno");
              return;
Cursor c=db.rawQuery("SELECT * FROM student WHERE
rollno='"+Rollno.getText()+"'", null);
          if(c.moveToFirst())
              Name.setText(c.getString(1));
              Marks.setText(c.getString(2));
   else
               showMessage("Error", "Invalid Rollno");
              clearText();
   }
// Displaying all the records
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());
}
}
  public void showMessage(String title,String message)
```

```
Builder builder=new Builder(this);
builder.setCancelable(true);
builder.setTitle(title);
builder.setMessage(message);
builder.show();
}

public void clearText()
{
   Rollno.setText("");
   Name.setText("");
   Marks.setText("");
   Rollno.requestFocus();
}
```

5. Develop an application that makes use of notification.

Aim:

To develop a Android Application that creates an alert upon receiving a message.

Creating a New project:

Open Android Studio and then click on File -> New -> New project.

Creating Second Activity for the Android Application:

- Click on File -> New -> Activity -> Empty Activity.
- Type the Activity Name as SecondActivity and click Finish button.

Activity_main.xml:

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

```
android:layout_width="match_parent"
android: layout height="match parent"
android:layout margin="10dp"
android:orientation="vertical">
<TextView
android:layout width="wrap content"
android:layout height="wrap content"
android:text="Message"
      android:textSize="30sp" />
<EditText
android:id="@+id/editText"
android:layout width="match parent"
   android:layout height="wrap content"
  android:singleLine="true"
      android:textSize="30sp" />
<Button
android:id="@+id/button"
android:layout width="wrap content"
android:layout height="wrap content"
android:layout margin="30dp"
android:layout gravity="center"
android:text="Notify"
```

</LinearLayout>

Java Coding for the Android Application:

android:textSize="30sp"/>

Click on app -> java -> com.example.exno10 -> MainActivity.

MainActivity.java:

```
package com.example.exno10;
import android.app.Notification;
import android.app.NotificationManager;
```

```
import android.app.PendingIntent;
import android.content.Intent;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
public class MainActivity extends AppCompatActivity
Button notify;
EditText e;
@Override
  protected void onCreate(Bundle savedInstanceState)
super.onCreate(savedInstanceState);
  setContentView(R.layout.activity main);
notify= (Button) findViewById(R.id.button);
    e= (EditText) findViewById(R.id.editText);
      notify.setOnClickListener(new View.OnClickListener()
    @Override
          public void onClick(View v)
              Intent intent = new Intent(MainActivity.this,
SecondActivity.class);
              PendingIntent pending =
PendingIntent.getActivity(MainActivity.this, 0, intent, 0);
        Notification noti = new
Notification.Builder (MainActivity.this).setContentTitle ("New
Message").setContentText(e.getText().toString()).setSmallIcon(R.mipmap.ic launc
her).setContentIntent(pending).build();
             NotificationManager manager = (NotificationManager)
getSystemService(NOTIFICATION SERVICE);
noti.flags |= Notification.FLAG AUTO CANCEL;
manager.notify(0, noti);
}
});
}
```