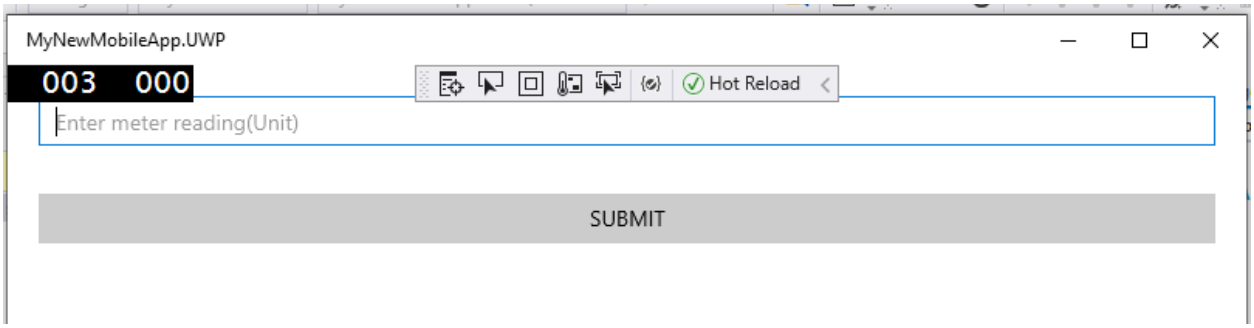
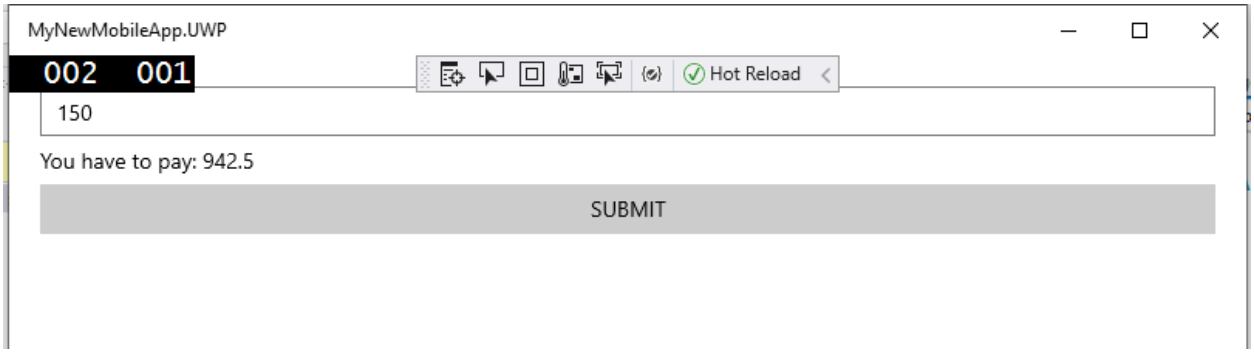
Q2. Create a mobile application which generate electricity bill from the following conditions:

Condition 1. If meter reading is more then 100 chargeable amount will be 6.95 Rs per unit.

Condition 2. If meter reading is less then or equal to 100 chargeable amount will be 5.95 Rs per unit.

Soln:





Design code: Page2.xaml

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
             xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
             x:Class="MyNewMobileApp.Page2" Padding="20">
    <ContentPage.Content>
        <StackLayout>
            <Entry x:Name="txtunit"  Placeholder="Enter meter reading(Unit)" />

          <Label x:Name="lblmsg"  />

            <Button Clicked="btnsubmit" Text="SUBMIT" />
        </StackLayout>
    </ContentPage.Content>
</ContentPage>
```

Code behind: Page2.xaml.cs

```
using System;
```

```
using Xamarin.Forms;
using Xamarin.Forms.Xaml;

namespace MyNewMobileApp
{
    [XamlCompilation(XamlCompilationOptions.Compile)]
    public partial class Page2 : ContentPage
    {
        public Page2()
        {
            InitializeComponent();
        }
         async void btnsubmit(object sender,EventArgs args)
        {
            double result;
         int unit=int.Parse(txtunit.Text);
           if(unit>100)
            {
                int actualunit = unit - 100;
                result =(100*5.95)+(actualunit * 6.95);

            }
           else
            {
                result = unit * 5.95;
            }
            lblmsg.Text ="You have to pay: "+ result.ToString();
        }


    }
}
```