Experiment-5:

Write a program to create an activity with two buttons START and STOP. On Pressing of the START button, the activity must start the counter by displaying the numbers from One and the counter must keep on counting until the STOP button is pressed. Display the counter value in a TextView control

Program:

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">
  <Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="48dp"
    android:text="START"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
```

```
app:layout_constraintTop_toBottomOf="@+id/textView"/>
<Button
  android:id="@+id/button2"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_marginTop="96dp"
  android:text="STOP"
  app:layout_constraintBottom_toBottomOf="parent"
  app:layout_constraintEnd_toEndOf="parent"
  app:layout_constraintStart_toStartOf="parent"
  app:layout\_constraintTop\_toBottomOf="@+id/button"
  app:layout_constraintVertical_bias="0.065" />
<TextView
  android:id="@+id/textView"
  android:layout_width="238dp"
  android:layout_height="44dp"
  android:text="0"
  android:textAlignment="center"
  android:textSize="30sp"
  app:layout_constraintBottom_toBottomOf="parent"
  app:layout_constraintEnd_toEndOf="parent"
  app:layout_constraintHorizontal_bias="0.497"
  app:layout_constraintStart_toStartOf="parent"
```

```
app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.299"
    android:gravity="center_horizontal" />
  <TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="COUNTER APPLICATION"
    android:textSize="34sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.058" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

ActivityMain.iava:

package com.example.myapplication; import android.os.Bundle; import android.os.Handler; import android.view.View; import android.widget.Button; import android.widget.TextView;

```
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;
public class MainActivity extends AppCompatActivity {
  Button btnstart, btnstop;
  TextView txtcounter;
  int i=1;
  Handler customHandler=new Handler();
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    btnstart=findViewById(R.id.button);
    btnstop=findViewById(R.id.button2);
    txtcounter=findViewById(R.id.textView);
    btnstart.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         customHandler.postDelayed(updateTimerThread,0);
       }
    });
    btnstop.setOnClickListener(new View.OnClickListener() {
       @Override
```

```
public void
    onClick(View v) {
    i=1;
    customHandler.removeCallbacks(updateTimerThread);
    }); }
private final Runnable updateTimerThread=new
Runnable() { @ Override
    public void run() {
        txtcounter.setText(""+i);
        customHandler.postDelayed(th
        is,1000);i++;
    } };
}
```