



SRM Institute of Science and Technology
Ramapuram Chennai
Faculty of Science & Humanities
(A Place for Transformation)
PG Department of Computer Applications



PRACTICAL RECORD

NAME :

REGISTER NUMBER :

COURSE : MCA

SEMESTER / YEAR : II / I

SECTION : A & B

SUBJECT CODE : PCA25D05J

SUBJECT NAME : Mobile Application Development

APRIL 2026



SRM Institute of Science and Technology
Ramapuram Chennai
Faculty of Science & Humanities
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PG Department of Computer Application



REGISTER NUMBER:

BONAFIDE CERTIFICATE

This is to certify that the bonafide work done by _____
in the subject **Mobile Application Development [PCA25D05J]** at, SRM Institute of Science
and Technology, Ramapuram Chennai in month **2026**.

STAFF IN-CHARGE

HEAD OF THE DEPARTMENT

Submitted for the University Practical Examination held at SRM Institute of Science and Technology,
Ramapuram Chennai on _____

INTERNAL EXAMINER 1

INTERNAL EXAMINER

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ExNo:1

Date:

RegNo:

Name:

LOGIN PAGE CREATION WITH TOAST MESSAGE USING RELATIVE LAYOUT

AIM:

To create a login page with toast message using relative layout.

ALGORITHM:

1. Create a New Android Project:

- Click New in the toolbar.
- In the window that appears, open the Android folder, select Android Application Project, and click next.
- Provide the application name and the project name and then finally give the desired package name.
- Choose a launcher icon for your application and then select Blank Activity and then click Next
- Provide the desired Activity name for your project and then click Finish.

2. Create a New AVD (Android Virtual Device):

- Click Android Virtual Device Manager from the toolbar.
- In the Android Virtual Device Manager panel, click New.
- Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
- Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.

3. Design the graphical layout.

4. Run the application.

PROGRAM:

```
<?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">

    <EditText
        android:id="@+id/editTextTextPersonName"
        android:layout_width="236dp"
        android:layout_height="50dp"
        android:ems="10"
        android:inputType="textPersonName"
        android:text="Name"
        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="0.155" />
```

```
<EditText
    android:id="@+id/editTextTextPassword"
    android:layout_width="247dp"
    android:layout_height="63dp"
    android:layout_marginTop="76dp"
    android:ems="10"
    android:inputType="textPassword"
    android:text="Password"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.53"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName"
    app:layout_constraintVertical_bias="0.002" />
```

```
<Button
    android:id="@+id/button"
    android:layout_width="199dp"
    android:layout_height="60dp"
    android:layout_marginBottom="268dp"
    android:text="login"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPassword"
    app:layout_constraintVertical_bias="1.0" />
```

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

MainActivity.java

```
package com.example.myapplication;
```

```
import android.os.Bundle;
import android.app.Activity;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
```

```
public class MainActivity extends Activity {
```

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

```
        // Binding UI components from XML to Java
        final EditText e1 = (EditText) findViewById(R.id.editTextTextPersonName);
```

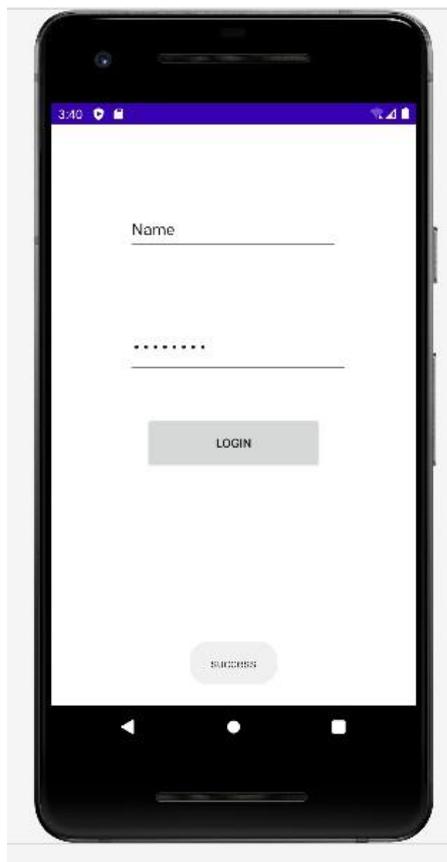
```

final EditText e2 = (EditText) findViewById(R.id.editTextTextPassword);
Button b1 = (Button) findViewById(R.id.button);

// Handling Login Button Click
b1.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        // Displaying success message
        Toast.makeText(getApplicationContext(), "Success", Toast.LENGTH_LONG).show();
    }
});
}
}
}

```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo:2

Date:

RegNo:

Name:

STUDENT INFORMATION SYSTEM WITH TOAST MESSAGE

AIM:

To create student information system with Toast Message.

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - Click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application students information will be given as input.
6. It displays all the students information which is given.
7. Close the Android project.

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

<EditText

```
    android:id="@+id/editTextTextPersonName2"
    android:layout_width="247dp"
    android:layout_height="55dp"
    android:ems="10"
    android:inputType="textPersonName"
    android:text="Reg. NO"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.364"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.155" />
```

<EditText

```
    android:id="@+id/editTextTextPersonName3"
    android:layout_width="247dp"
    android:layout_height="59dp"
    android:ems="10"
    android:inputType="textPersonName"
    android:text="Name"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.365"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName2"
    app:layout_constraintVertical_bias="0.054" />
```

<EditText

```
    android:id="@+id/editTextTextPersonName4"
    android:layout_width="246dp"
    android:layout_height="54dp"
    android:ems="10"
    android:inputType="textPersonName"
    android:text="D.O.B"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.382"
    app:layout_constraintStart_toStartOf="parent"
```

MainActivity.java

```
package com.example.registration;

import android.os.Bundle;
import android.widget.*;
import android.app.Activity;
import android.view.View;

public class MainActivity extends Activity {

    // Declaring UI Components
    EditText e1, e2, e3, e4;
    Button b1;

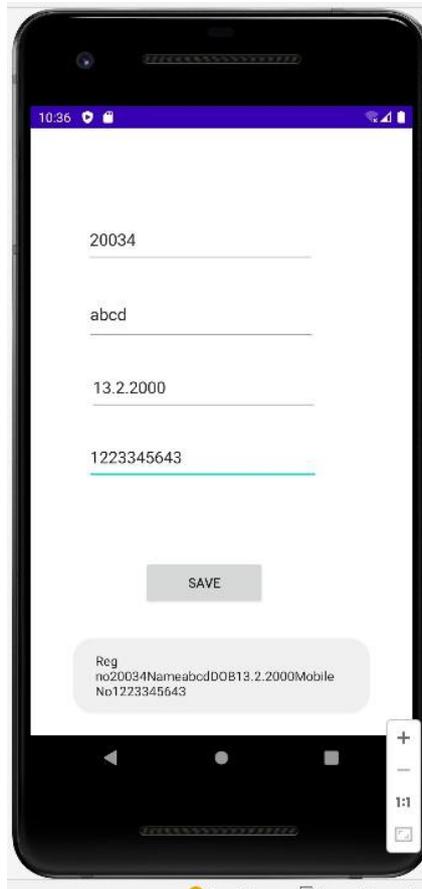
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        // Initializing UI Components by their IDs
        e1 = (EditText) findViewById(R.id.editTextTextPersonName2);
        e2 = (EditText) findViewById(R.id.editTextTextPersonName3);
        e3 = (EditText) findViewById(R.id.editTextTextPersonName4);
        e4 = (EditText) findViewById(R.id.editTextTextPersonName5);
        b1 = (Button) findViewById(R.id.button);

        // Setting Click Listener for the Button
        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View args) {
                // Fetching Input Data from EditText fields
                String s1 = e1.getText().toString();
                String s2 = e2.getText().toString();
                String s3 = e3.getText().toString();
                String s4 = e4.getText().toString();

                // Displaying the output using a Toast notification
                String message = "Reg No: " + s1 + "\nName: " + s2 + "\nDOB: " + s3 + "\nMobile: " + s4;
                Toast.makeText(getApplicationContext(), message, Toast.LENGTH_LONG).show();
            }
        });
    }
}
```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo:3

RegNo:

Date:

Name:

LOGIN PAGE CREATION USING EXPLICIT INTENT

AIM:

To create a login page using explicit intent.

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - Click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application starts explicit intent which is created as a second activity will be invoked.
6. A message "Welcome User" is displayed.
7. Close the Android project.

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

```

<EditText
    android:id="@+id/editTextTextPersonName"
    android:layout_width="236dp"
    android:layout_height="50dp"
    android:ems="10"
    android:inputType="textPersonName"
    android:text="Name"
    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="0.155" />

<EditText
    android:id="@+id/editTextTextPassword"
    android:layout_width="247dp"
    android:layout_height="63dp"
    android:layout_marginTop="76dp"
    android:ems="10"
    android:inputType="textPassword"
    android:text="Password"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.53"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName"
    app:layout_constraintVertical_bias="0.002" />

<Button
    android:id="@+id/button"
    android:layout_width="199dp"
    android:layout_height="60dp"
    android:layout_marginBottom="268dp"
    android:text="login"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPassword"
    app:layout_constraintVertical_bias="1.0" />

</androidx.constraintlayout.widget.ConstraintLayout>

```

- ❖ Copy activity_main.xml and rename the file named as second_activity_main.xml then save into same place.

Second_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:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".second_activity_main">

    <TextView
        android:id="@+id/textView1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Login Created"
        android:textSize="24sp"
        android:textStyle="bold"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

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

MainActivity.java

```
package com.example.intent;

import android.os.Bundle;
import android.app.Activity;
import android.content.Intent;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

public class MainActivity extends Activity {
    EditText e1, e2;
    Button b1;

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

        // Binding XML components
        e1 = (EditText) findViewById(R.id.editText1);
        e2 = (EditText) findViewById(R.id.editText2);
        b1 = (Button) findViewById(R.id.button1);

        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View arg0) {
                String uName = e1.getText().toString();
                String pass = e2.getText().toString();
```

```

// Validation Logic
if (uName.equals("test") && pass.equals("test")) {
    // Navigate to Second Activity
    Intent i = new Intent(MainActivity.this, second.class);
    startActivity(i);
} else {
    // Show Login Failed message
    Toast.makeText(getApplicationContext(), "Login Failed",
Toast.LENGTH_LONG).show();
}
}
});
}
}

```

- ❖ Copy MainActivity.java and rename the file name as second.java then save into same place.

Second.java

```
package com.example.intent;
```

```
import android.os.Bundle;
import android.app.Activity;
import android.content.Intent;
import android.widget.*;
```

```
public class second extends Activity {
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
```

```
        // Linking the Java file with the second activity layout
        setContentView(R.layout.second_activity_main);
```

```
    }
```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo:4

Date:

RegNo:

Name:

LOGIN PAGE CREATION USING IMPLICIT INTENT

AIM:

To create a login page using implicit intent.

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next.
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - Click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application starts, implicit intent will be invoked.
6. It displays the Google Chrome homepage.
7. Close the Android project.

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

<EditText

```
    android:id="@+id/editTextTextPersonName2"
    android:layout_width="230dp"
    android:layout_height="56dp"
    android:ems="10"
    android:inputType="textPersonName"
    android:text="Name"
    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="0.227" />
```

<EditText

```
    android:id="@+id/editTextTextPassword"
    android:layout_width="231dp"
    android:layout_height="52dp"
    android:ems="10"
    android:inputType="textPassword"
    android:text="password"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.497"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName2"
    app:layout_constraintVertical_bias="0.164" />
```

<Button

```
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Login"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.466"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPassword"
    app:layout_constraintVertical_bias="0.253" />
```

</androidx.constraintlayout.widget.ConstraintLayout>

MainActivity.java

```
package com.example.intent;

import android.net.Uri;
import android.os.Bundle;
import android.app.Activity;
import android.content.Intent;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;

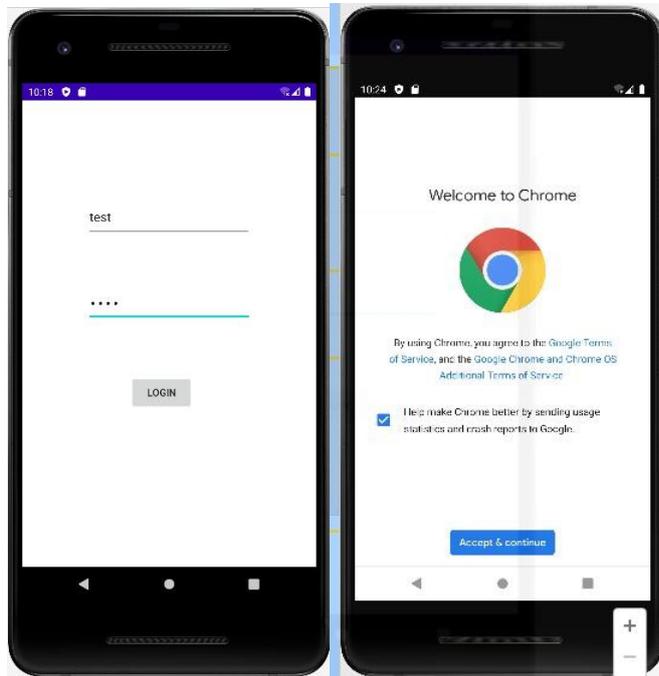
public class MainActivity extends Activity {
    EditText e1, e2;
    Button b1;

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

        // Binding UI components from XML
        e1 = (EditText) findViewById(R.id.editTextTextPersonName2);
        e2 = (EditText) findViewById(R.id.editTextTextPassword);
        b1 = (Button) findViewById(R.id.button);

        // Setting up the click listener for the button
        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View arg0) {
                // Creating an Implicit Intent to open a Web Page
                Intent i = new Intent(Intent.ACTION_VIEW,
Uri.parse("http://www.google.com"));
                startActivity(i);
            }
        });
    }
}
```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo:5

Date:

RegNo:

Name:

IMPLEMENT TIME PICKER AND DISPLAY SELECTED TIME

AIM:

To display the selected time from the timer using time picker

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application starts time picker event will be invoked.
6. It displays the current time which is set in the time picker control.
7. Close the Android project.

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

```

<TimePicker
    android:id="@+id/timepk1"
    android:layout_width="336dp"
    android:layout_height="395dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.333"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.101"
    tools:ignore="MissingConstraints" />

<Button
    android:id="@+id/button"
    android:layout_width="151dp"
    android:layout_height="48dp"
    android:text="Show Time"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.446"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/timepk1"
    app:layout_constraintVertical_bias="0.26" />

</androidx.constraintlayout.widget.ConstraintLayout>

```

MainActivity.java:

```

package com.example.timepick;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.TimePicker;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity { @

    Override

    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Button b1=(Button) findViewById(R.id.button);

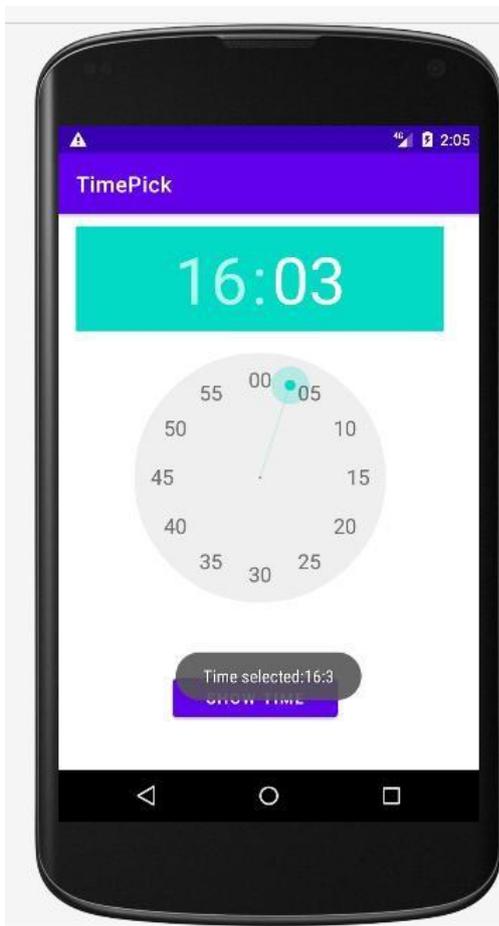
        b1.setOnClickListener(new View.OnClickListener()
        {
            @Override

            public void onClick(View arg0)

```

```
    {
        TimePicker t1=(TimePicker)findViewById(R.id.timepk1);
        t1.setIs24HourView(true);
        Toast.makeText(getApplicationContext(),"Timeslected:"+t1.getCurrentHour()+":"
            +t1.getCurrentMinute(),Toast.LENGTH_SHORT).show();
    }
});
}
}
```

OUTPUT:



RESULT:

Thus,theprogramhasbeenexecuted andcompletedsuccessful

ExNo:6

Date:

RegNo:

Name:

IMPLEMENTDATEPICKERANDDISPLAYSELECTEDDATE

AIM:

To display the selected date from the calendar using date picker

ALGORITHM:

1. Create a New Android Project:

- Click New in the toolbar.
- In the window that appears, open the Android folder, select Android Application Project, and click next.
- Provide the application name and the project name and then finally give the desired package name.
- Choose a launcher icon for your application and then select Blank Activity and then click Next
- Provide the desired Activity name for your project and then click Finish.

2. Create a New AVD (Android Virtual Device):

- click Android Virtual Device Manager from the toolbar.
- In the Android Virtual Device Manager panel, click New.
- Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
- Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.

3. Design the graphical layout.

4. Run the application.

5. When the application starts, the date time event will be invoked.

6. It displays the current date and time.

7. Close the Android project.

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

```

<DatePicker
    android:id="@+id/datepk1"
    android:layout_width="355dp"
    android:layout_height="453dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.47"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.044" />

<Button
    android:id="@+id/button"
    android:layout_width="187dp"
    android:layout_height="48dp"
    android:text="Set Date"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/datepk1"
    app:layout_constraintVertical_bias="0.877" />

</androidx.constraintlayout.widget.ConstraintLayout>

```

MainActivity.java:

```

package com.example.datepick;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.DatePicker;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

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

        // Initializing the Button from XML
        Button b1 = (Button) findViewById(R.id.button);

        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View arg0) {
                // Initializing the DatePicker
                DatePicker d1 = (DatePicker) findViewById(R.id.datepk1);

                // Fetching Day, Month and Year from DatePicker
                int day = d1.getDayOfMonth();
                int month = d1.getMonth() + 1; // Months start from 0 (Jan is 0)
            }
        });
    }
}

```

```
int year = d1.getYear();

// Displaying the selected date using Toast
String selectedDate = "Date selected: " + day + "/" + month + "/" + year;
Toast.makeText(getBaseContext(), selectedDate,
Toast.LENGTH_SHORT).show();
    }
    });
}
}
```

OUTPUT:



RESULT:

Thus, the program has been executed and completed successfully.

ExNo:7

Date:

RegNo:

Name:

STUDENT INFORMATION SYSTEM USING LIST VIEW

AIM:

To create a student information system using list view.

DESIGN:

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - Click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.

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

    <ListView
        android:id="@+id/List1"
        android:layout_width="412dp"
```

```
android:layout_height="319dp"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="1.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.0" />
```

<EditText

```
android:id="@+id/editTextTextPersonName"
android:layout_width="361dp"
android:layout_height="65dp"
android:ems="10"
android:inputType="textPersonName"
android:text="Name"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.68"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.566" />
```

<EditText

```
android:id="@+id/editTextTextPersonName2"
android:layout_width="356dp"
android:layout_height="68dp"
android:ems="10"
android:inputType="textPersonName"
android:text="Register Number"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.709"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName"
app:layout_constraintVertical_bias="0.16" />
```

<CheckBox

```
android:id="@+id/checkBox"
android:layout_width="148dp"
android:layout_height="61dp"
android:text="MCA"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="1.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName2"
app:layout_constraintVertical_bias="0.102" />
```

<Button

```
android:id="@+id/button"
android:layout_width="149dp"
android:layout_height="55dp"
android:onClick="clickme"
```

```

    android:text="Add"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.435"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/checkBox"
    app:layout_constraintVertical_bias="0.879" />

```

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

MainActivity.java

```

package com.example.exercise5;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.CheckBox;
import android.widget.EditText;
import android.widget.ListView;

public class MainActivity extends AppCompatActivity {
    // Declaring UI Components
    EditText e1, e2;
    CheckBox c1;
    Button b1;

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

        // Initializing UI Components
        e1 = (EditText) findViewById(R.id.editTextTextPersonName);
        e2 = (EditText) findViewById(R.id.editTextTextPersonName2);
        c1 = (CheckBox) findViewById(R.id.checkBox);
        b1 = (Button) findViewById(R.id.button);
    }

    // Method triggered by the Button onClick attribute
    public void clickme(View v) {
        ListView lv = (ListView) findViewById(R.id.List1);

        String str1 = e1.getText().toString(); // Name
        String str2 = e2.getText().toString(); // Register Number
        String str3 = "";

        // Checking if CheckBox is selected
        if (c1.isChecked()) {
            str3 = c1.getText().toString(); // "MCA"
        }

        // Creating an Array of input data

```

```
String[] data = { "Name: " + str1, "Reg No: " + str2, "Course: " + str3 };
```

```
// Setting up the ArrayAdapter  
ArrayAdapter<String> adapter = new ArrayAdapter<String>(  
    this,  
    android.R.layout.simple_list_item_1,  
    data  
);  
  
// Binding the adapter to the ListView  
lv.setAdapter(adapter);  
}  
}
```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo:8

RegNo:

Date:

Name:

Generate Context Menu using Android Application

AIM:

To generate context menu option using Android application.

PROGRAM:

//Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/container"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="16dp"
    tools:context=".MainActivity">

    <ListView
        android:id="@+id/listView1"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:layout_alignParentStart="true"
        android:layout_alignParentTop="true"
        android:dividerHeight="1dp" />

</RelativeLayout>
```

//MainActivity.java

```
package com.example.context_menu;

import android.app.Activity;
import android.os.Bundle;
import android.view.ContextMenu;
import android.view.ContextMenu.ContextMenuInfo;
import android.view.MenuItem;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.ListView;
import android.widget.Toast;

public class MainActivity extends Activity {
    ListView listview;
    String contact[]={"ajay","sachin","sumit","lalit","ankit","shahid"};
    @Override
    protected void onCreate(Bundle savedInstanceState) {
```

```

        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        listView=(ListView)findViewById(R.id.listView1);
        ArrayAdapter<String>ad=new
ArrayAdapter<String>(this,android.R.layout.simple_list_item_1,contact);
        listView.setAdapter(ad);
        registerForContextMenu(listView);

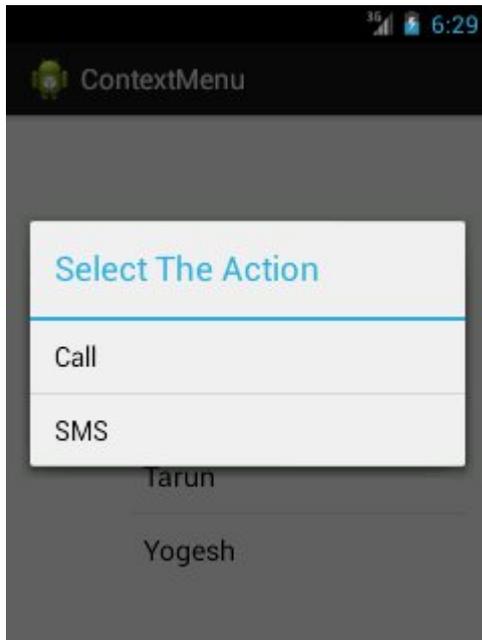
    }
    @Override
public void onCreateContextMenu(ContextMenu menu,View v, ContextMenuInfo menuinfo)
    {
        super.onCreateContextMenu(menu, v, menuinfo);
        menu.setHeaderTitle("select the action");
        menu.add(0,v.getId(),0,"call");
        menu.add(0,v.getId(),0,"sms");

    }
    @Override
public boolean onContextItemSelected(MenuItem item)
    {
        if(item.getTitle()=="call")
        {
            Toast.makeText(this, "Now Call ", Toast.LENGTH_LONG).show();
        }
        else if(item.getTitle()=="sms")
        {
            Toast.makeText(this, "Now sms ", Toast.LENGTH_LONG).show();
        }

        return true;
    }
}

```

INPUT AND OUTPUT:



RESULT:

Thus the program has been completed successfully.

ExNo:9

Date:

RegNo:

Name:

CREATE AN APPLICATION FOR OPTION MENU

AIM:

To create an application for option menu

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application option menu is displayed.
6. The selected option is displayed as a message.
7. Close the Android project.

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

```

<TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Long Press Me for Menu!"
    android:textSize="20sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>

```

- ❖ Gotoresfolder ☺ rightclick ☺ new ☺ androidresourcefile ☺ FileName: menu ☺ Resource Type: menu ☺ ok(it creates menu folder under res)
- ❖ Selectmenu.xmlandwritethebelowcode

Menu(menu.xml)

```

<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto">

    <item
        android:id="@+id/item1"
        android:title="Copy" />

    <item
        android:id="@+id/item2"
        android:title="Paste" />

    <item
        android:id="@+id/item3"
        android:title="Close" />

</menu>

```

MainActivity.java:

```

package com.example.exercise8;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.ContextMenu;
import android.view.MenuInflater;
import android.view.MenuItem;
import android.view.View;
import android.widget.TextView;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

```

```

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

    // XML-la irukka TextView-a find panrom
    TextView textView = findViewById(R.id.textView);

    // STEP 1: Register the view for Context Menu (Long press)
    registerForContextMenu(textView);
}

// STEP 2: Options Menu-vukku badhula onCreateContextMenu use pannanum
@Override
public void onCreateContextMenu(ContextMenu menu, View v,
ContextMenu.ContextMenuInfo menuInfo) {
    super.onCreateContextMenu(menu, v, menuInfo);
    MenuInflater inflater = getMenuInflater();
    inflater.inflate(R.menu.menu, menu); // Unga menu file name 'menu.xml' nu irundha
idha use pannunga
    menu.setHeaderTitle("Select Action");
}

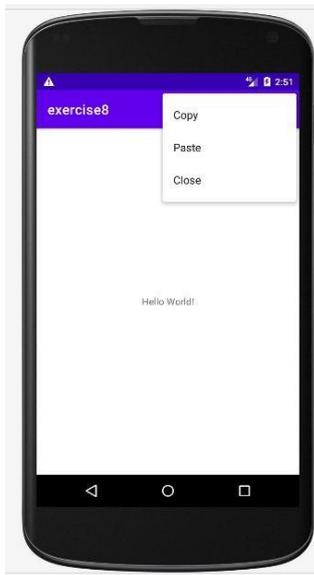
// STEP 3: Handling item clicks
@Override
public boolean onOptionsItemSelected(MenuItem item) {
    int id = item.getItemId();

    if (id == R.id.item1) {
        Toast.makeText(this, "Copy Item Selected", Toast.LENGTH_SHORT).show();
        return true;
    } else if (id == R.id.item2) {
        Toast.makeText(this, "Paste Item Selected", Toast.LENGTH_SHORT).show();
        return true;
    } else if (id == R.id.item3) {
        Toast.makeText(this, "Close Item Selected", Toast.LENGTH_SHORT).show();
        return true;
    }

    return super.onOptionsItemSelected(item);
}
}

```

Output:



RESULT:

Thus, the program has been executed and completed successfully.

ExNo:10

Date:

RegNo:

Name:

Create a Database with two fields using Shared Preference

AIM:

To Create a Database with two fields using Shared Preference

PROGRAM:

//Activity_main.xml

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/container"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context="com.example.persist.MainActivity"
    tools:ignore="MergeRootFrame" >
```

<EditText

```
    android:id="@+id/editText1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/editText3"
    android:layout_alignParentRight="true"
    android:layout_alignParentTop="true"
    android:ems="10" >
```

```
</EditText>
```

<EditText

```
    android:id="@+id/editText3"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/editText1"
    android:layout_marginTop="15dp"
    android:layout_toRightOf="@+id/textView1"
    android:ems="10"
    android:inputType="textEmailAddress" />
```

```

<TextView
    android:id="@+id/textView1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignParentTop="true"
    android:text="Name"
    android:textAppearance="?android:attr/textAppearanceLarge" />

<TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignTop="@+id/editText3"
    android:text="Email"
    android:textAppearance="?android:attr/textAppearanceMedium" />

<Button
    android:id="@+id/button1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_below="@+id/editText3"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="30dp"
    android:text="save" />

</RelativeLayout>

```

//MainActivity.java

```

package com.example.persist;
import android.support.v7.app.ActionBarActivity;
import android.support.v7.app.ActionBar;
import android.support.v4.app.Fragment;
import android.content.Context;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.Menu;
import android.view.MenuItem;
import android.view.View;
import android.view.ViewGroup;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import android.os.Build;

public class MainActivity extends ActionBarActivity {
    EditText ed1,ed2;
    Button b1;
    public static final String MyPREFERENCES="Myprefs";

```

```

public static final String Name="namekey";

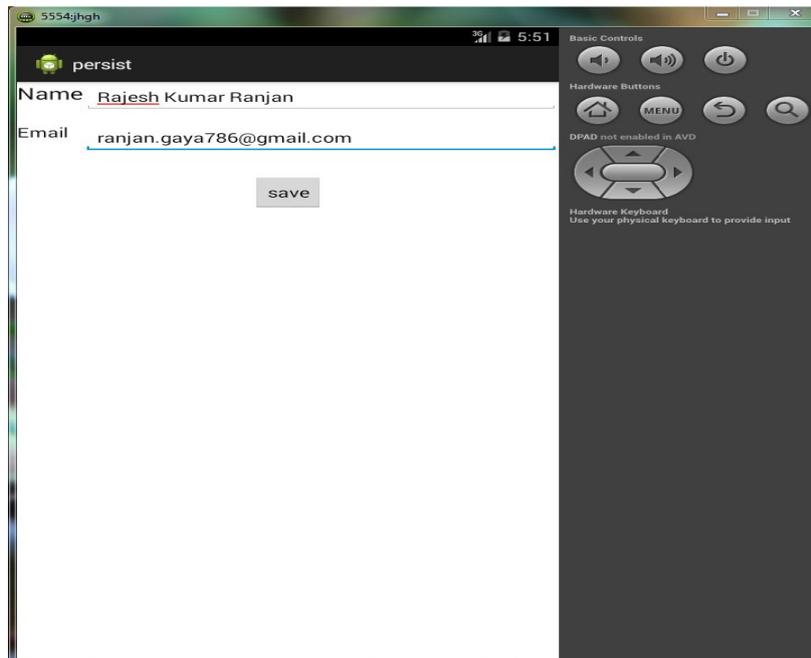
public static final String email="emailkey";
SharedPreferences sharedPreferences;
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    ed1=(EditText)findViewById(R.id.editText1);
    ed2=(EditText)findViewById(R.id.editText3);
    b1=(Button)findViewById(R.id.button1);
    sharedPreferences=getSharedPreferences(MyPREFERENCES,
Context.MODE_PRIVATE);
    b1.setOnClickListener(new View.OnClickListener() {

        @Override
        public void onClick(View arg0) {
            // TODO Auto-generated method stub
            String n=ed1.getText().toString();
            String e=ed2.getText().toString();
            SharedPreferences.Editor editor=sharedPreferences.edit();
            editor.putString(Name, n);
            editor.putString(email, e);
            editor.commit();

            Toast.makeText(MainActivity.this, "thank's",
Toast.LENGTH_LONG).show();
        }
    });
}
}
}

```

INPUT AND OUTPUT:



RESULT:

Thus the program has been completed successfully.

ExNo:11

RegNo:

Date:

Name:

CREATE A DATABASE WITH TWO DIFFERENT FIELDS USING SQLite

AIM:

To Create a Database with two fields using SQLite.

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.
5. When the application starts the respective function will be invoked according to the button clicked.
6. Close the Android project.

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:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="16dp"
    tools:context=".MainActivity">
```

```
<EditText
    android:id="@+id/editTextTextPersonName"
    android:layout_width="0dp"
    android:layout_height="64dp"
    android:ems="10"
    android:hint="Enter Name"
    android:inputType="textPersonName"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.1"
    app:layout_constraintWidth_percent="0.8" />
```

```
<EditText
    android:id="@+id/editTextTextPersonName2"
    android:layout_width="0dp"
    android:layout_height="64dp"
    android:layout_marginTop="20dp"
    android:ems="10"
    android:hint="Enter Reg No"
    android:inputType="textPersonName"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName"
    app:layout_constraintWidth_percent="0.8" />
```

```
<Button
    android:id="@+id/button"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="40dp"
    android:text="Insert"
    app:layout_constraintEnd_toStartOf="@+id/button2"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName2" />
```

```
<Button
    android:id="@+id/button2"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:text="Display"
    app:layout_constraintBottom_toBottomOf="@+id/button"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toEndOf="@+id/button"
    app:layout_constraintTop_toTopOf="@+id/button" />
```

```

<Button
    android:id="@+id/button3"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="20dp"
    android:text="Display All"
    app:layout_constraintEnd_toStartOf="@+id/button4"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/button" />

```

```

<Button
    android:id="@+id/button4"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:text="Close"
    app:layout_constraintBottom_toBottomOf="@+id/button3"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toEndOf="@+id/button3"
    app:layout_constraintTop_toTopOf="@+id/button3" />

```

```

</androidx.constraintlayout.widget.ConstraintLayout>

```

MainActivity.java

```

package com.example.databaseexec;

```

```

import android.os.Bundle;
import android.app.Activity;
import android.database.sqlite.*;
import android.database.*;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

```

```

public class MainActivity extends Activity {
    EditText ed1, ed2;
    Button b1, b2, b3, b4;
    SQLiteDatabase db;
    Cursor c;

```

```

@Override

```

```

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

```

```

// Database initialization

```

```

db = openOrCreateDatabase("empk121", MODE_PRIVATE, null);
db.execSQL("CREATE TABLE IF NOT EXISTS emplogin1k(username VARCHAR,
password VARCHAR);");

```

```

// Finding Views

```

```

ed1 = (EditText) findViewById(R.id.editTextTextPersonName);

```

```

ed2 = (EditText) findViewById(R.id.editTextTextPersonName2);
b1 = (Button) findViewById(R.id.button); // Insert
b2 = (Button) findViewById(R.id.button2); // Display First
b3 = (Button) findViewById(R.id.button3); // Display Next
b4 = (Button) findViewById(R.id.button4); // Close

// INSERT Logic
b1.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        String name = ed1.getText().toString();
        String passwd = ed2.getText().toString();

        if (!name.isEmpty() && !passwd.isEmpty()) {
            db.execSQL("INSERT INTO emplogin1k VALUES('" + name + "','" + passwd +
");");
            Toast.makeText(getApplicationContext(), "Saved Successfully",
Toast.LENGTH_SHORT).show();

            // Clear fields after saving
            ed1.setText("");
            ed2.setText("");
        } else {
            Toast.makeText(getApplicationContext(), "Please enter details",
Toast.LENGTH_SHORT).show();
        }
    }
});

// DISPLAY FIRST Logic
b2.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        c = db.rawQuery("SELECT * FROM emplogin1k;", null);
        if (c.moveToFirst()) {
            ed1.setText(c.getString(0));
            ed2.setText(c.getString(1));
        } else {
            Toast.makeText(getApplicationContext(), "No data found",
Toast.LENGTH_SHORT).show();
        }
    }
});

// DISPLAY NEXT Logic
b3.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        if (c != null) {
            if (c.isLast()) {
                c.moveToFirst();
            } else {
                c.moveToNext();
            }
        }
    }
});

```

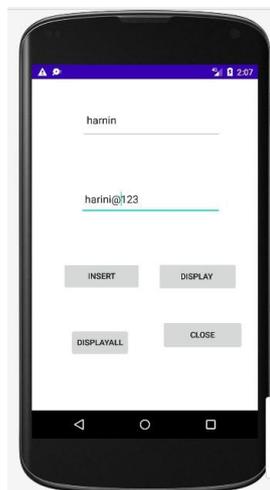
```

        ed1.setText(c.getString(0));
        ed2.setText(c.getString(1));
    }
}
});

// CLOSE Logic
b4.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        finish();
    }
});
}
}
}

```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo: 12

Date:

RegNo:

Name:

CREATE A DATABASE WITH TWO DIFFERENT FIELDS USING SQLite

AIM:

To Create a Database with two fields using SQLite.

ALGORITHM:

7. Create a New Android Project:

- Click New in the toolbar.
- In the window that appears, open the Android folder, select Android Application Project, and click next.
- Provide the application name and the project name and then finally give the desired package name.
- Choose a launcher icon for your application and then select Blank Activity and then click Next
- Provide the desired Activity name for your project and then click Finish.

8. Create a New AVD (Android Virtual Device):

- click Android Virtual Device Manager from the toolbar.
- In the Android Virtual Device Manager panel, click New.
- Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
- Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.

9. Design the graphical layout.

10. Run the application.

11. When the application starts the respective function will be invoked according to the button clicked.

12. Close the Android project.

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:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="16dp"
    tools:context=".MainActivity">
```

<EditText

```
    android:id="@+id/editTextTextPersonName"
    android:layout_width="0dp"
    android:layout_height="64dp"
    android:ems="10"
    android:hint="Enter Name"
    android:inputType="textPersonName"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.1"
    app:layout_constraintWidth_percent="0.8" />
```

<EditText

```
    android:id="@+id/editTextTextPersonName2"
    android:layout_width="0dp"
    android:layout_height="64dp"
    android:layout_marginTop="20dp"
    android:ems="10"
    android:hint="Enter Reg No"
    android:inputType="textPersonName"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName"
    app:layout_constraintWidth_percent="0.8" />
```

<Button

```
    android:id="@+id/button"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="40dp"
    android:text="Insert"
    app:layout_constraintEnd_toStartOf="@+id/button2"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/editTextTextPersonName2" />
```

<Button

```
    android:id="@+id/button2"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:text="Display"
    app:layout_constraintBottom_toBottomOf="@+id/button"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toEndOf="@+id/button"
    app:layout_constraintTop_toTopOf="@+id/button" />
```

```

<Button
    android:id="@+id/button3"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="20dp"
    android:text="Display All"
    app:layout_constraintEnd_toStartOf="@+id/button4"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/button" />

```

```

<Button
    android:id="@+id/button4"
    android:layout_width="140dp"
    android:layout_height="wrap_content"
    android:text="Close"
    app:layout_constraintBottom_toBottomOf="@+id/button3"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toEndOf="@+id/button3"
    app:layout_constraintTop_toTopOf="@+id/button3" />

```

```

</androidx.constraintlayout.widget.ConstraintLayout>

```

MainActivity.java

```

package com.example.databaseexec;

```

```

import android.os.Bundle;
import android.app.Activity;
import android.database.sqlite.*;
import android.database.*;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

```

```

public class MainActivity extends Activity {
    EditText ed1, ed2;
    Button b1, b2, b3, b4;
    SQLiteDatabase db;
    Cursor c;

```

```

@Override

```

```

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

```

```

// Database initialization

```

```

db = openOrCreateDatabase("empk121", MODE_PRIVATE, null);
db.execSQL("CREATE TABLE IF NOT EXISTS emplogin1k(username VARCHAR,
password VARCHAR);");

```

```

// Finding Views

```

```

ed1 = (EditText) findViewById(R.id.editTextTextPersonName);

```

```

ed2 = (EditText) findViewById(R.id.editTextTextPersonName2);
b1 = (Button) findViewById(R.id.button); // Insert
b2 = (Button) findViewById(R.id.button2); // Display First
b3 = (Button) findViewById(R.id.button3); // Display Next
b4 = (Button) findViewById(R.id.button4); // Close

// INSERT Logic
b1.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        String name = ed1.getText().toString();
        String passwd = ed2.getText().toString();

        if (!name.isEmpty() && !passwd.isEmpty()) {
            db.execSQL("INSERT INTO emplogin1k VALUES('" + name + "','" + passwd +
");");
            Toast.makeText(getApplicationContext(), "Saved Successfully",
Toast.LENGTH_SHORT).show();

            // Clear fields after saving
            ed1.setText("");
            ed2.setText("");
        } else {
            Toast.makeText(getApplicationContext(), "Please enter details",
Toast.LENGTH_SHORT).show();
        }
    }
});

// DISPLAY FIRST Logic
b2.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        c = db.rawQuery("SELECT * FROM emplogin1k;", null);
        if (c.moveToFirst()) {
            ed1.setText(c.getString(0));
            ed2.setText(c.getString(1));
        } else {
            Toast.makeText(getApplicationContext(), "No data found",
Toast.LENGTH_SHORT).show();
        }
    }
});

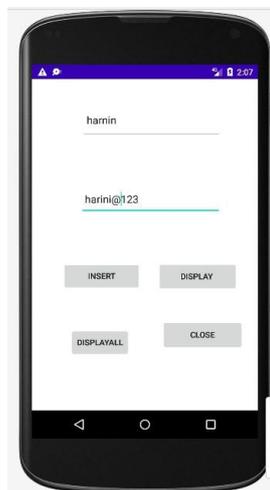
// DISPLAY NEXT Logic
b3.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        if (c != null) {
            if (c.isLast()) {
                c.moveToFirst();
            } else {
                c.moveToNext();
            }
        }
    }
});

```

```
        ed1.setText(c.getString(0));
        ed2.setText(c.getString(1));
    }
}
});

// CLOSE Logic
b4.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View arg0) {
        finish();
    }
});
}
}
```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo: 13

Date:

RegNo:

Name:

SIMULATE THE PAINT BRUSH APPLICATION

AIM:

To Simulate Paint Brush application

ALGORITHM:

1. Create a New Android Project:
 - Click New in the toolbar.
 - In the window that appears, open the Android folder, select Android Application Project, and click next.
 - Provide the application name and the project name and then finally give the desired package name.
 - Choose a launcher icon for your application and then select Blank Activity and then click Next
 - Provide the desired Activity name for your project and then click Finish.
2. Create a New AVD (Android Virtual Device):
 - click Android Virtual Device Manager from the toolbar.
 - In the Android Virtual Device Manager panel, click New.
 - Fill in the details for the AVD. Give it a name, a platform target, an SD card size, and a skin (HVGA is default).
 - Click Create AVD and Select the new AVD from the Android Virtual Device Manager and click Start.
3. Design the graphical layout.
4. Run the application.

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

<ImageView
    android:id="@+id/imageView2"
    android:layout_width="match_parent"
    android:layout_height="400dp"
    android:contentDescription="User Image"
    android:scaleType="centerCrop"
```

```
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintVertical_bias="0.4"
tools:srcCompat="@tools:sample/avatars" />
```

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

MainActivity.java

```
package com.example.exer10;
```

```
import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.graphics.Bitmap;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.os.Bundle;
import android.view.MotionEvent;
import android.view.View;
import android.widget.ImageView;
```

```
public class MainActivity extends AppCompatActivity {
```

```
    ImageView i;
    Bitmap b;
    Canvas c;
    Paint p;
    float dx, dy, upx, upy;
```

```
    @SuppressLint("ClickableViewAccessibility")
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
```

```
        i = findViewById(R.id.imageView2);
        b = Bitmap.createBitmap(1000, 1000, Bitmap.Config.ARGB_8888);
        c = new Canvas(b);
        c.drawColor(Color.WHITE);
```

```
        i.setImageBitmap(b);
```

```
        // Paint style setup
        p = new Paint();
        p.setStrokeWidth(10);
        p.setColor(Color.BLACK);
        p.setAntiAlias(true); // Edges smooth-ah irukkum
```

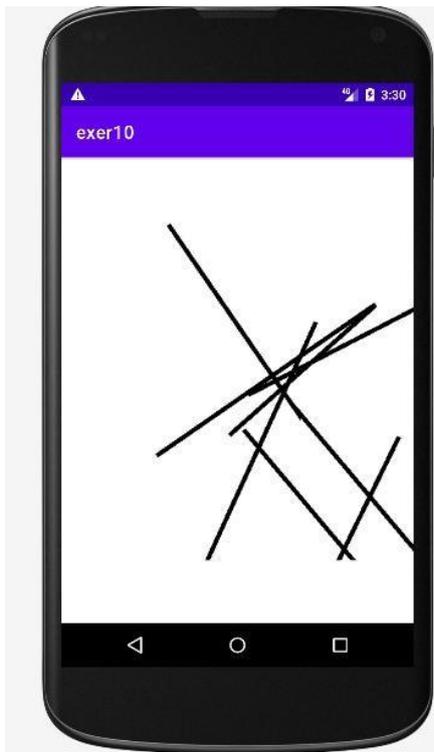
```
        i.setOnTouchListener(new View.OnTouchListener() {
            @Override
```

```

    public boolean onTouch(View v, MotionEvent event) {
int action = event.getAction();
    switch (action) {
        case MotionEvent.ACTION_DOWN:
            dx = event.getX();
            dy = event.getY();
            break;
        case MotionEvent.ACTION_UP:
            upx = event.getX();
            upy = event.getY();
            c.drawLine(dx, dy, upx, upy, p);
            i.invalidate();          break;
    }
    return true;
    }
});
}
}

```

OUTPUT:



RESULT:

Thus, the program has been verified and completed successfully.

ExNo: 14

Date:

RegNo:

Name:

Draw an object

Aim:

To write the program in android studio to create an application that draws an object, and obtain the result.

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">

    <com.example.drawobject.DrawingView
        android:id="@+id/drawing_view"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

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

MainActivity.java

```
package com.example.drawobject;

import android.os.Bundle;

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 {

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

```

        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main),
(v, insets) -> {
            Insets systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars());
            v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom);
            return insets;
        });
    }
}

```

ExampleInstrumentedTest.java

```
package com.example.drawobject;
```

```
import android.content.Context;
```

```
import androidx.test.platform.app.InstrumentationRegistry;
import androidx.test.ext.junit.runners.AndroidJUnit4;
```

```
import org.junit.Test;
import org.junit.runner.RunWith;
```

```
import static org.junit.Assert.*;
```

```
/**
 * Instrumented test, which will execute on an Android device.
 *
 * @see <a href="http://d.android.com/tools/testing">Testing
documentation</a>
 */
```

```
@RunWith(AndroidJUnit4.class)
public class ExampleInstrumentedTest {
    @Test
    public void useAppContext() {
        // Context of the app under test.
        Context appContext =
InstrumentationRegistry.getInstrumentation().getTargetContext();
        assertEquals("com.example.drawobject", appContext.getPackageName());
    }
}

```

ExampleUnitTest.java

```
package com.example.drawobject;
```

```
import org.junit.Test;
```

```
import static org.junit.Assert.*;
```

```
/**
 * Example local unit test, which will execute on the development machine
(host).
 *
 * @see <a href="http://d.android.com/tools/testing">Testing

```

documentation

*/

```
public class ExampleUnitTest {
    @Test
    public void addition_isCorrect() {
        assertEquals(4, 2 + 2);
    }
}
```

DrawingView.java

```
package com.example.drawobject;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Path;
import android.util.AttributeSet;
import android.view.MotionEvent;
import android.view.View;
import androidx.annotation.Nullable;
public class DrawingView extends View {
    private Path drawPath;
    private Paint drawPaint, canvasPaint;
    private int paintColor = Color.BLACK;
    private Canvas drawCanvas;
    public DrawingView(Context context, @Nullable AttributeSet attrs) {
        super(context, attrs);
        setupDrawing();
    }
```

```
    private void setupDrawing() {
        drawPath = new Path();
        drawPaint = new Paint();
        drawPaint.setColor(paintColor);
        drawPaint.setAntiAlias(true);
        drawPaint.setStrokeWidth(20);
        drawPaint.setStyle(Paint.Style.STROKE);
        drawPaint.setStrokeJoin(Paint.Join.ROUND);
        drawPaint.setStrokeCap(Paint.Cap.ROUND);
        canvasPaint = new Paint(Paint.DITHER_FLAG);
    }
```

@Override

```
protected void onDraw(Canvas canvas) {
    canvas.drawPath(drawPath, drawPaint);
}
```

@Override

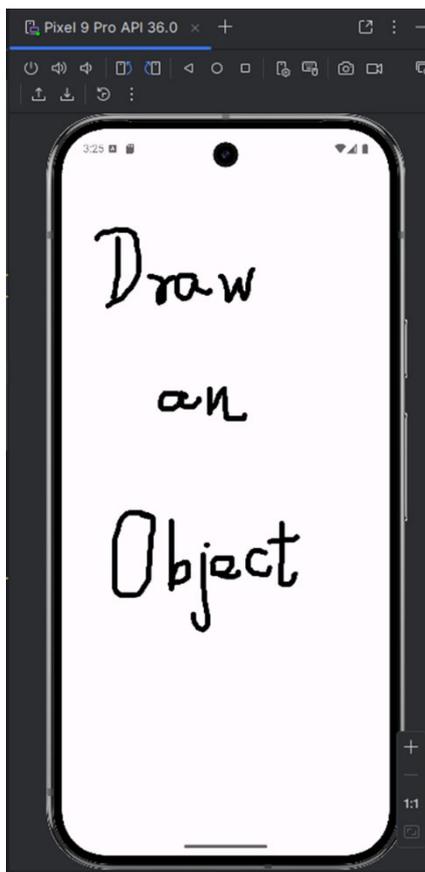
```
public boolean onTouchEvent(MotionEvent event) {
    float touchX = event.getX();
    float touchY = event.getY();

    switch (event.getAction()) {
        case MotionEvent.ACTION_DOWN:
            drawPath.moveTo(touchX, touchY);
```

```
        break;
    case MotionEvent.ACTION_MOVE:
        drawPath.lineTo(touchX, touchY);
        break;
    case MotionEvent.ACTION_UP:
        break;
    default:
        return false;
}

invalidate();
return true;
}
}
```

OUTPUT:-



RESULT:

Thus, the program has been verified and completed successfully.

ExNo: 15

Date:

RegNo:

Name:

Implement WebView

Aim:

To write the program in android studio to implement the concept of WebView, and obtain the result.

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">

    <android.webkit.WebView
        android:id="@+id/webview"
        android:layout_width="0dp"
        android:layout_height="0dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

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

MainActivity.java

```
package com.example.webview;

import android.os.Bundle;
import android.webkit.WebSettings;
import android.webkit.WebView;
import android.webkit.WebViewClient;

import androidx.activity.EdgeToEdge;
import androidx.activity.OnBackPressedCallback;
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 {

    private WebView myWebView;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        // Enables edge-to-edge display (status bar and navigation bar integration)
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);

        // Applying system bar insets to prevent content from hiding under the status bar
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) ->
        {
            Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);
            return insets;
        });

        // Initialize WebView
        myWebView = findViewById(R.id.webview);

        // Configure WebView Settings
        WebSettings webSettings = myWebView.getSettings();
        webSettings.setJavaScriptEnabled(true); // Required for modern sites like Facebook

        // Set WebViewClient to keep link navigation inside the app
        myWebView.setWebViewClient(new WebViewClient());

        // Load the target URL
        myWebView.loadUrl("https://www.facebook.com");

        // Handle the Back Button behavior
        getOnBackPressedDispatcher().addCallback(this, new OnBackPressedCallback(true) {
            @Override
            public void handleOnBackPressed() {
                if (myWebView.canGoBack()) {
                    // Navigate back within the website history
                }
            }
        });
    }
}
```

```

        myWebView.goBack();
    } else {
        // No history left, exit the app
        setEnabled(false);
        getOnBackPressedDispatcher().onBackPressed();
    }
}
});
}
}
}

```

ExampleInstrumentedTest.java

```

package com.example.webview;

import android.content.Context;
import androidx.test.platform.app.InstrumentationRegistry;
import androidx.test.ext.junit.runners.AndroidJUnit4;

import org.junit.Test;
import org.junit.runner.RunWith;

import static org.junit.Assert.*;

/**
 * Instrumented test, which will execute on an Android device.
 *
 * @see <a href="http://d.android.com/tools/testing">Testing documentation</a>
 */
@RunWith(AndroidJUnit4.class)
public class ExampleInstrumentedTest {

    @Test
    public void useAppContext() {
        // Get the Context of the app under test.
        Context appContext = InstrumentationRegistry.getInstrumentation().getTargetContext();

        // Check if the package name matches the expected name
        assertEquals("com.example.webview", appContext.getPackageName());
    }
}

```

ExampleUnitTest.java

```

package com.example.webview;

import org.junit.Test;
import static org.junit.Assert.*;

/**
 * Example local unit test, which will execute on the development machine (host).
 *
 */

```

```

* @see <a href="http://d.android.com/tools/testing">Testing documentation</a>
*/
public class ExampleUnitTest {

    @Test
    public void addition_isCorrect() {
        // A simple math test to ensure the testing framework is working.
        // It checks if 4 is equal to the result of 2 + 2.
        assertEquals(4, 2 + 2);
    }
}

```

AndroidManifest.xml

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <uses-permission android:name="android.permission.INTERNET" />

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.WebView">

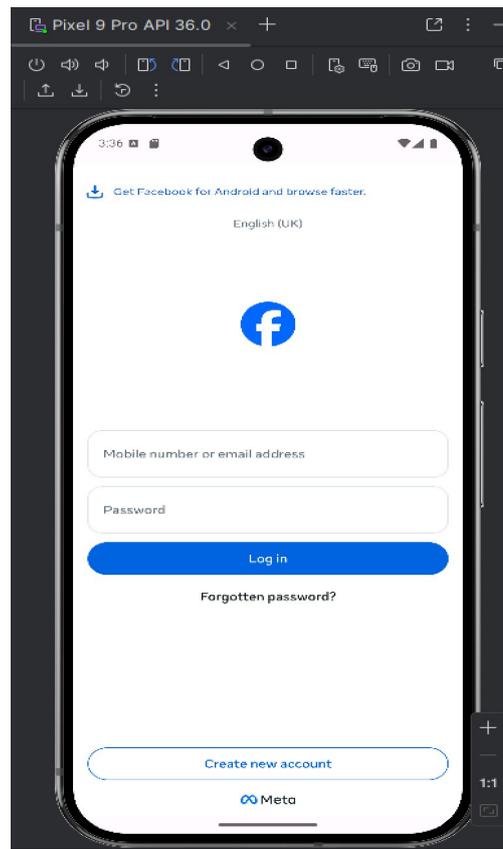
        <activity
            android:name=".MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>

    </application>

</manifest>

```

Output:



RESULT:

Thus, the program has been verified and completed successfully.

