

## INDEX

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## PRACTICAL 1

### Aim:-

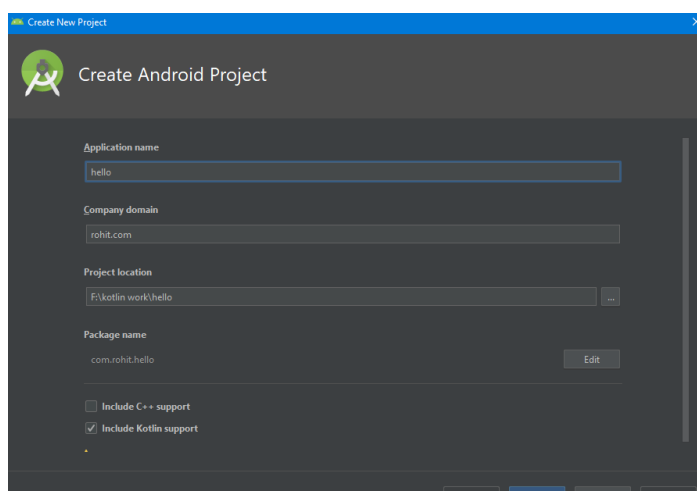
Introduction to Android, Introduction to Android Studio IDE, Application Fundamentals: Creating a Project, Android Components, Activities, Services, Content Providers, Broadcast Receivers, Interface overview, Creating Android Virtual device, USB debugging mode, Android Application Overview. Simple “Hello World” program.

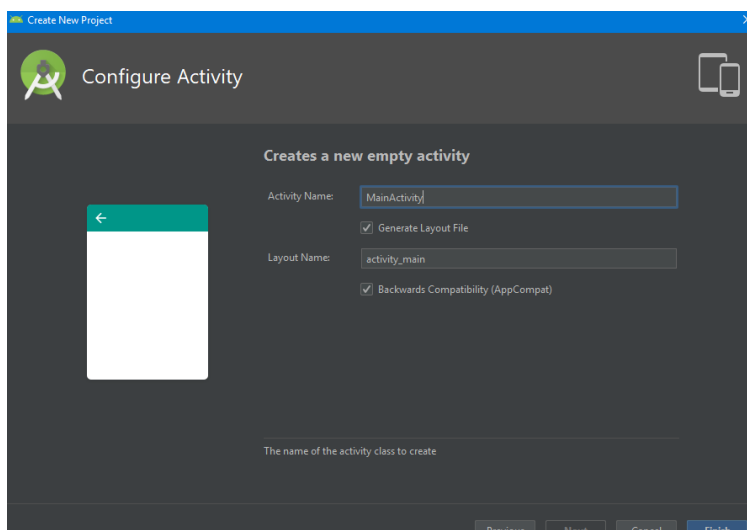
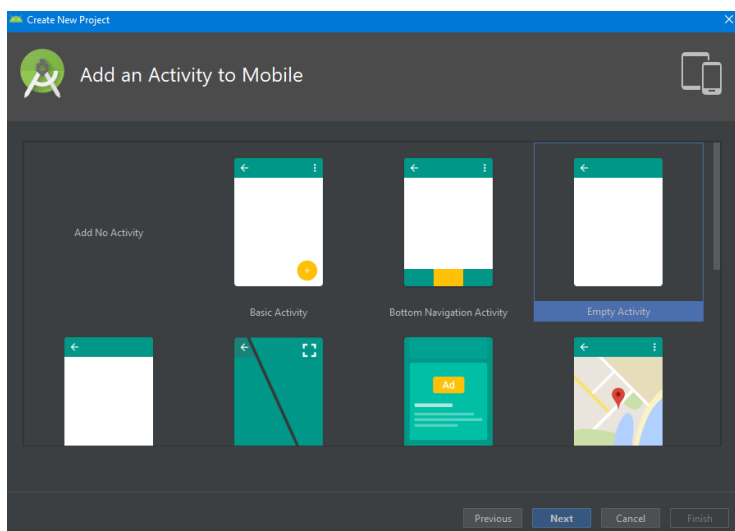
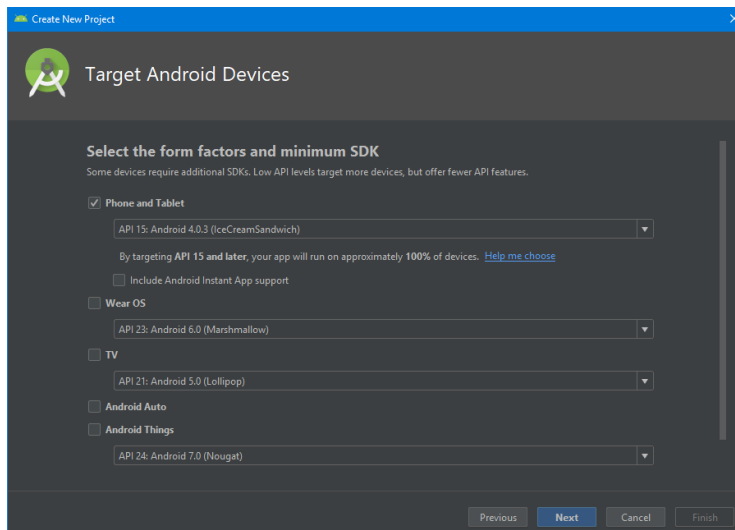
### Description:-

Android Studio is the official integrated development environment for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems

### Solution:-

Creating a project:

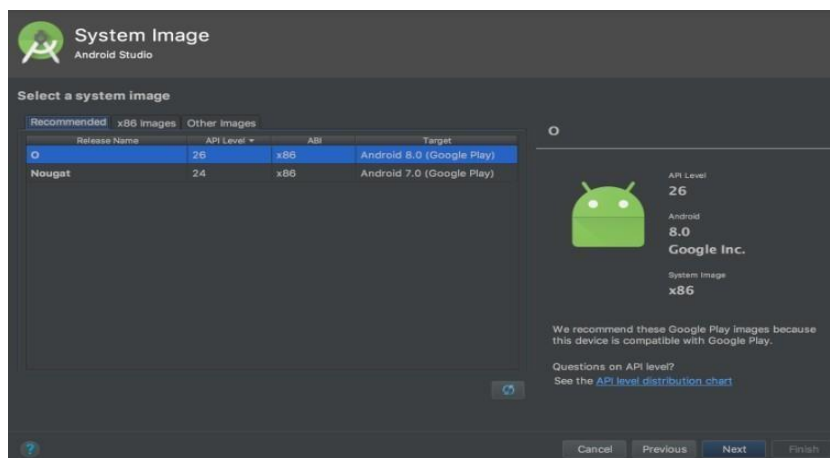
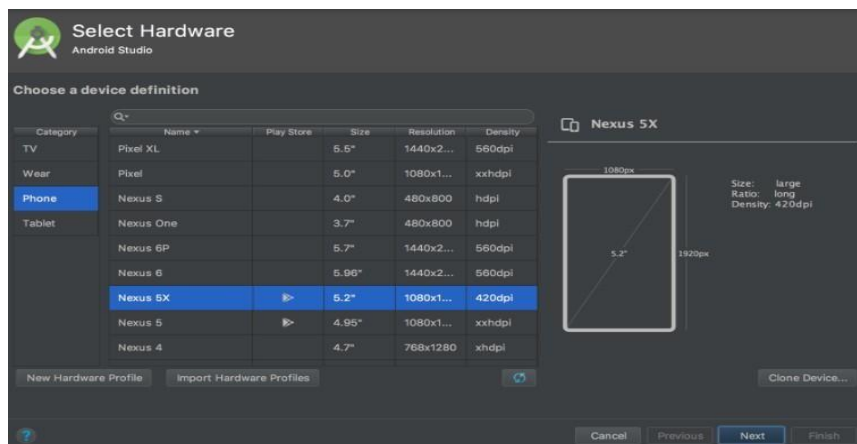
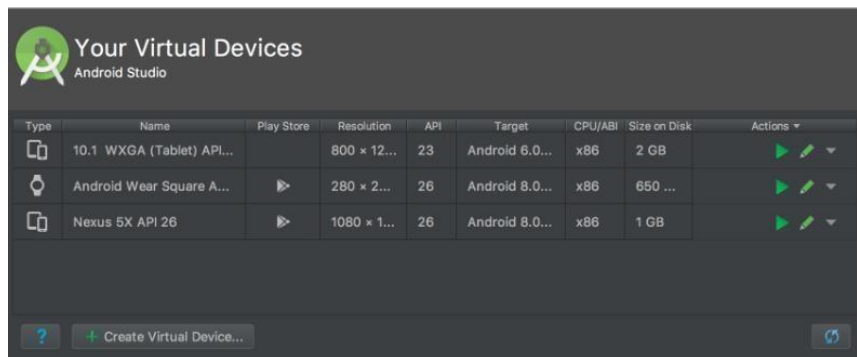


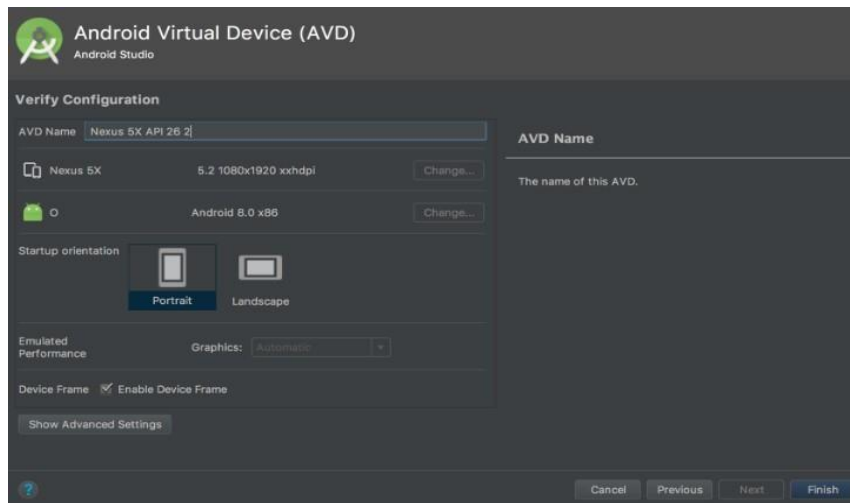


## Create and manage virtual devices:

To open the AVD Manager, do one of the following:

- Select Tools > AVD Manager.
- Click AVD Manager icon in the toolbar.





## Activity\_Main.Kt

**package** com.bscit.hello

```
import android.support.v7.app.AppCompatActivity
import android.os.Bundle
```

```
class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

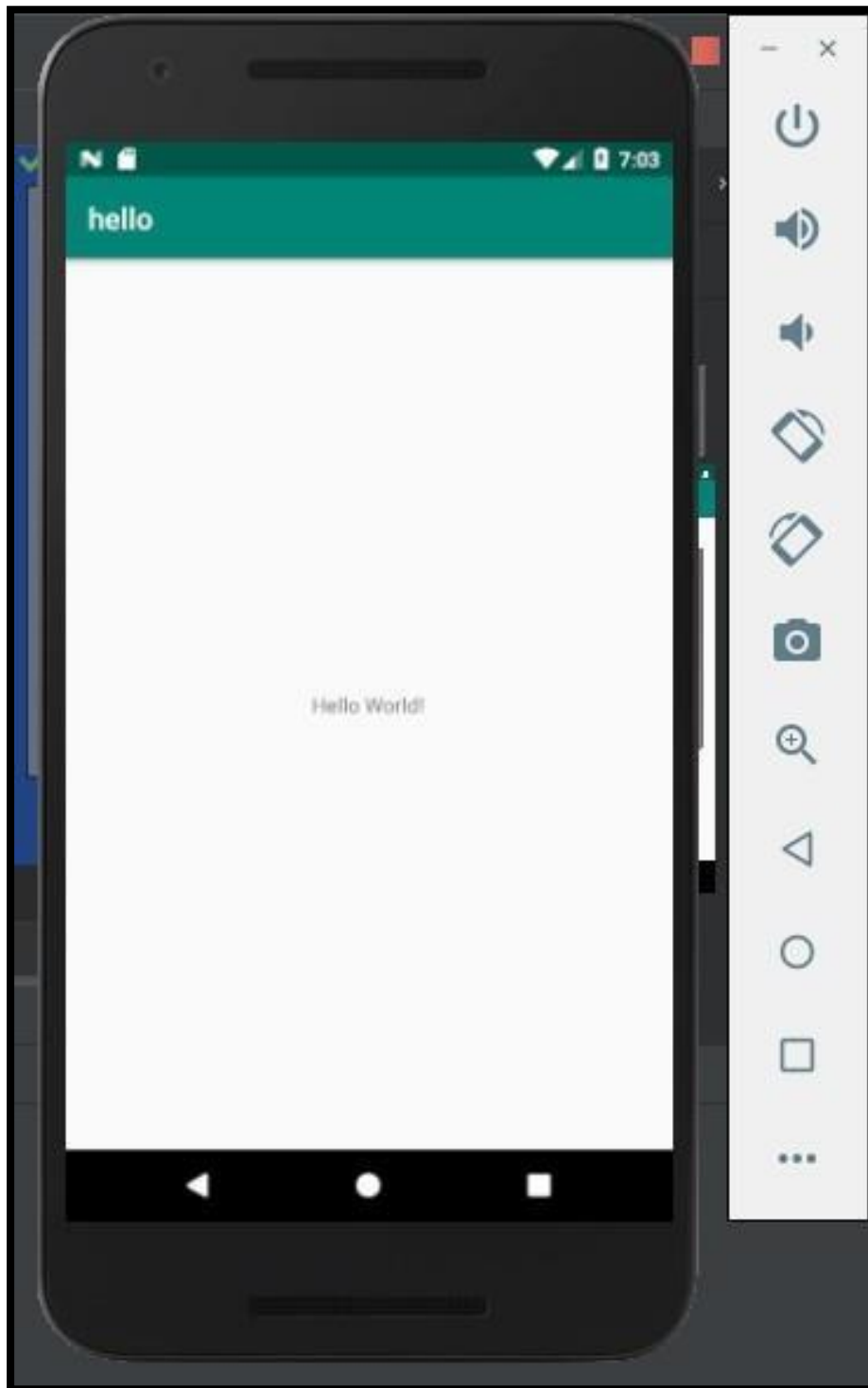
## Activity\_Main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
```

```
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent"/>
```

`</android.support.constraint.ConstraintLayout>`

**Output:-**



## Practical 2

**Aim:** Programming Android Resources: Colour, Theme, String, Dimension, Image

**Description:** Android Studio helps you add new resources and alternative resources in several ways, depending on the type of resource you want to add.

**Solution:**

**activity\_main.xml**

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

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"
android:orientation="vertical"
android:background="@drawable/abc"
tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"

        android:layout_marginLeft="120dp"
        android:hint="@string/mystring"

        android:textSize="30dp"
        android:textColorHint="@color/tx"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent"/>

    <ImageView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        app:srcCompat="@mipmap/ic_launcher"
        tools:layout_editor_absoluteY="0dp" tools:layout_editor_absoluteX="3dp"
        android:id="@+id/imageView"
        tools:ignore="MissingConstraints" android:layout_alignParentStart="true"
        android:layout_alignParentTop="true" android:layout_marginTop="143dp"
        android:layout_alignParentLeft="true"/>
```



```
</LinearLayout>
```

### **strings.xml**

```
<resources>
<string name="app_name">My Application</string>
<string name="mystring">"WELCOME"</string>
</resources>
```

### **color.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
<color name="colorPrimary">#008577</color>
<color name="colorPrimaryDark">#00574B</color>
<color name="colorAccent">#D81B60</color>
<color name="tx">#FFFFFF</color>
</resources>
```

### **MainActivity.kt**

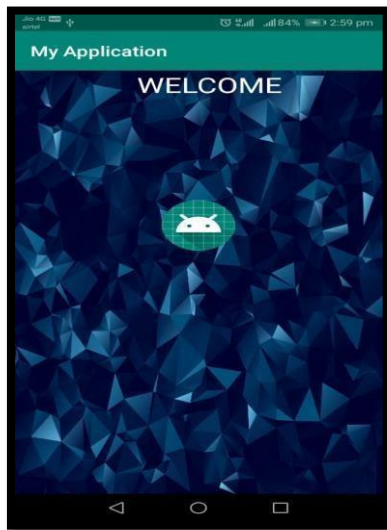
```
package com.example.gkaud.myapplication
```

```
import android.support.v7.app.AppCompatActivity
import android.os.Bundle
```

```
class MainActivity : AppCompatActivity() {
```

```
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

### **Output:-**



## Practical 3

**Aim:** Programming Activities and fragments: Activity Life Cycle, Life Cycle of fragments.

**Description:**

A fragment is an independent Android component which can be used by an activity. A fragment encapsulates functionality so that it is easier to reuse within activities and layouts.

**Solution:**

**activity\_main.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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">

<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:textSize="90dp"
android:text="Welcome"
android:textColor="@color/colorPrimary"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintLeft_toLeftOf="parent"
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintTop_toTopOf="parent" />

</android.support.constraint.ConstraintLayout>
```

**MainActivity.java**

```
package com.example.myapplication;

import android.os.Bundle;
import android.app.Activity;
import android.util.Log;

public class MainActivity extends Activity {
    String msg= "Android : ";
```

```
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    Log.d(msg, "The onCreate() event");
}

@Override
protected void onStart() {
    super.onStart();
    Log.d(msg, "The onStart() event");
}
```

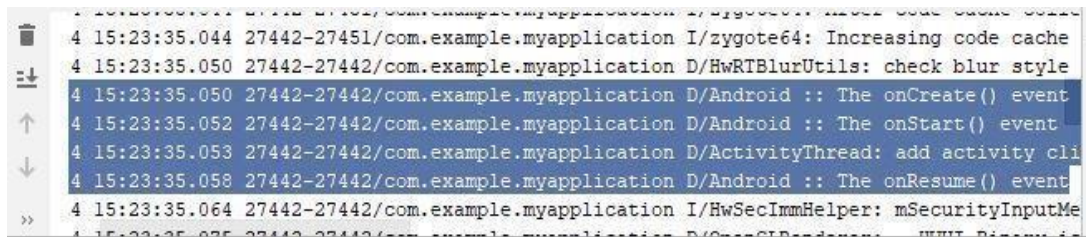
```
@Override
protected void onResume() {
    super.onResume();
    Log.d(msg, "The onResume() event");
}
```

```
@Override
protected void onPause() {
    super.onPause();
    Log.d(msg, "The onPause() event");
}
```

```
@Override
protected void onStop() {
    super.onStop();
    Log.d(msg, "The onStop() event");
}
```

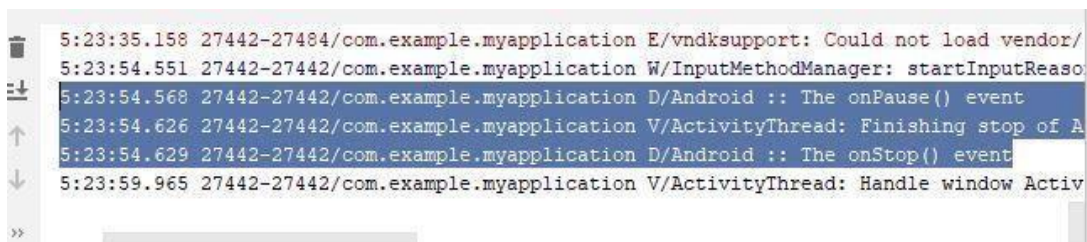
```
@Override
public void onDestroy() {
    super.onDestroy();
    Log.d(msg, "The onDestroy() event");
}
}
```

**Output: -**



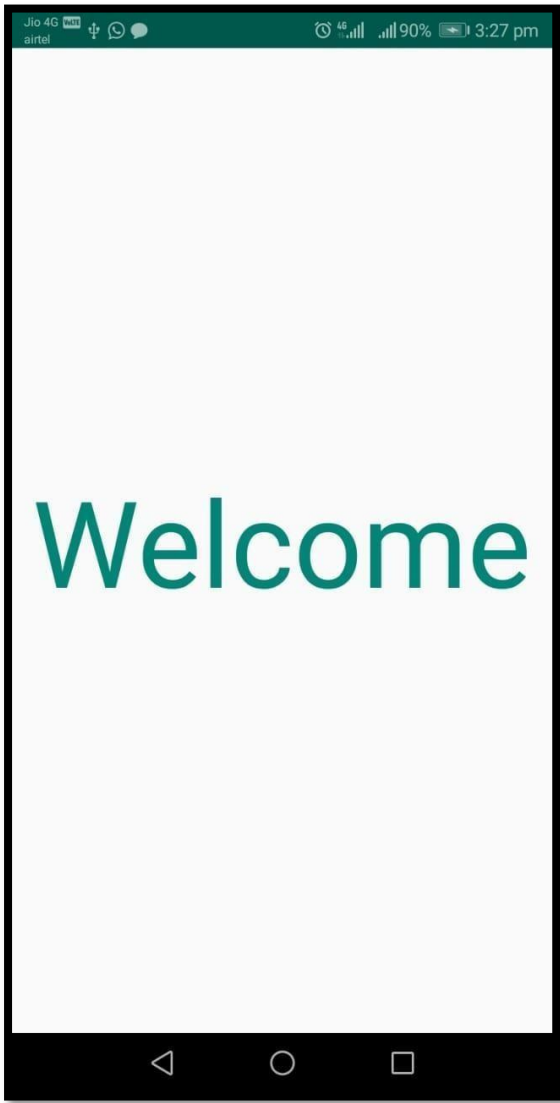
A screenshot of the Android Studio Logcat window. The interface includes a toolbar on the left with icons for clearing logs, filtering, and scrolling. The log entries are as follows:

```
4 15:23:35.044 27442-27451/com.example.myapplication I/zygote64: Increasing code cache
4 15:23:35.050 27442-27442/com.example.myapplication D/HwRTBlurUtils: check blur style
4 15:23:35.050 27442-27442/com.example.myapplication D/Android :: The onCreate() event
4 15:23:35.052 27442-27442/com.example.myapplication D/Android :: The onStart() event
4 15:23:35.053 27442-27442/com.example.myapplication D/ActivityThread: add activity cli
4 15:23:35.058 27442-27442/com.example.myapplication D/Android :: The onResume() event
4 15:23:35.064 27442-27442/com.example.myapplication I/HwSecImmHelper: mSecurityInputMe
```



A screenshot of the Android Studio Logcat window showing the application's lifecycle events. The log entries are as follows:

```
5:23:35.158 27442-27484/com.example.myapplication E/vndksupport: Could not load vendor/
5:23:54.551 27442-27442/com.example.myapplication W/InputMethodManager: startInputReaso
5:23:54.568 27442-27442/com.example.myapplication D/Android :: The onPause() event
5:23:54.626 27442-27442/com.example.myapplication V/ActivityThread: Finishing stop of A
5:23:54.629 27442-27442/com.example.myapplication D/Android :: The onStop() event
5:23:59.965 27442-27442/com.example.myapplication V/ActivityThread: Handle window Activ
```



## Practical 4

**Aim:**Programs related to different Layouts: Linear, Relative,Table.

### **Description:**

A layout defines the structure for a user interface in your app, such as in an activity. All elements in the layout are built using a hierarchy of View and ViewGroup objects. A View usually draws something the user can see and interact with. Whereas a ViewGroup is an invisible container that defines the layout structure for View and other ViewGroup objects.

### **Solution:**

#### **Relative Layout and Linear Layout: -**

activity\_main.xml

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

```
<RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:layout_editor_absoluteX="16dp"
    tools:layout_editor_absoluteY="19dp">
```

```
<TextView
    android:id="@+id/Submit"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="TextView" />
```

```
<EditText
    android:id="@+id/Username"
    android:layout_width="wrap_content"
    android:layout_height="48dp"
    android:layout_marginLeft="50dp"
    android:layout_marginTop="100dp"
    android:ems="10"
```

```
android:text="Name"
```

>

```
<EditText
```

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

```
android:layout_width="wrap_content"
```

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

```
android:layout_marginTop="20dp"
```

```
android:layout_below="@id/Username"
```

```
android:ems="10"
```

```
android:inputType="textPassword"
```

```
android:text="Password"
```

```
android:layout_marginLeft="50dp"
```

>

```
<Button
```

```
android:id="@+id/bt1"
```

```
android:layout_width="wrap_content"
```

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

```
android:text="Button"
```

```
android:layout_marginLeft="90dp"
```

```
android:layout_below="@id/Password"
```

```
android:layout_marginTop="20dp"
```

```
tools:layout_editor_absoluteX="137dp"
```

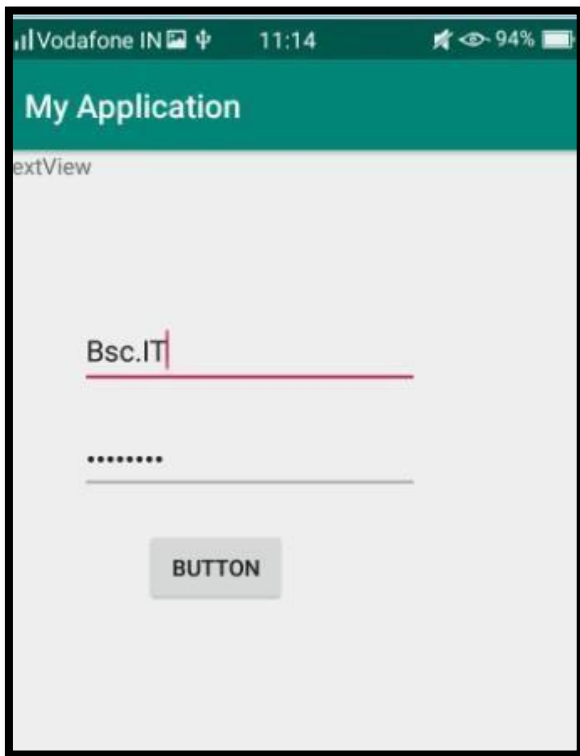
```
tools:layout_editor_absoluteY="363dp" />
```

```
</RelativeLayout>
```

```
</LinearLayout>
```

**Output: -**





## Table Layout

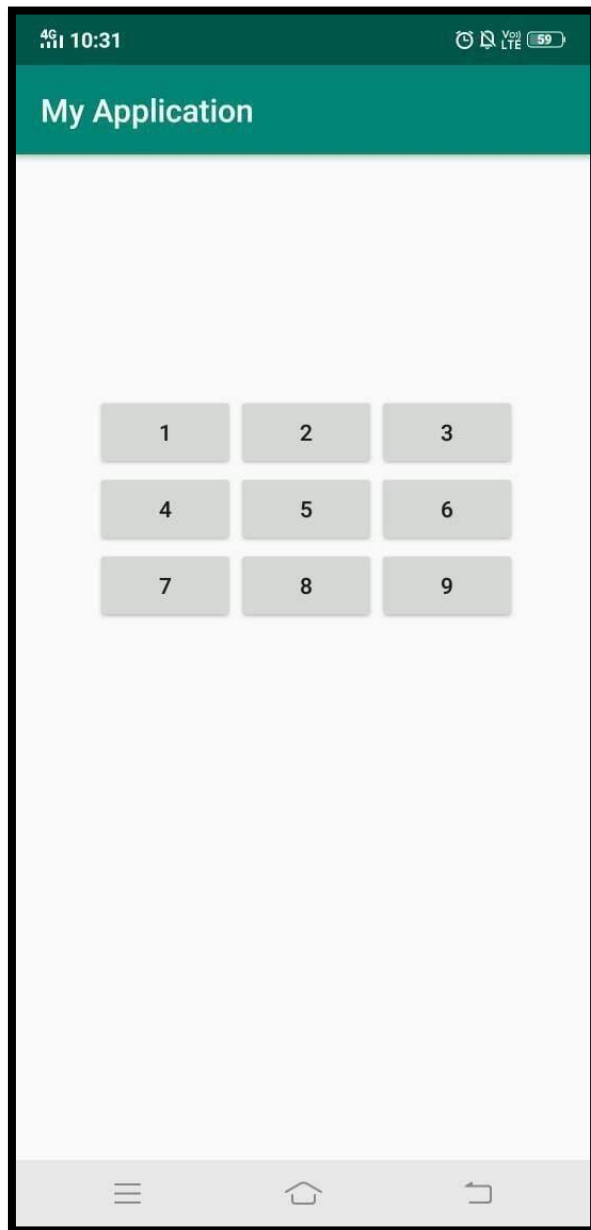
**activity\_main.xml: -**

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

android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".MainActivity">
<TableLayoutandroid:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_marginLeft="50dp"
android:layout_marginTop="150dp">
<TableRow>
<Button
android:id="@+id/btn1"
android:text="1"
android:layout_gravity="center"
/>
<Button
android:id="@+id/btn2"
android:text="2"
android:layout_gravity="center"
```

```
</>
<Button
android:id="@+id/btn3"
android:text="3"
android:layout_gravity="center"
/>
</TableRow>
<TableRow>
<Button
android:id="@+id/btn4"
android:text="4"
android:layout_gravity="center"
/>
<Button
android:id="@+id/btn5"
android:text="5"
android:layout_gravity="center"
/><Button
android:id="@+id/btn6"
android:text="6"
android:layout_gravity="center"
/>
</TableRow>
<TableRow>
<Button
android:id="@+id/btn7"
android:text="7"
android:layout_gravity="center"
/>
<Button
android:id="@+id/btn8"
android:text="8"
android:layout_gravity="center"
/><Button
android:id="@+id/btn9"
android:text="9"
android:layout_gravity="center"
/>
</TableRow>
</TableLayout>
</LinearLayout>
```

## **Output:**



# PRACTICAL 5

**Aim:** Programming UI elements: AppBar, Fragments, UI Components

## **Description:**

Your app's user interface is everything that the user can see and interact with. Android provides a variety of pre-built UI components such as structured layout objects and UI controls that allow you to build the graphical user interface for your app. Android also provides other UI modules for special interfaces such as dialogs, notifications, and menus.

## **Solution:**

### **MainActivity.kt:**

```
package bscit.technobeat

import android.content.Intent
import android.support.v7.app.AppCompatActivity
import android.os.Bundle
import kotlinx.android.synthetic.main.activity_login.*
import kotlinx.android.synthetic.main.activity_main.*
import kotlinx.android.synthetic.main.activity_register.*
import rohit.technobeat.R.id.login
import rohit.technobeat.R.id.newaccount

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        login.setOnClickListener{
            valintent = Intent(this, LoginActivity::class.java)
            // start your next activity
            startActivity(intent)
        }

        newaccount.setOnClickListener{
            valintent = Intent(this, RegisterActivity::class.java)
            // start your next activity
            startActivity(intent)
        }

    }
}
```

**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"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center_horizontal"
    android:orientation="vertical"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:background="@drawable/home"
    tools:context=".MainActivity">
```

```
<ScrollView
    android:id="@+id/login_form"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="vertical"
        android:gravity="center">
```

```
<android.support.v7.widget.AppCompatTextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="210dp"
    android:alpha="0.7"
    android:text="TECHNOBEAT"
    android:textColor="#000000"
    android:textSize="33dp"
    android:textStyle="bold"
    tools:layout_marginLeft="85dp" />
```

```
<Button
    android:id="@+id/login"
        style="?android:textAppearanceSmall"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:text="Login"
    android:background="@drawable/round_button"
    android:alpha="0.8"
    android:textStyle="bold" />
<Button
```

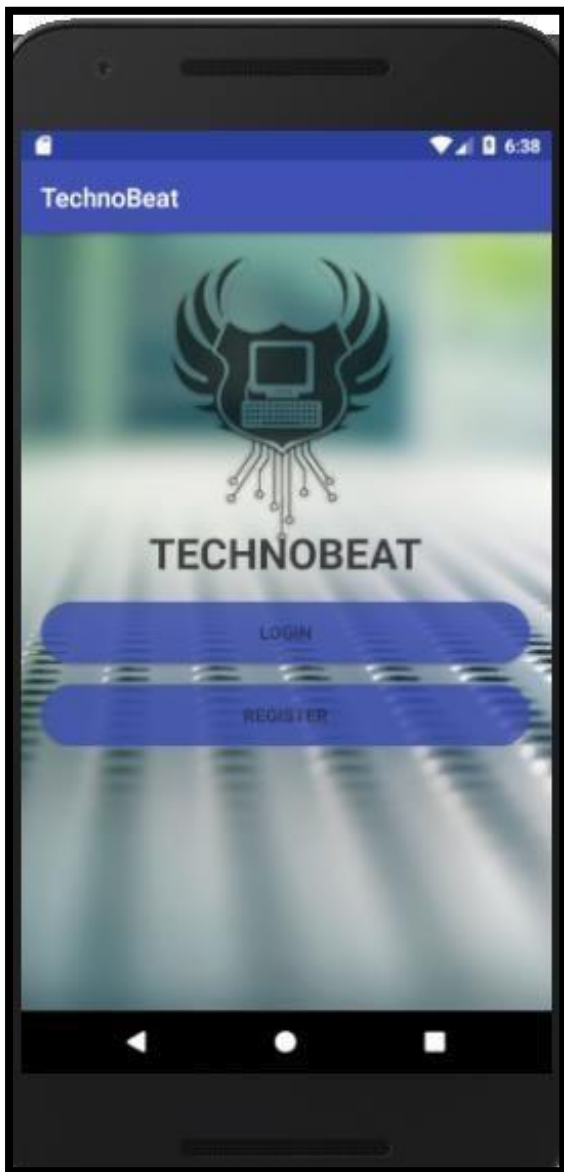
```
android:id="@+id/newaccount"  
    style="?android:textAppearanceSmall"  
android:layout_width="match_parent"  
android:layout_height="wrap_content"  
android:layout_marginTop="16dp"  
android:text="REGISTER"  
android:background="@drawable/round_button"  
android:alpha="0.8"  
android:textStyle="bold" />
```

```
</LinearLayout>
```

```
</ScrollView>
```

```
</LinearLayout>
```

### Output:-



## PRACTICAL 6

**Aim:** Programming menus, dialog, dialog fragments

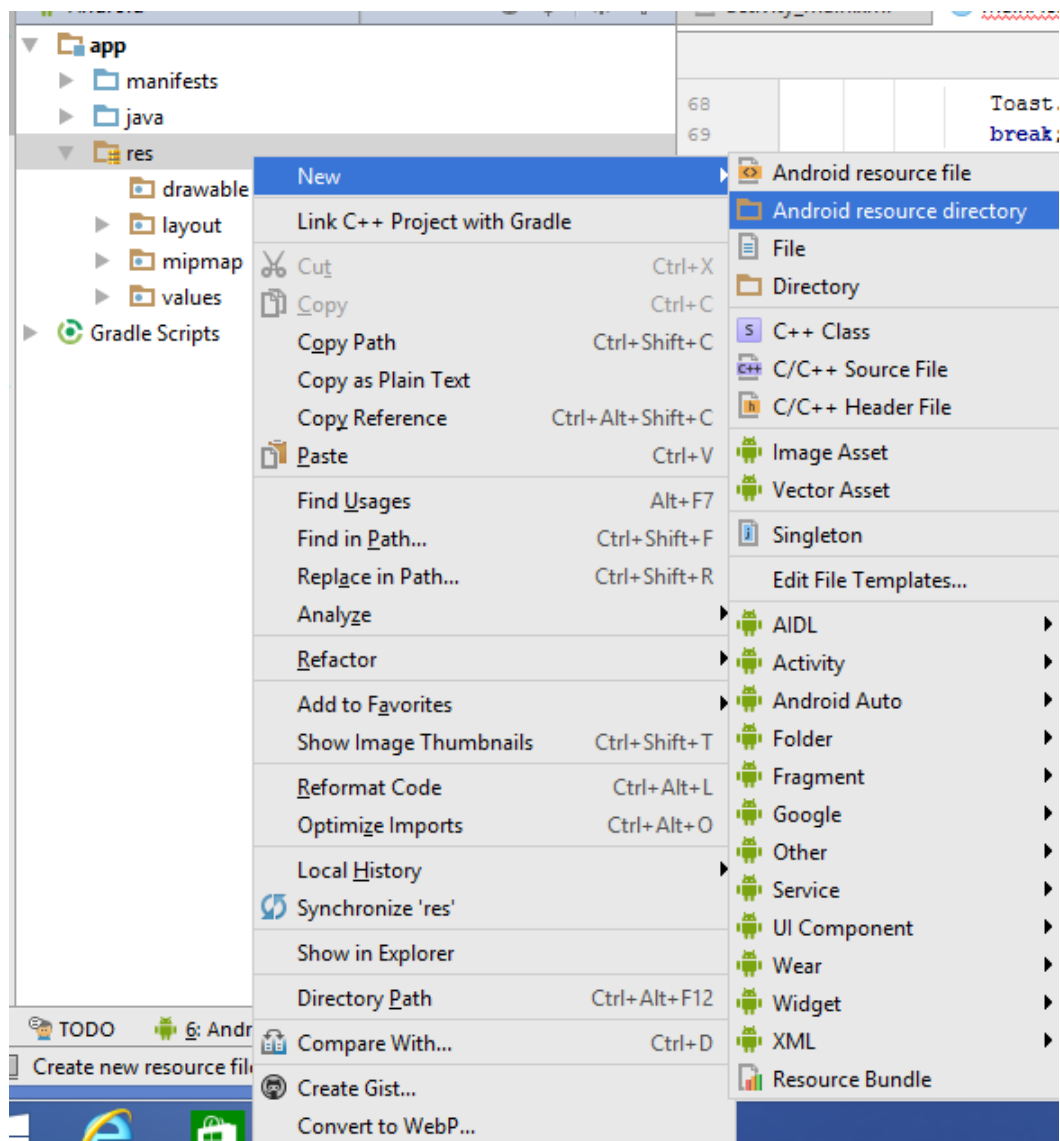
### **Description:**

A dialog is a small window that prompts the user to make a decision or enter additional information. A dialog does not fill the screen and is normally used for modal events that require users to take an action before they can proceed.

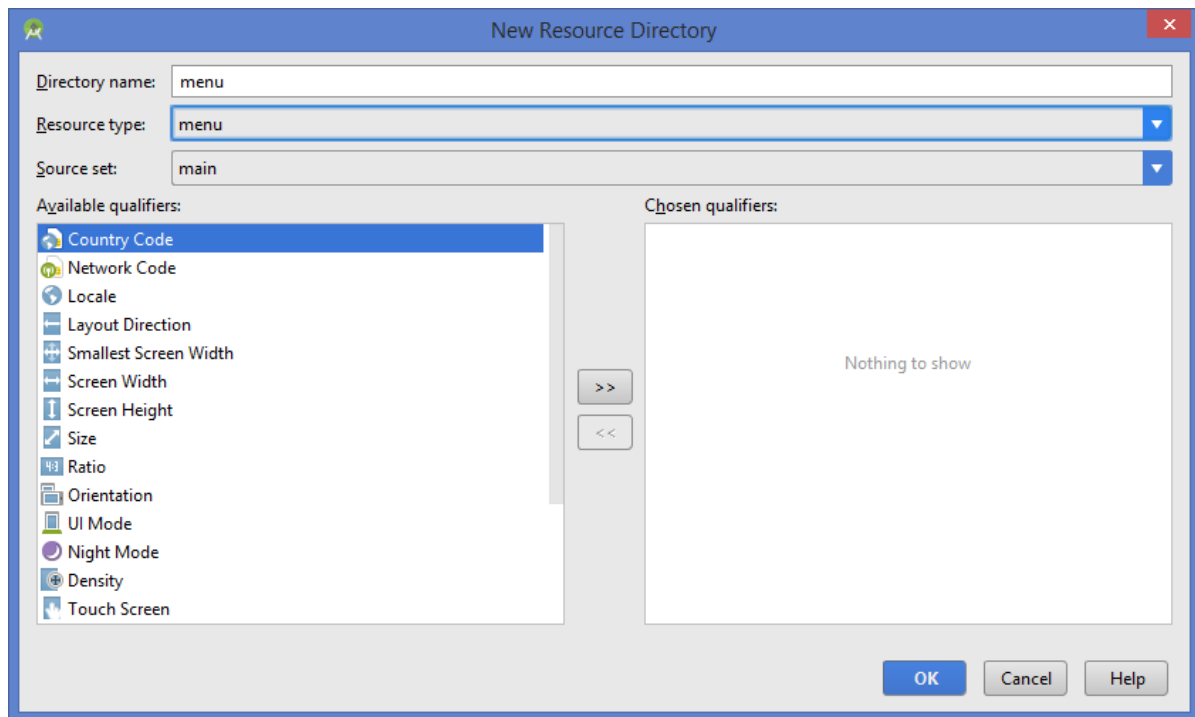
### **Solution:**

#### **Menu.xml**

To define the menu\_file.xml file, first create a menu directory under res folder. This is done by right clicking on **res --> new --> Android resource directory**.

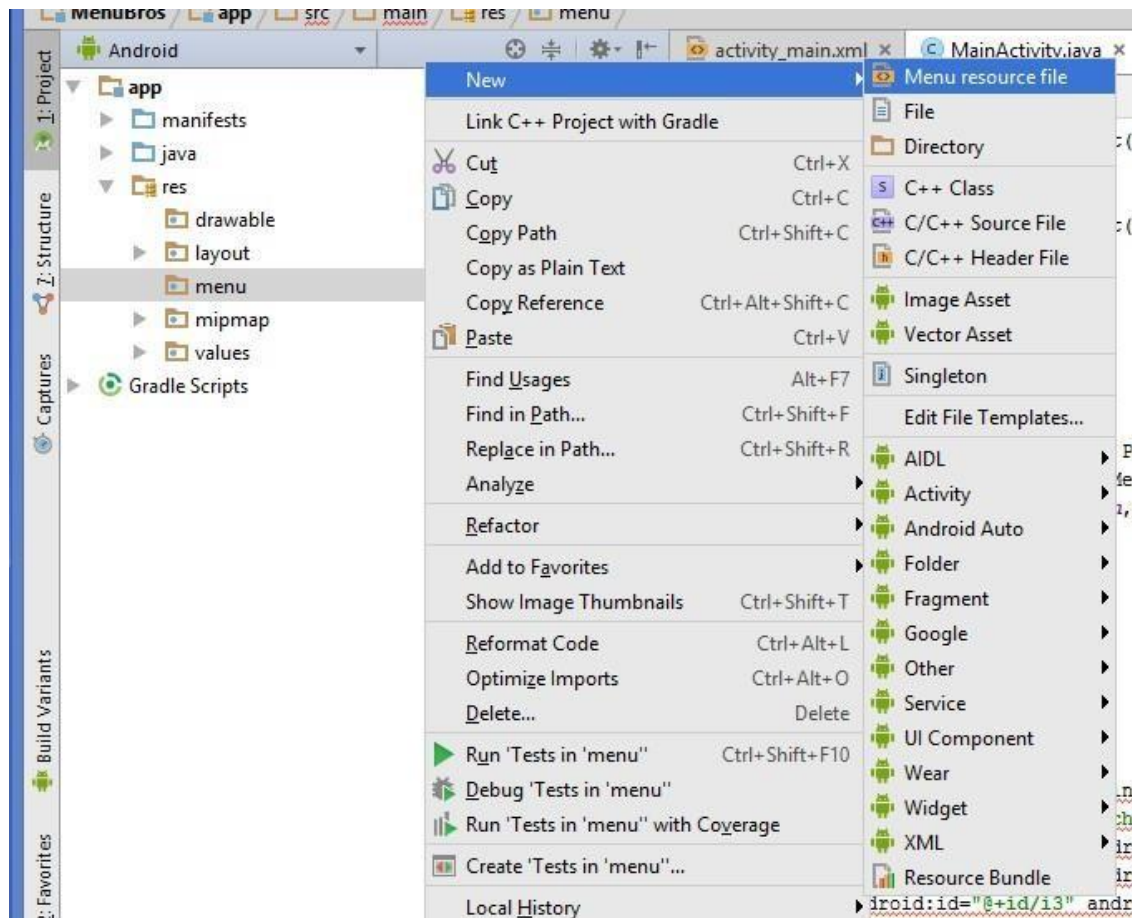


Then a new window will appear. Type menu in the directory name and choose menu in the Resource type. Then, click on OK.



A new menu directory would be made under res directory. Add menu\_file.xml file in menu directory by right clicking on **menu** --> **New** --> **Menu resource file**.





Give the name as **menu\_file.xml** and click on Ok. The **menu\_file.xml** file contains the following tags:

- **<menu>**

It defines a Menu, which is a container for menu items. A <menu> element must be the root node for the file and can hold one or more <item> and <group> elements.

- **<item>**

It creates a MenuItem, which represents a single item in a menu. This element may contain a nested <menu> element in order to create a submenu.

- **<group>**

It is an optional, invisible container for <item> elements. It allows you to categorize menu items so they share properties such as active state and visibility.

## MainActivity.java

```
public class MainActivity extends AppCompatActivity {

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

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        MenuInflater inflater = getMenuInflater();
        inflater.inflate(R.menu.menu_file, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        //Handle item selection
        switch (item.getItemId()) {
            case R.id.i1:
                //perform any action;
                Toast.makeText(this, "Menu item is selected",
                    Toast.LENGTH_SHORT).show()
                return true;
            case R.id.a:
                //perform any action;
                Toast.makeText(this, "Menu submenu a is selected", Toast.LENGTH_SHORT).show()
                return true;
            case R.id.b:
                //perform any action;
                Toast.makeText(this, "Menu sub menu b is selected", Toast.LENGTH_SHORT).show()
                return true;
            default:
                return super.onOptionsItemSelected(item);
        }
    }
}
```

## menu\_file.xml

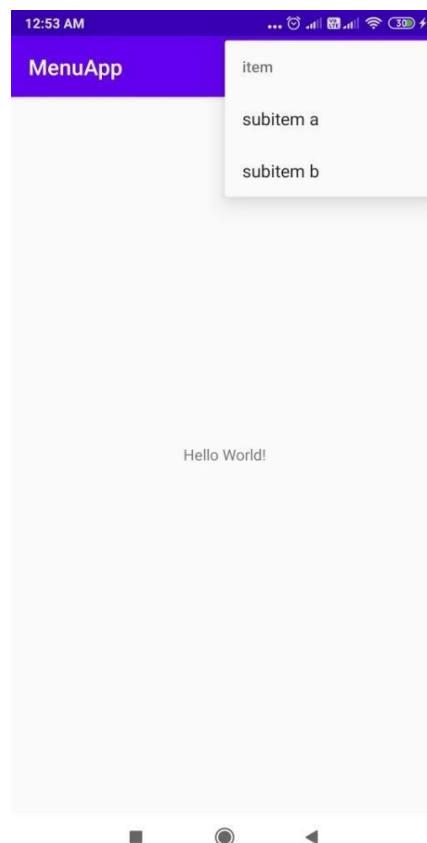
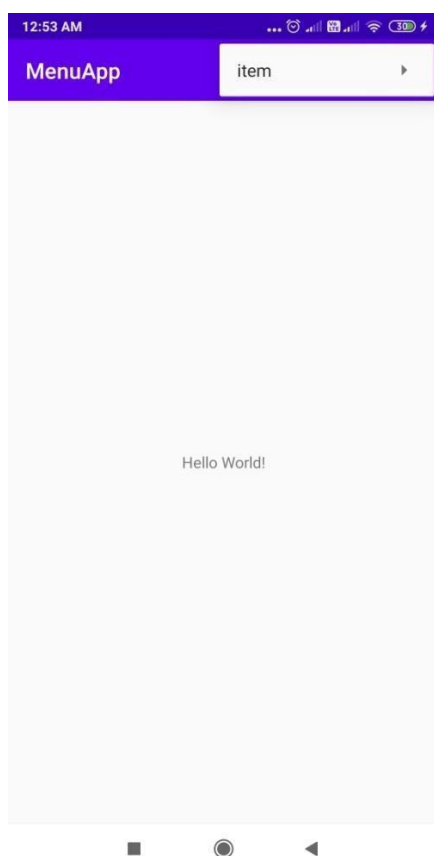
```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
<item android:id="@+id/i1"
    android:title="item"
    android:icon="@drawable/flower1" >

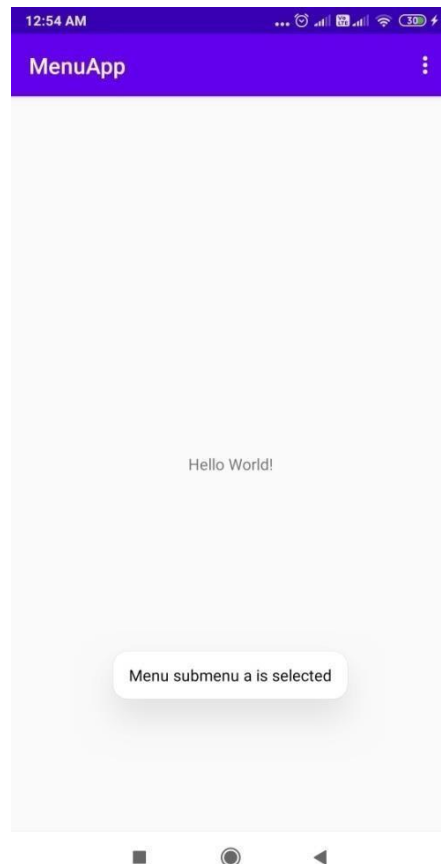
<!-- "item" submenu -->
```

```
<menu>
<item android:id="@+id/a"
android:title="subitem a"
android:icon="@drawable/flower1"/>
<item android:id="@+id/b"
android:title="subitem b"
android:icon="@drawable/flower2" />
</menu>
</item>

</menu>
```

## Output:





## **Alert Dialog**

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

```
<LinearLayout
```

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

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

```
xmlns:app="http://schemas.android.com/apk/res-auto"
```

```
android:layout_width="match_parent"
```

```
android:layout_height="match_parent"
```

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

```
tools:context=".MainActivity">
```

```
<Button
```

```
android:layout_marginTop="100dp"
```

```
android:text="Button"
```

```
android:layout_width="wrap_content"
```

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

```
android:layout_weight="1"/>
```

```
</LinearLayout>
```

MainActivity.kt

```
package com.example.alertapp
import android.graphics.Color
import android.support.v7.app.AppCompatActivity
import android.os.Bundle
import android.support.v7.app.AlertDialog
import android.widget.*
import kotlinx.android.synthetic.main.activity_main.*

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        // Set a click listener for button widget
        button.setOnClickListener{
            // Initialize a new instance of
            val builder = AlertDialog.Builder(this@MainActivity)

            // Set the alert dialog title
            builder.setTitle("App background color")

            // Display a message on alert dialog
            builder.setMessage("Are you want to set the app background color to RED?")

            // Set a positive button and its click listener on alert dialog
            builder.setPositiveButton("YES"){dialog, which ->
                // Do something when user press the positive button
                Toast.makeText(applicationContext, "Ok, we change the app
                background.", Toast.LENGTH_SHORT).show()

            // Change the app background color
            mylayout.setBackgroundColor(Color.RED)
            }

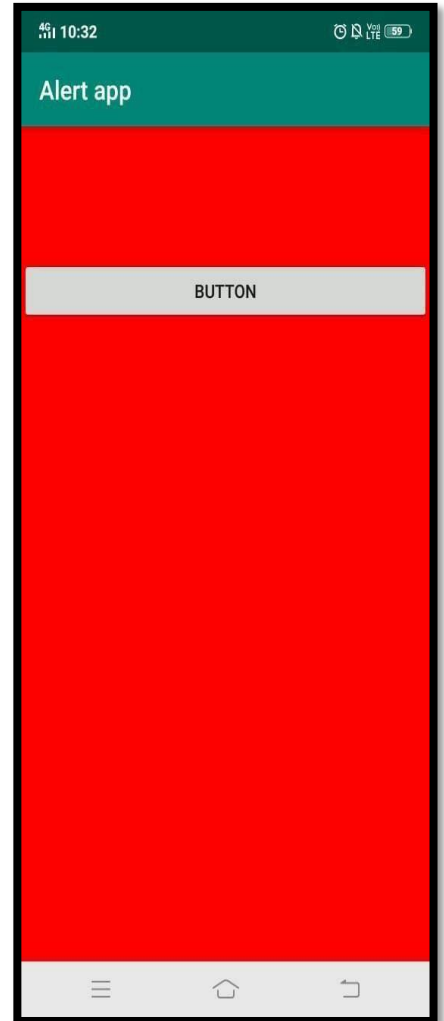
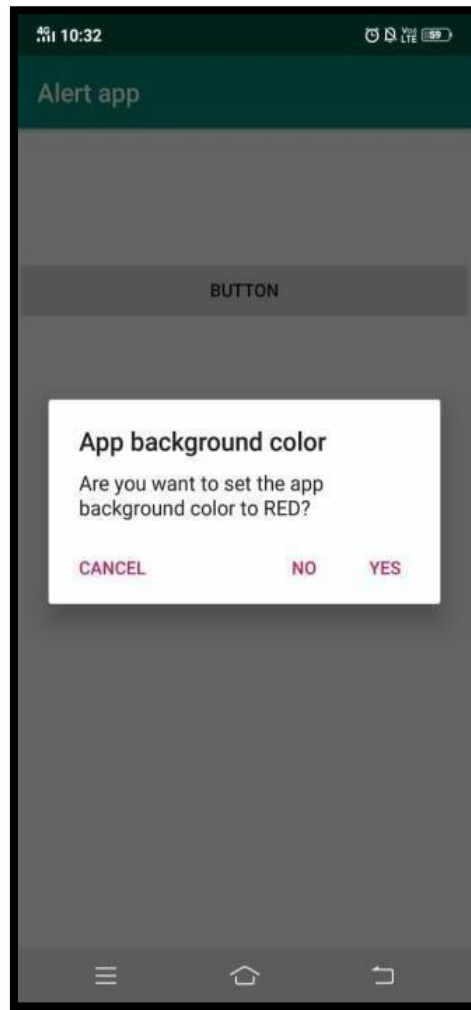
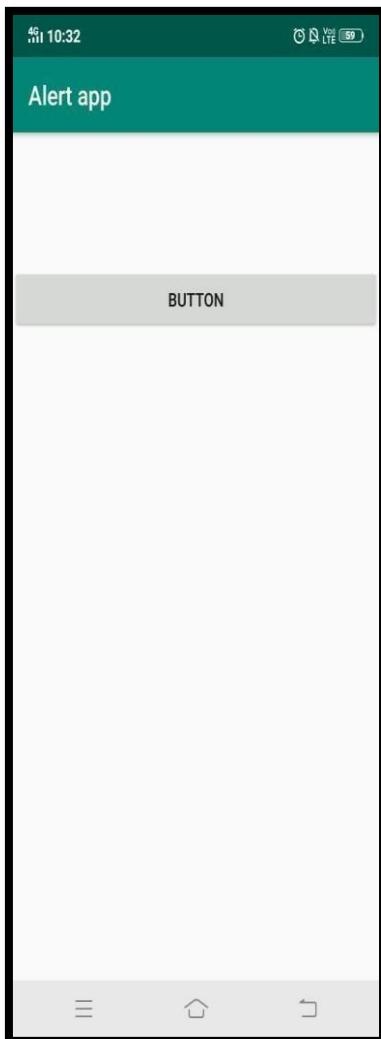
            // Display a negative button on alert dialog
            builder.setNegativeButton("No"){dialog, which ->
                Toast.makeText(applicationContext, "You are not agree.", Toast.LENGTH_SHORT).show()
                mylayout.setBackgroundColor(Color.WHITE)
            }

            // Display a neutral button on alert dialog
            builder.setNeutralButton("Cancel"){_, _ ->
                Toast.makeText(applicationContext, "You cancelled the
                dialog.", Toast.LENGTH_SHORT).show()
            }

            // Finally, make the alert dialog using builder
            val dialog: AlertDialog = builder.create()
        }
    }
}
```

```
// Display the alert dialog on app interface
dialog.show()
}
}
}
```

## Output:



## Practical 7

**Aim:**Programs on Intents, Events, Listeners and Adapters: The Android Intent Class, Using Events and Event Listeners

### **Description:**

Events are a useful way to collect data about a user's interaction with interactive components of Applications. Like button presses or screen touch etc. The Android framework maintains an event queue as first-in, first-out (FIFO) basis. You can capture these events in your program and take appropriate action as per requirements.

### **Solution:**

#### **INTENTS**

##### **MainActivity.java**

```
package com.example.intentapp;

import androidx.appcompat.app.AppCompatActivity;

import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.EditText;

public class MainActivity extends AppCompatActivity {

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

    public void showntext(View view)
    {
        EditText ed=(EditText)findViewById(R.id.text1);
        String msg=ed.getText().toString();
        Intent in=new Intent(this,newpage.class);
        in.putExtra("my key", msg);
        startActivity(in);
    }
}
```

## **activity\_main.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayoutxmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
xmlns:android="http://schemas.android.com/apk/res/android"
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".MainActivity">

<EditText
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:hint="Enter value"
android:id="@+id/text1"/>

<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:id="@+id/btn"
android:text="click"
android:onClick="showntext"/>
</LinearLayout>
```

## **Add a new layout resource file**

### **newpage\_layout.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent">

<TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="New Text"
android:id="@+id/text2"
android:textSize="20dp"
tools:ignore="MissingConstraints" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

## **Add a new empty activity**

### **newpage.java**

```
package com.example.intentapp;
```



```
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.widget.TextView;

public class newpageextends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_newpage);
        TextView tv1=(TextView)findViewById(R.id.text2);
        String myval=getIntent().getExtras().getString("my key");
        tv1.setText("Value=" +myval);
    }
}
```

## Output

