

**Question**

Create an android application to generate any random number with some time delay using thread.

**Activity\_main.xml**

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

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:orientation="vertical">

        <Button
            android:id="@+id/btnRandom"
            android:layout_width="match_parent"
            android:layout_height="58dp"
            android:background="@color/colorPrimaryDark"
            android:text="Generate Random" />

        <TextView
            android:id="@+id/lbl1"
            android:layout_width="match_parent"
            android:layout_height="55dp"
            android:text="Output"
            android:textColor="@color/colorPrimary"
            android:textSize="24sp"
            android:textStyle="bold" />

    </LinearLayout>
</RelativeLayout>
```

Main\_Activity.java

```
package com.maharashtracollege.profshahidansari;

import androidx.appcompat.app.AppCompatActivity;

import android.graphics.Color;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.QuickContactBadge;
import android.widget.TextView;
import android.widget.Toast;
import java.util.Random;

public class MainActivity extends AppCompatActivity {

    Button btn1;
    TextView tv1;
    int i=0;
    int ran=0;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        btn1 = (Button) findViewById(R.id.btnRandom);
        tv1 = (TextView) findViewById(R.id.lbl1);

        btn1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                try
                {
                    int ran = (int) (Math.random()*100);

                    tv1.setText("Number=" + ran);

                }
                catch(Exception ex)
                {

```

```
}  
}  
});  
  
}  
}
```

