## MOBILE APPLICATION PROGRAMMING LAB PRACTICAL-1

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**ROLL NO: 69** 

**BATCH: A4** 

**AIM:** Study of Android Development Environment Develop "HelloWorld" application that uses GUI components, Font and Colors, and demonstration of activity lifecycle methods.

```
JAVA CODE: package com.example.myapplication1;
    protected void onCreate(Bundle savedInstanceState) {
    protected void onDestroy() {
    protected void onPause() {
    protected void onResume() {
       super.onResume();
```

```
Log.d("Acivity LifeCycle", "Activity Running");
}

@Override
protected void onRestart() {
    super.onRestart();
    Log.d("Acivity LifeCycle", "Activity Re-Started");
}

@Override
protected void onStop() {
    super.onStop();
    Log.d("Acivity LifeCycle", "Activity Stopped");
}
```

```
2023-10-15 11:19:05.083 22741-22741 Compatibil...geReporter com.example.myapplication1
2023-10-15 11:19:05.455 22741-22741 GraphicsEnvironment
                                                                                                  ANGLE Developer option for 'com.example.myapplication1' set to: 'default'
2023-10-15 11:19:05.455 22741-22741 GraphicsEnvironment
                                                                                               V Neither updatable production driver nor prerelease driver is supported.
2023-10-15 11:19:05.462 22741-22741 NetworkSecurityConfig com.example.myapplication1
                                                                                               D No Network Security Config specified, using platform default
2023-10-15 11:19:05.464 22741-22741 NetworkSecurityConfig
2023-10-15 11:19:05.550 22741-22788 LibEGL
                                                                                               D loaded /vendor/lib64/egl/libEGL_emulation.so
2023-10-15 11:19:05.557 22741-22788 libEGL
                                                                                               D loaded /vendor/lib64/egl/libGLESv1_CM_emulation.so
2023-10-15 11:19:05.562 22741-22788 libEGL
                                                                                               D loaded /vendor/lib64/eql/lib6LESv2_emulation.so
2023-10-15 11:19:05.657 22741-22741 AppCompatDelegate
2023-10-15 11:19:05.799 22741-22741 .myapplication
                                                                                                 Accessing hidden method Landroid/view/View;->computeFitSystemWindows(Landroid/graphic
                                                                                                 Accessing hidden method Landroid/view/ViewGroup;->makeOptionalFitsSystemWindows()V (u
2023-10-15 11:19:05.849 22741-22741 Acivity LifeCycle
2023-10-15 11:19:05.939 22741-22741 Acivity LifeCycle
                                                                                               D Activity Started
2023-10-15 11:19:05.941 22741-22741 Acivity LifeCycle
                                                                                               D Activity Running
2023-10-15 11:19:06.042 22741-22785 HostConnection
                                                                                               D createUnique: call
2023-10-15 11:19:06.042 22741-22785 HostConnection
                                                                                               D HostConnection::get() New Host Connection established 0x7fd0b302ef50, tid 22785
2023-10-15 11:19:06.061 22741-22785 HostConnection
                                                                                                 HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID
2023-10-15 11:19:06.065 22741-22785 OpenGLRenderer
                                                                                                  Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying without...
2023-10-15 11:19:06.066 22741-22785 OpenGLRenderer
                                                                                                 Failed to initialize 101010-2 format, error = EGL_SUCCESS
2023-10-15 11:19:06.083 22741-22785 EGL_emulation
                                                                                               D eqlCreateContext: 0x7fd0b302f190: maj 3 min 1 rcv 4
2023-10-15 11:19:06.085 22741-22785 EGL_emulation
2023-10-15 11:19:06.112 22741-22785 Gralloc4
                                                                                               I mapper 4.x is not supported
2023-10-15 11:19:06.116 22741-22785 HostConnection
2023-10-15 11:19:06.116 22741-22785 HostConnection
                                                                                               D HostConnection::get() New Host Connection established 0x7fd0b302f6d0, tid 22785
2023-10-15 11:19:06.117 22741-22785 goldfish-address-space com.example.myapplication1
2023-10-15 11:19:06.118 22741-22785 goldfish-address-space com.example.myapplication1
                                                                                               D allocate: ioctl allocate returned offset 0x3f3ffe000 size 0x2000
2023-10-15 11:19:06.177 22741-22785 Gralloc4
                                                                                               W allocator 4.x is not supported
2023-10-15 11:19:06.213 22741-22785 HostConnection
```

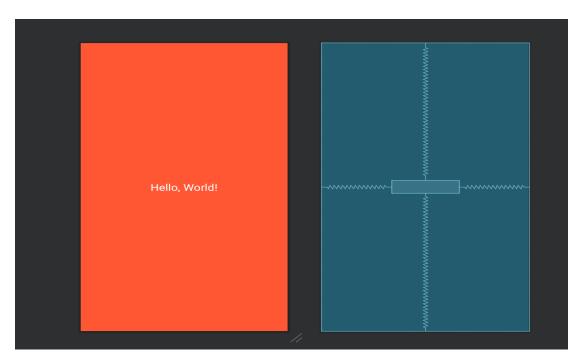
```
protected void onStop() {
protected void onDestroy() {
```

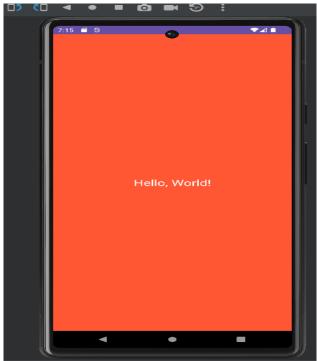
## XML CODE:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout 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:background="#FF5733">

<TextView</pre>
```

```
android:id="@+id/helloWorldTextView"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_centerInParent="true"
android:text="Hello, World!"
android:textColor="#FFFFFF"
android:textSize="24sp" />
</RelativeLayout>
```





```
app ×

2823-10-14 19:13:59: Launching app on 'Pixel 6 API 31.

$ adb shell am start -n "com.example.myapplication1/com.example.myapplication1.MainActivity" -a android.intent.action.MAIN -c android.intent.category.LAUNCHER

Starting: Intent { act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] cmp=com.example.myapplication1/.MainActivity }

Open logcat panel for emulator Pixel 6 API 31

Connected to process 21935 on device 'emulator-5554'.
```

```
2023-18-14 19:13:55.483 577-655 VerityUtilis system.server com.example.myapplication com.example
```

**CONCLUSION:** In this practical we successfully understood the use of gui components and the activity lifecycle methods in Android Studio.