AMP Journal

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ROLL NO:471

Hello World Program

Activiy_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:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_height="wrap_content"
        android:text="Hello World!"
        android:textSize="30dp"
        android:textColor="@color/black"
        android:background="@color/purple_200"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

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

```
package com.example.iram471;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```



Hello World!

a) Defining Color Property:

```
<LinearLayout
   <LinearLayout
```

colors.xml:



b)Defining Theme Property:

themes.xml:

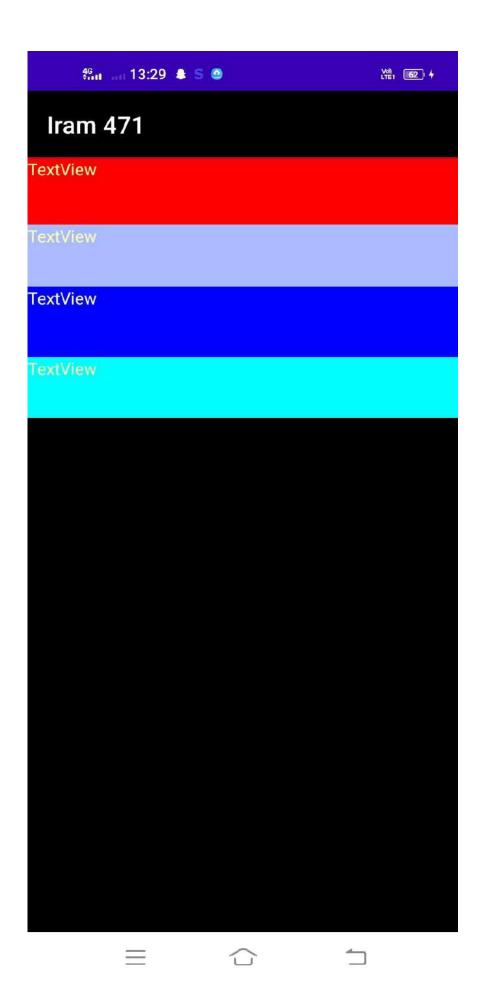
```
<resources xmlns:tools="http://schemas.android.com/tools">
    <!-- Base application theme. -->
    <style name="Theme.Iram471"

parent="Theme.MaterialComponents.DayNight.DarkActionBar">
        <!-- Primary brand color. -->
        <item name="colorPrimary">@color/purple_500</item>
        <item name="colorPrimary">@color/purple_700</item>
        <item name="colorPrimary">@color/purple_700</item>
        <item name="colorOnPrimary">@color/white</item>
        <!-- Secondary brand color. -->
        <item name="colorSecondary">@color/teal_200</item>
        <item name="colorSecondary">@color/teal_700</item>
        <item name="colorOnSecondary">@color/teal_700</item>
        <!-- Status bar color. -->
        <item name="android:statusBarColor"

tools:targetApi="1">?attr/colorPrimaryVariant</item>
        <!-- Customize your theme here. -->

        <item name="android:background">#000000</item>
        <item name="android:textColor">#FFFFAA</item>

        <//resources>
```



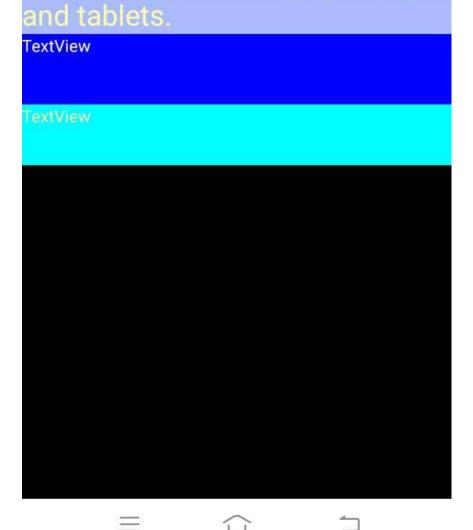
c)Defining String Property:

```
<LinearLayout
   <LinearLayout
        <TextView
            android:layout height="51dp"
            android:text="TextView"
            android:background="@color/Cyan"></TextView>
    </LinearLayout>
</LinearLavout>
```

strings.xml:



Android is a mobile operating syst developed by Google. It is based of modified version of the Linux kern and other open source software, a is designed primarily for touch screen and tablets.



d)Adding images and dimensions:

Add a new file dim.xml file and write the following code in dimens.xml.

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
<dimen name="textview_height">35dp</dimen>
<dimen name="textview_width">150dp</dimen>
<dimen name="font_size">26dp</dimen>
</resources>
```

Activiy_main.xml:

```
package com.example.iram471;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```



Android is a mobile operating syst developed by Google. It is based of modified version of the Linux kern and other open source software, a is designed primarily for touch screwobile devices such as smart phoand tablets.



Activity Life Cycle:

The various methods to be created are onStart(), onRestart(), onStop(), onResume(),onDestroy() and onPause() as shown in the figure.

MainActivity.kt:

```
public class MainActivity extends AppCompatActivity {
       public void onStart()
       public void onPause()
       public void onStop()
```

```
{
    super.onDestroy();
    Log.d(tag, "In the onDestroy() event");
}
```

Output:

Programs related to different layouts(linear, relative, table)

Linear Layout:

Linear Layout in Android

LinearLayout is a ViewGroup that is responsible for holding views in it. It is a layout that arranges its children i.e the various views and layouts linearly (one after another) in a single column(vertically) or a single row(horizontally).

Horizontal LinearLayout

In a horizontal LinearLayout, as the name suggests, the Views defined inside the Linear Layout will be arranged horizontally one after another, like in a row. By default, the orientation is set to horizontal. But its a good practice to explicitly specify the orientation of the linear layout by setting the attribute android:orientation with value horizontal in the LinearLayout tag.

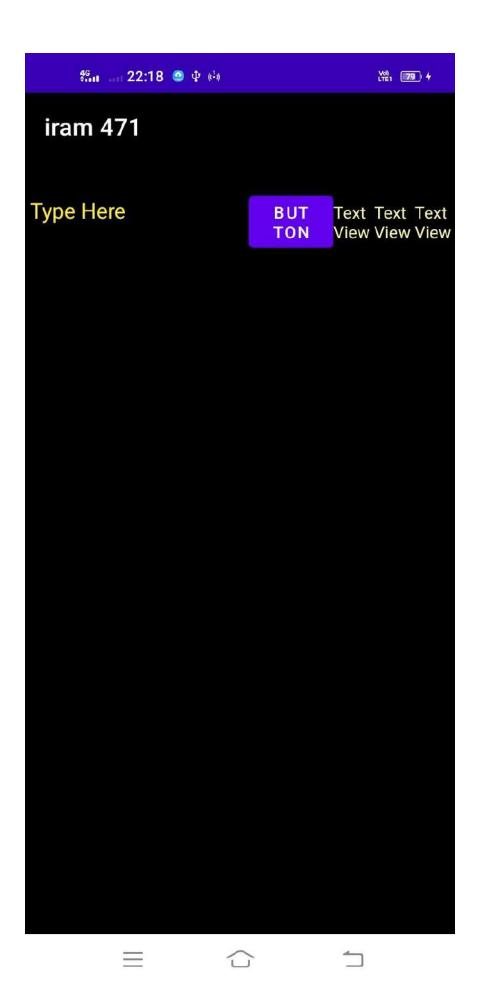
Vertical Linear Layout

In a vertical LinearLayout, as the name suggests, the Views defined inside the Linear Layout are arranged vertically one after another, like in a column. And for this we need to mention the android:orientation attribute with value vertical within the LinearLayout tag.

Activiy_main.xml:

Horizantal:

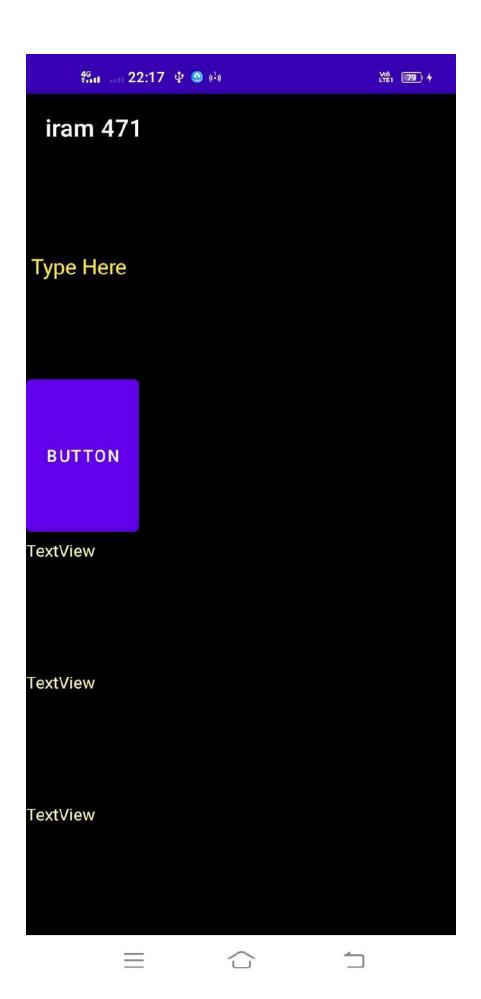
```
<EditText android:id="@+id/editText"
       android:textColor="#FFEB3B"></EditText>
   <TextView
   <TextView
       android:layout width="wrap content"
   <TextView
</LinearLavout>
```



Activiy_main.xml:

Vertical:

```
<LinearLayout
   <EditText android:id="@+id/editText"
        android:textColor="#FFEB3B"></EditText>
    <TextView
   <TextView
</LinearLayout>
```



Relative Layout:

```
<?xml version="1.0" encoding="utf-8"?>
    <EditText
         android:hint="Enter Text Here"></EditText>
         android:layout_alignParentRight="true"
android:text="Click Here"></Button>
```

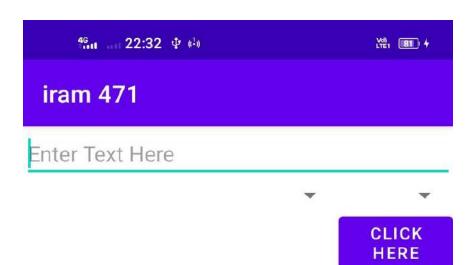
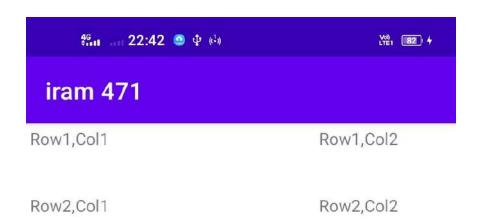


Table Layout:

```
<?xml version="1.0" encoding="utf-8"?>
        <TextView
   </TableRow>
   <TextView
   </TableRow>
</TableLayout>
```



Practical No: 5A

Login Example

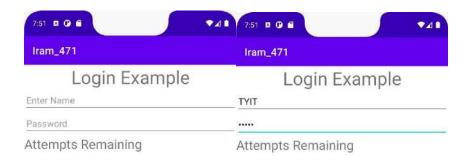
```
<RelativeLayout
    <TextView
    <EditText
         android:textColorHighlight="#ff7eff15"
    <EditText
         android:inputType="textPassword"
         android:hint="Password"></EditText>
    <TextView
         android:layout_height="wrap_content"
android:layout_below="@+id/editText2"
```

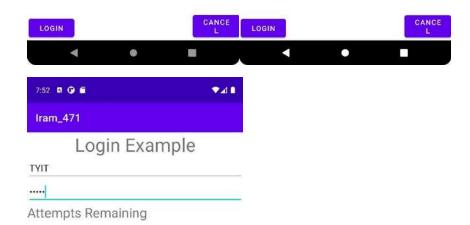
```
package com.example.Iram_471;
import androidx.appcompat.app.AppCompatActivity;
import android.graphics.Color;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
    Button b1,b2;
    EditText ed1,ed2;

    TextView tx1;
    int counter = 3;

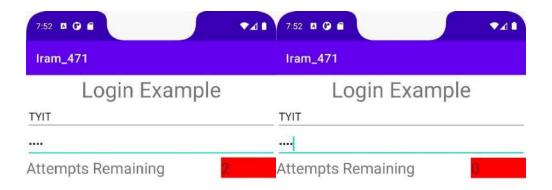
@Override
```

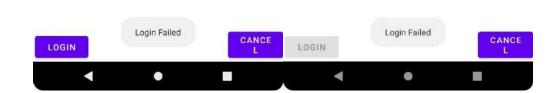
```
tx1.setText(Integer.toString(counter));
finish();
```











Practical No: 5B

Calculator

```
<LinearLayout
       <EditText
       <EditText
           android:ems="10"
            android:layout width="match parent"
```

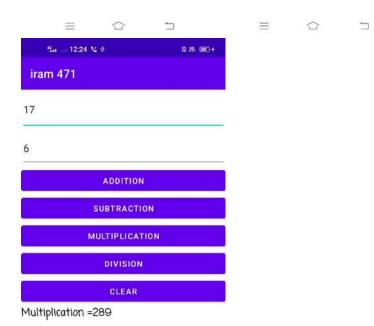
```
String s2 = t2.getText().toString();
   String s2 = t2.getText().toString();
   String s2 = t2.getText().toString();
catch (NumberFormatException e)
```

```
}
}
});

b5.setOnClickListener(new OnClickListener() { @Override
    public void onClick(View v) {

        t1.setText(" ");
        t2.setText(" ");
        tv1.setText(" ");
}
});
}
```





Creation of Menu

Create a new project and go to,

- Project > App -> src -> res(Right-click on res and select) -> New -> Android Resource File -> Filename(menus) and Resource Type Menu
- Now go to, menus.xml file and make the following changes to code file.

menus.xml:

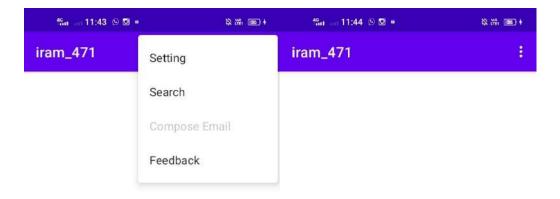
```
package com.example.iram471;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.graphics.Color;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {
    MenuInflater mi;

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

    public boolean onCreateOptionsMenu(Menu menus)
    {
        mi = getMenuInflater();
    }
}
```

```
public boolean onOptionsItemSelected(MenuItem item)
```



Hello World! Hello World!



Practical No: 7A

Intent Class

Activiy_main.xml:

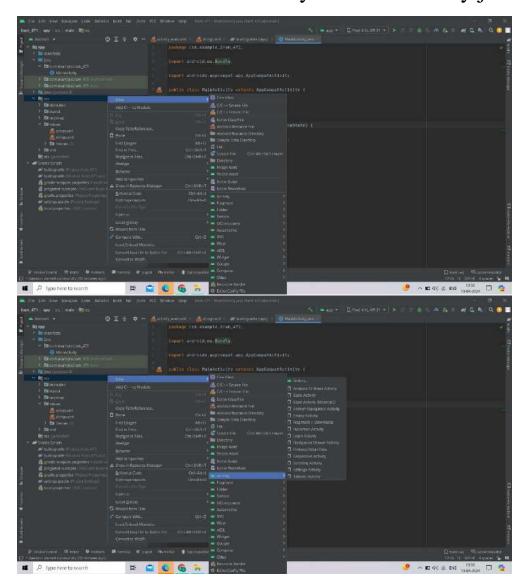
```
<TableLayout
   android:stretchColumns="1">
        android:layout width="match parent"
        <TextView
        <EditText
```

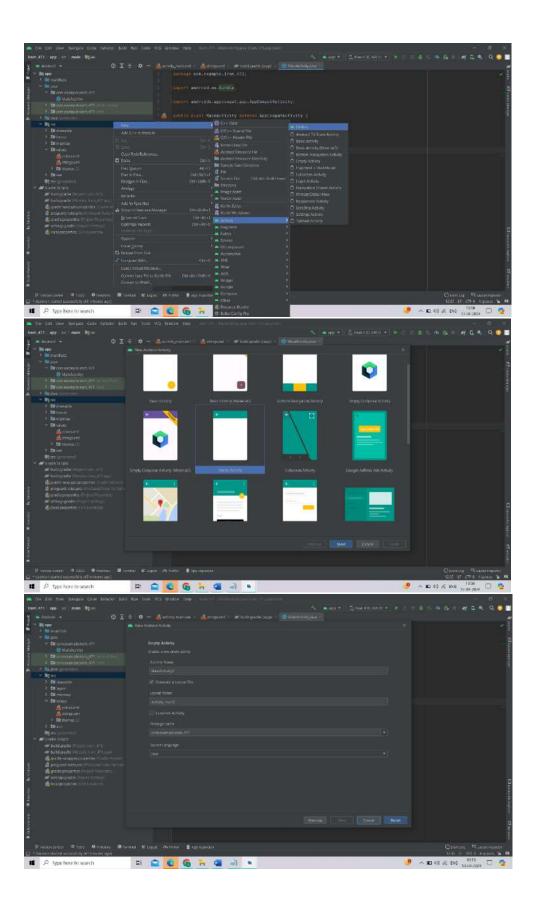
```
package com.example.iram_471;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.graphics.Color;
import android.os.Bundle;

import android.wiew.View;
import android.widget.Button;
import android.widget.Button;
import android.widget.QuickContactBadge;
import android.widget.TextView;
import android.widget.TextView;
import android.widget.Toast;
import java.util.Random;
public class MainActivity extends AppCompatActivity {
    EditText etFName;
    EditText etLName;
    Button btnSubmit;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        etFName = (EditText) findViewById(R.id.etFName);
        etLName = (EditText) findViewById(R.id.etLName);
        btnSubmit = (Button) findViewById(R.id.btnSubmit);
        btnSubmit.setOnClickListener(new View.OnClickListener() {
            @Override
```

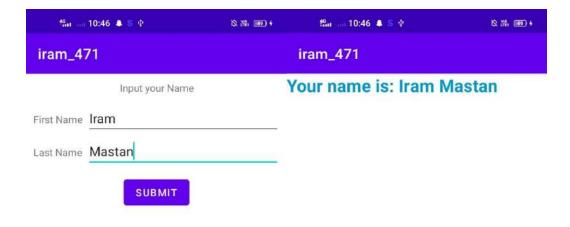
Now create an another activity as MainActivity.java:





Activiy_main2.xml:

```
package com.example.iram_471;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.widget.TextView;
public class MainActivity2 extends AppCompatActivity {
    TextView tvView;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main2);
        tvView = (TextView) findViewById(R.id.tvView);
        Intent intent = getIntent();
        String fName = intent.getStringExtra("fname");
        String lName = intent.getStringExtra("lname");
        tvView.setText("Your name is: " + fName + " " + lName);
    }
}
```



Practical No: 7B

Random Number Generator

Activiy_main.xml:

```
package com.example.iram471;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;

import android.content.Intent;
import android.database.sqlite.SQLiteDatabase;
import android.graphics.Color;
import android.media.MediaPlayer;
import android.os.Bundle;
import android.util.Log;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.view.MotionEvent;
import android.view.MotionEvent;
import android.view.View;
```



Random Number =85

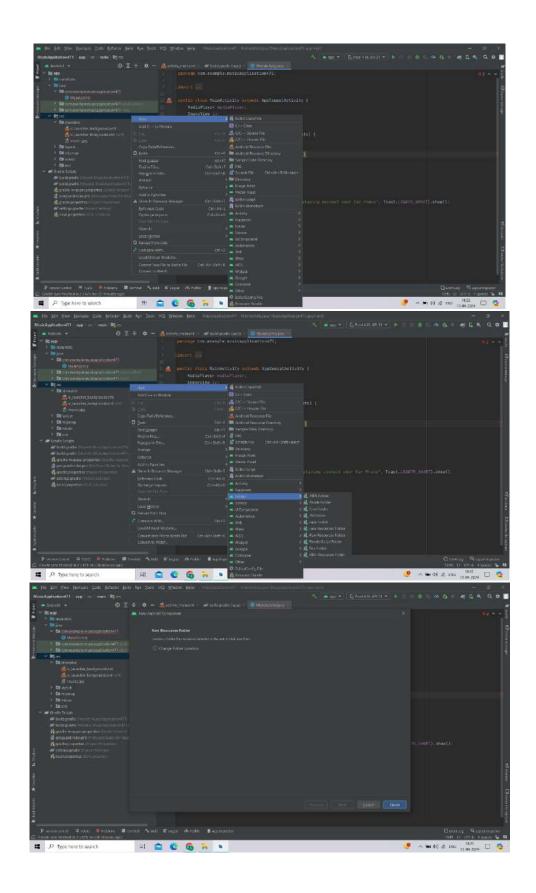


Practical No: 8

Music Play

Activiy_main.xml:

```
<RelativeLayout
          app:layout constraintStart toStartOf="parent"
    <ImageView</pre>
          android:layout_marginBottom="116dp"
app:srcCompat="@drawable/musicc"
</RelativeLayout>
```



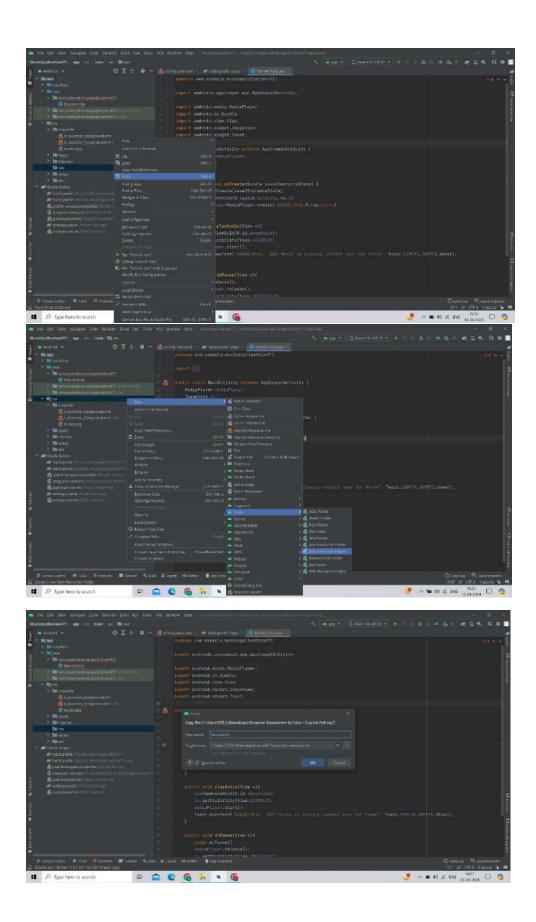
```
package com.example.musicapplication471;
import androidx.appcompat.app.AppCompatActivity;
import android.media.MediaPlayer;
import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import android.widget.Toast;

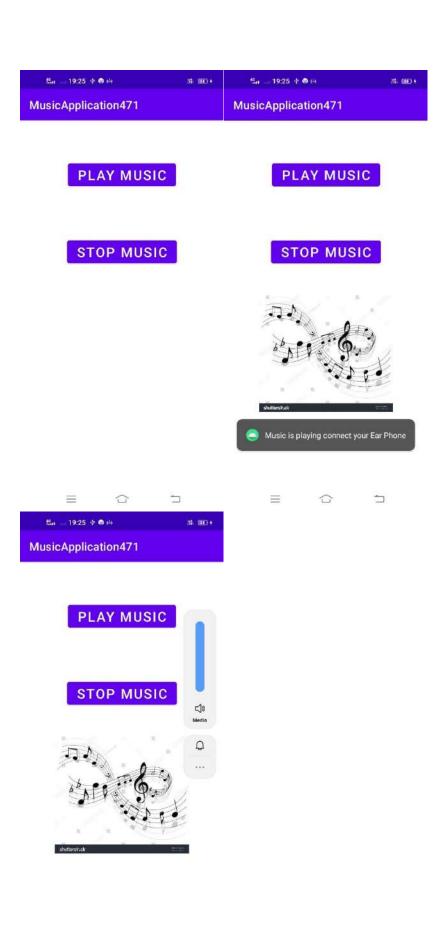
public class MainActivity extends AppCompatActivity {
    MediaPlayer mediaPlayer;
    ImageView iv;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        mediaPlayer=MediaPlayer.create(this,R.raw.music);
    }

    public void playAudio(View v) {
        iv=findViewById(R.id.imageView);
        iv.setVisibility(View.VISIBLE);
        mediaPlayer.start();
        Toast.makeText(this, "Music is playing connect your Ear
Phone", Toast.LENGTH_SHORT).show();
    }

    public void onPause(View v) {
        super.onPause();
        mediaPlayer.release();
        iv.setVisibility(View.INVISIBLE);
    }
}
```





Practical No: 9A

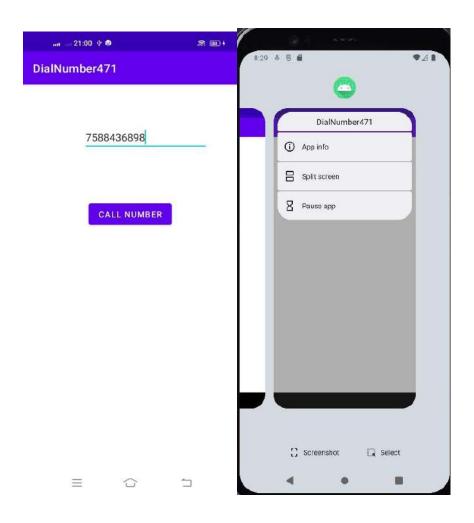
Dial Number

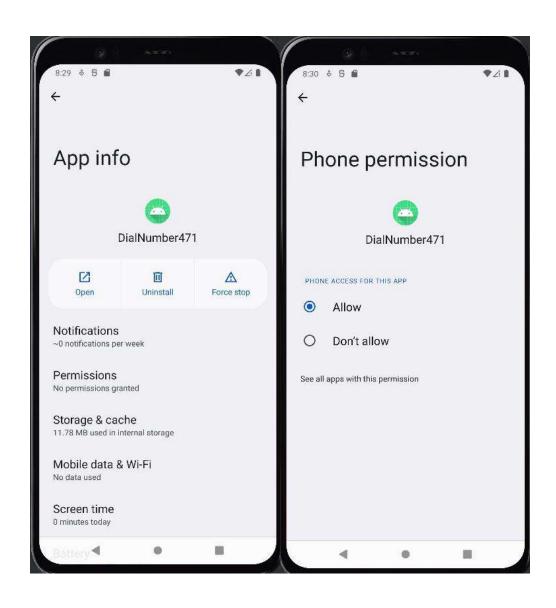
Activiy_main.xml:

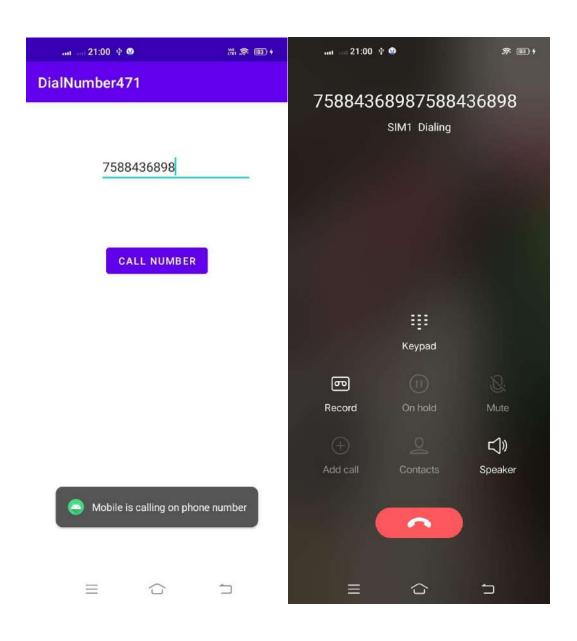
```
package com.example.dialnumber471;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.Button;
```

```
EditText txt1;
                String strPhone=txt1.getText().toString();
                Log.d("Error", ex.toString());
```

AndroidManifest.xml:







Practical No: 9B

OnTouchListener

Activiy_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"
    android:id="@+id/rl">
</RelativeLayout>
```

```
oublic class MainActivity extends AppCompatActivity {
    protected void onCreate(Bundle savedInstanceState) {
motionEvent) {
```

