



# LAB MANUAL



**SMART DEVICE PROGRAMMING LAB**

**6138**

by

SITTTR  
KALAMASSERY



**STATE INSTITUTE OF TECHNICAL TEACHERS TRAINING AND RESEARCH**

**GENERAL INSTRUCTIONS**

Rough record and Fair record are needed to record the experiments conducted in the laboratory. Rough records are needed to be certified immediately on completion of the experiment. Fair records are due at the beginning of the next lab period. Fair records must be submitted as neat, legible, and complete.

**INSTRUCTIONS TO STUDENTS FOR WRITING THE FAIR RECORD**

In the fair record, the index page should be filled properly by writing the corresponding experiment number, experiment name, date on which it was done and the page number.

On the **right side** page of the record following has to be written:

1. **Title:** The title of the experiment should be written in the page in capital letters.
2. In the left top margin, experiment number and date should be written.
3. **Aim:** The purpose of the experiment should be written clearly.
4. **Apparatus/Tools/Equipments/Components used:** A list of the Apparatus/Tools /Equipments /Components used for doing the experiment should be entered.
5. **Principle:** Simple working of the circuit/experimental set up/algorithm should be written.
6. **Procedure:** steps for doing the experiment and recording the readings should be briefly described(flow chart/programs in the case of computer/processor related experiments)
7. **Results:** The results of the experiment must be summarized in writing and should be fulfilling the aim.
8. **Inference :** Inference from the results is to be mentioned.

On the **Left side** page of the record following has to be recorded:

1. **Circuit/Program:** Neatly drawn circuit diagrams/experimental set up.
2. **Design:** The design of the circuit/experimental set up for selecting the components should be clearly shown if necessary.
3. **Observations:** i) Data should be clearly recorded using Tabular Columns.  
ii) Unit of the observed data should be clearly mentioned  
iii) Relevant calculations should be shown. If repetitive calculations are needed, only show a sample calculation and summarize the others in a table.



4. **Graphs** : Graphs can used to present data in a form that show the results obtained, as one or more of the parameters are varied. A graph has the advantage of presenting large

amounts of data in a concise visual form. Graph should be in a square format.

**GENERAL RULES FOR PERSONAL SAFETY**

1. Always wear tight shirt/lab coat , pants and shoes inside workshops.
2. REMOVE ALL METAL JEWELLERY since rings, wrist watches or bands, necklaces, etc. make excellent electrodes in the event of accidental contact with electric power sources.
3. DO NOT MAKE CIRCUIT CHANGES without turning off the power.
4. Make sure that equipment working on electrical power are grounded properly.
5. Avoid standing on metal surfaces or wet concrete. Keep your shoes dry.
6. Never handle electrical equipment with wet skin.
7. Hot soldering irons should be rested in its holder. Never leave a hot iron unattended.
8. Avoid use of loose clothing and hair near machines and avoid running around inside lab

**TO PROTECT EQUIPMENT AND MINIMIZE MAINTENANCE:**

**DO:** 1. SET MULTIRANGE METERS to highest range before connecting to an unknown source.

2. INFORM YOUR INSTRUCTOR about faulty equipment so that it can be sent for repair.

**DO NOT:** 1. Do not MOVE EQUIPMENT around the room except under the supervision of an instructor.



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## Introduction

Android is an open source and Linux-based Operating System for mobile devices such as smartphones and tablet computers. Android was developed by the Open Handset Alliance, led by Google, and other companies. Android offers a unified approach to application development for mobile devices which means developers need only develop for Android, and their applications should be able to run on different devices powered by Android. The first beta version of the Android Software Development Kit (SDK) was released by Google in 2007 where as the first commercial version, Android 1.0, was released in September 2008. The source code for Android is available under free and open source software licenses.

Android is an operating system based on Linux with a Java programming interface. Android provides a rich application framework that allows to build innovative apps and games for mobile devices in a Java language environment. The Android Software Development Kit (Android SDK) provides all necessary tools to develop Android applications. The Android SDK contains tools to create, compile and package Android application. The Android SDK also provides an Android device emulator, so that Android applications can be tested without a real Android phone. We can create Android virtual devices (AVD) via the Android SDK, which run in this emulator. The Android SDK contains the Android debug bridge (adb) tool which allows to connect to a virtual or real Android device.

Google offers the Google Play service in which programmers can offer their Android application to Android users. Google phones include the Google Play application which allows installing applications. Google Play also offers an update service ie. if a programmer uploads a new version of his application to Google Play, this service will notify existing users that an update is available and allow to install it.



## Chapter-1

### Installing Android Studio on Ubuntu

With the advancement of smart phones in the recent years, Android has become one of the biggest phone platforms and all the tools required to build Android applications are also freely available. Android Studio is an Integrated Development Environment (IDE) for developing Android applications.

#### Installation on Ubuntu 15.04

We can install Android Studio in two ways.

- The first method is to set up the required repository and install it,
- The second method is to download it from the official Android site and install it locally.

In the first method, we will be setting up the repo using command line and install it. Before proceeding, we need to make sure that we have JDK version 1.6 or greater installed.

#### To install JDK 1.8.

Step1 : `$ sudo add-apt-repository ppa:webupd8team/java`

Step2: `$ sudo apt-get update`

Step 3: `$ sudo apt-get install oracle-java8-installer oracle-java8-set-default`

Verify if java installation was successful:

Step4: `:-$ java -version`

#### To install Android Studio



Step1: Setup the repo for installing Android Studio

```
$ sudo apt-add-repository ppa:paolorotolo/android-studio
```

```
poornima@poornima-Lenovo: ~  
File Edit View Search Terminal Help  
poornima@poornima-Lenovo:~$ sudo add-apt-repository ppa:paolorotolo/android-studio  
[sudo] password for poornima:  
Automatic builds for Android Studio by Google packaged for Ubuntu.  
More info: https://launchpad.net/~paolorotolo/+archive/ubuntu/android-studio  
Press [ENTER] to continue or ctrl-c to cancel adding it  
gpg: keyring '/tmp/tmpb64x0bq1/secring.gpg' created  
gpg: keyring '/tmp/tmpb64x0bq1/pubring.gpg' created  
gpg: requesting key 7B9B74AA from hkp server keyserver.ubuntu.com  
gpg: /tmp/tmpb64x0bq1/trustdb.gpg: trustdb created  
gpg: key 7B9B74AA: public key "Launchpad PPA for Paolo Rotolo" imported  
gpg: Total number processed: 1  
gpg:         imported: 1 (RSA: 1)  
OK  
poornima@poornima-Lenovo:~$
```

Step2: \$ sudo apt-get update

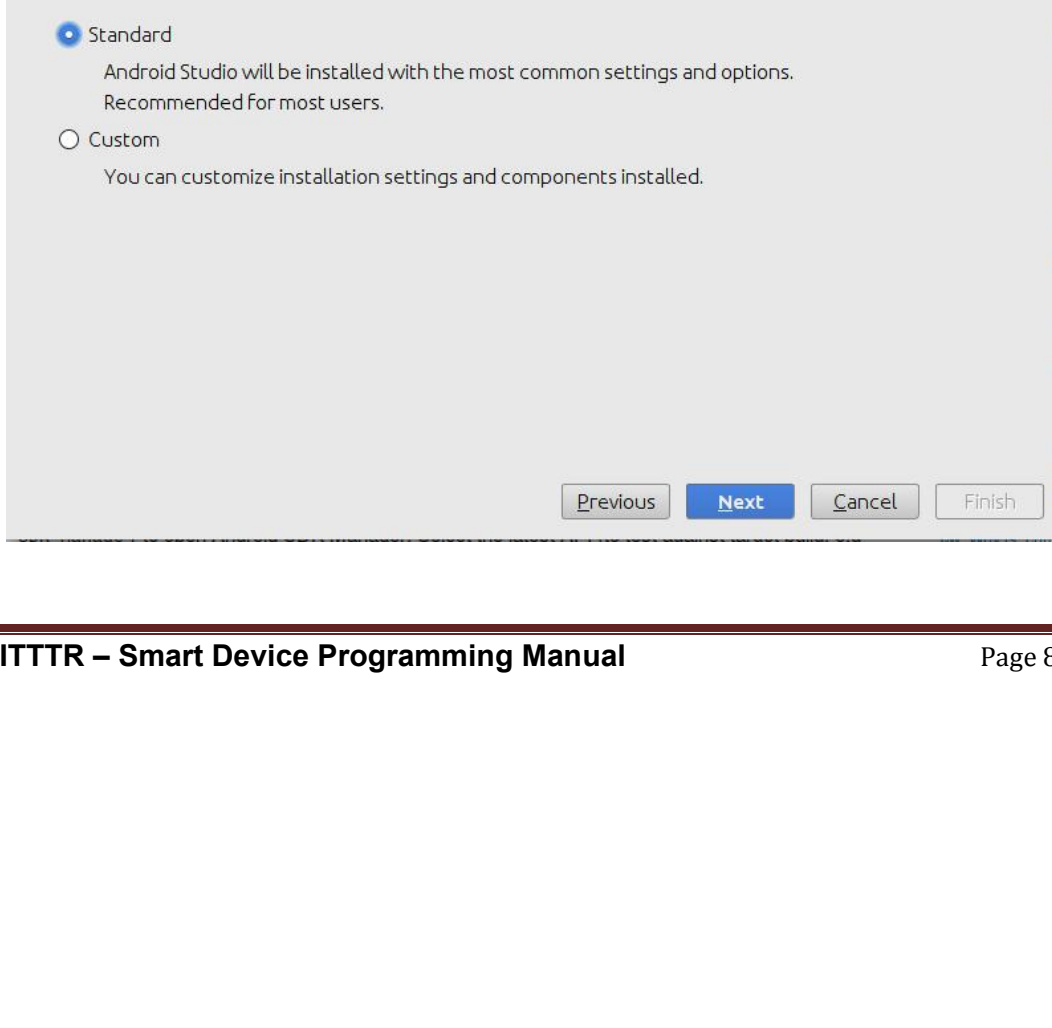
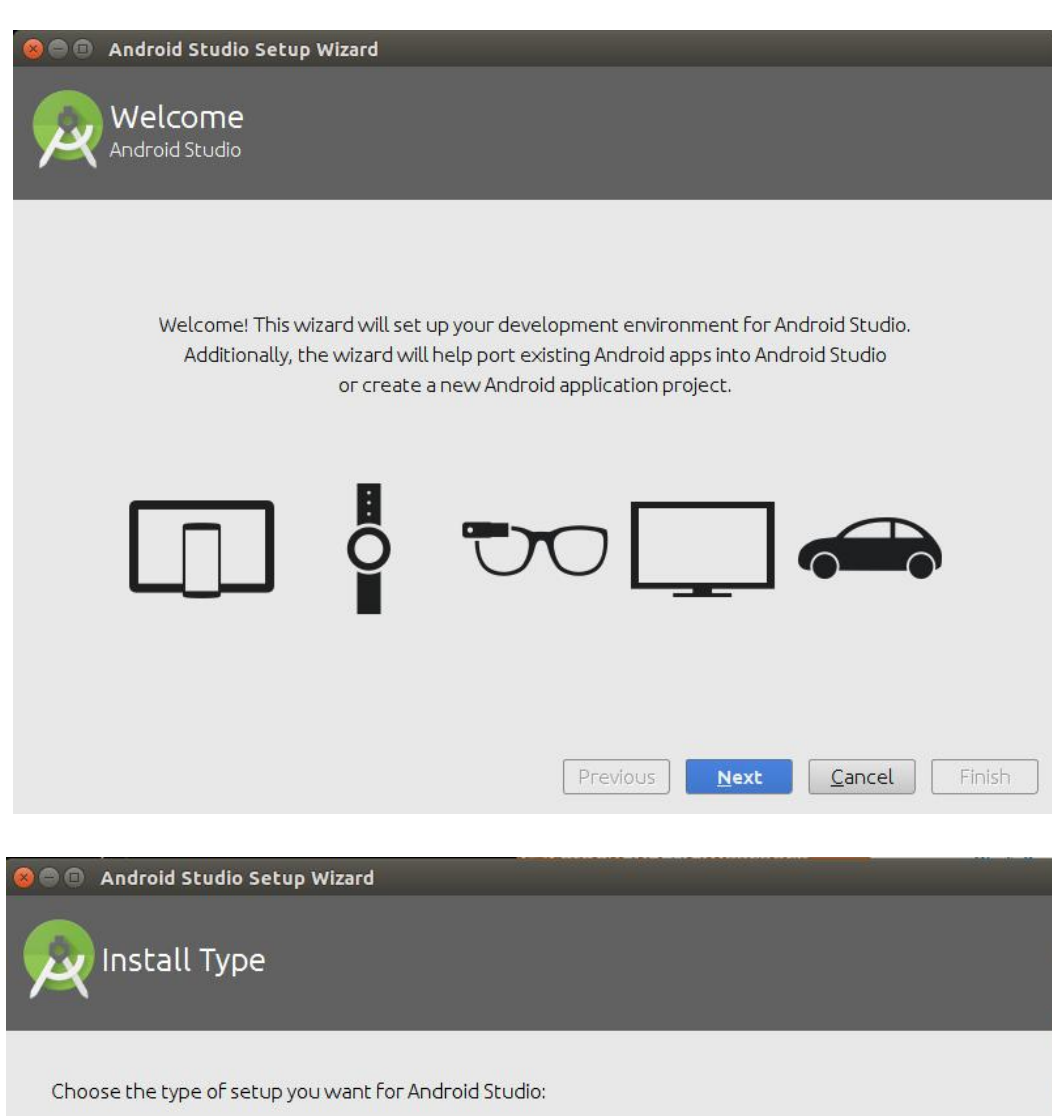
Step3: \$ sudo apt-get install android-studio

Above install command will install android-studio in the directory /opt.

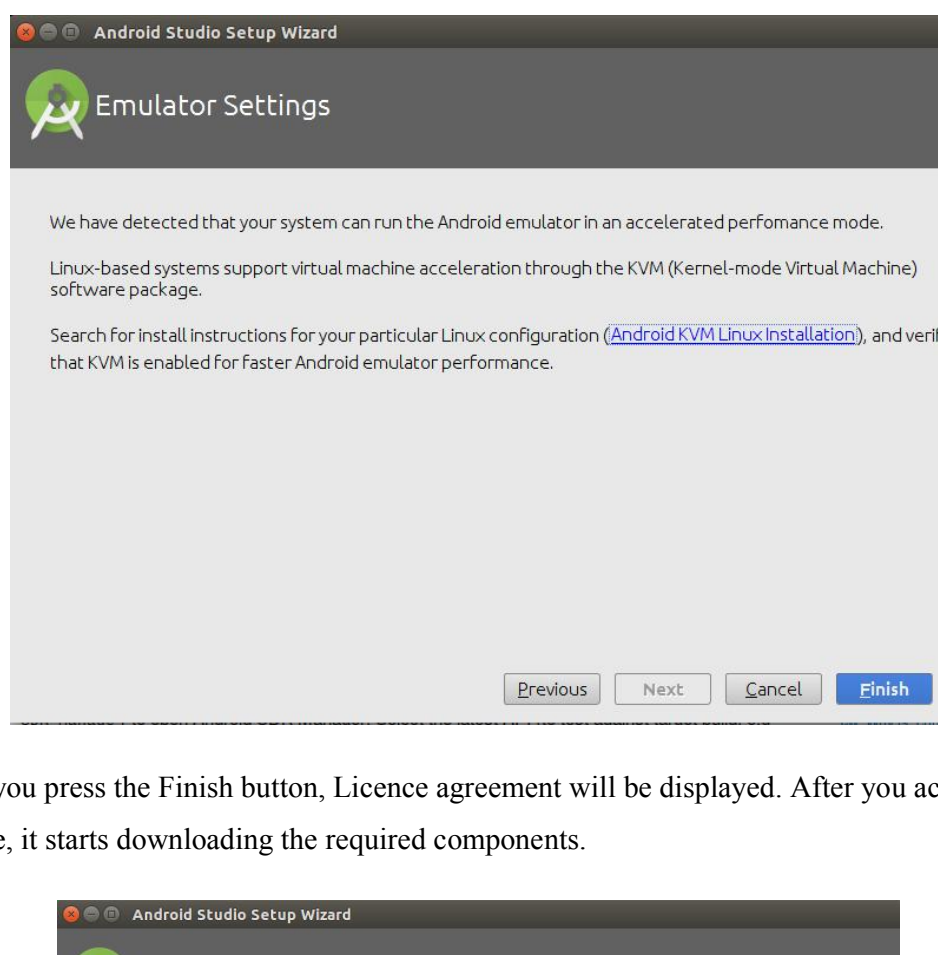
Now, run the following command to start the setup wizard:

Step4: \$ /opt/android-studio/bin/studio.sh

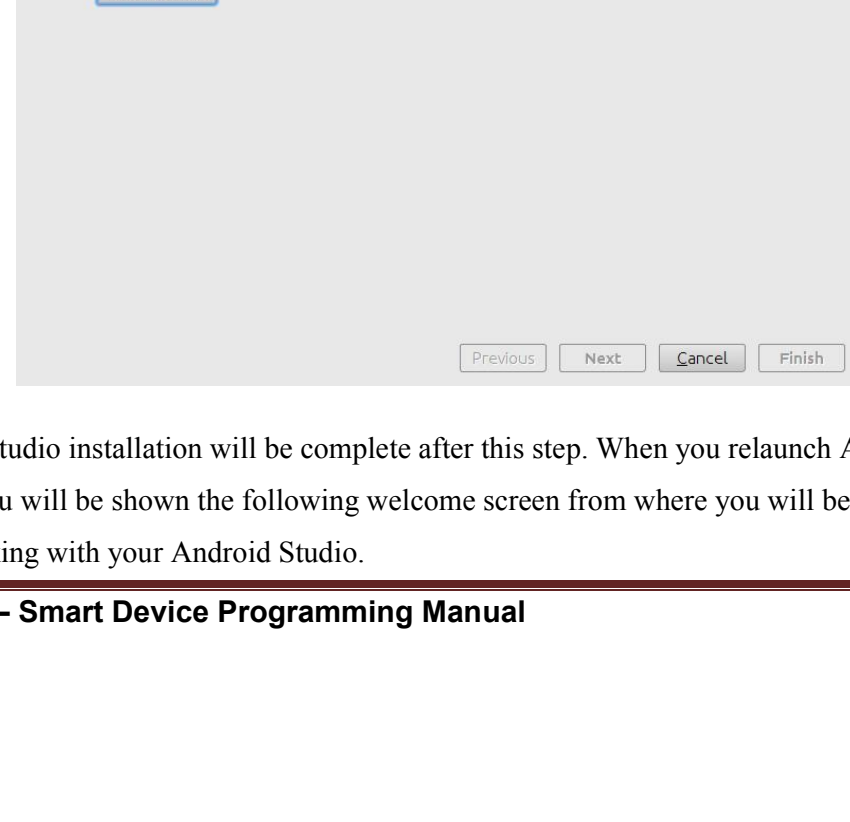
This will invoke the setup screen. Following are the screen shots that follow to set up Android studio:



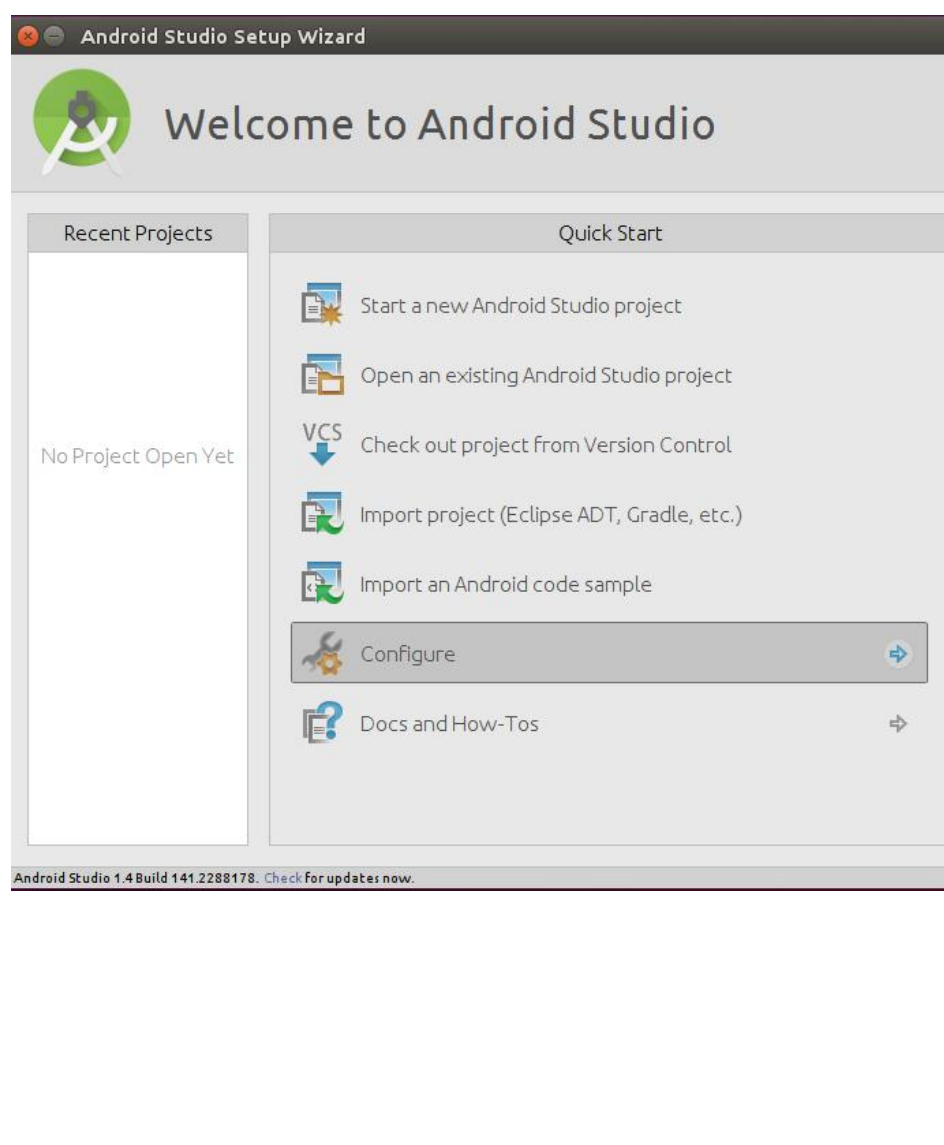




Once you press the Finish button, Licence agreement will be displayed. After you accept the licence, it starts downloading the required components.



Android studio installation will be complete after this step. When you relaunch Android studio, you will be shown the following welcome screen from where you will be able to start working with your Android Studio.





## Chapter-2

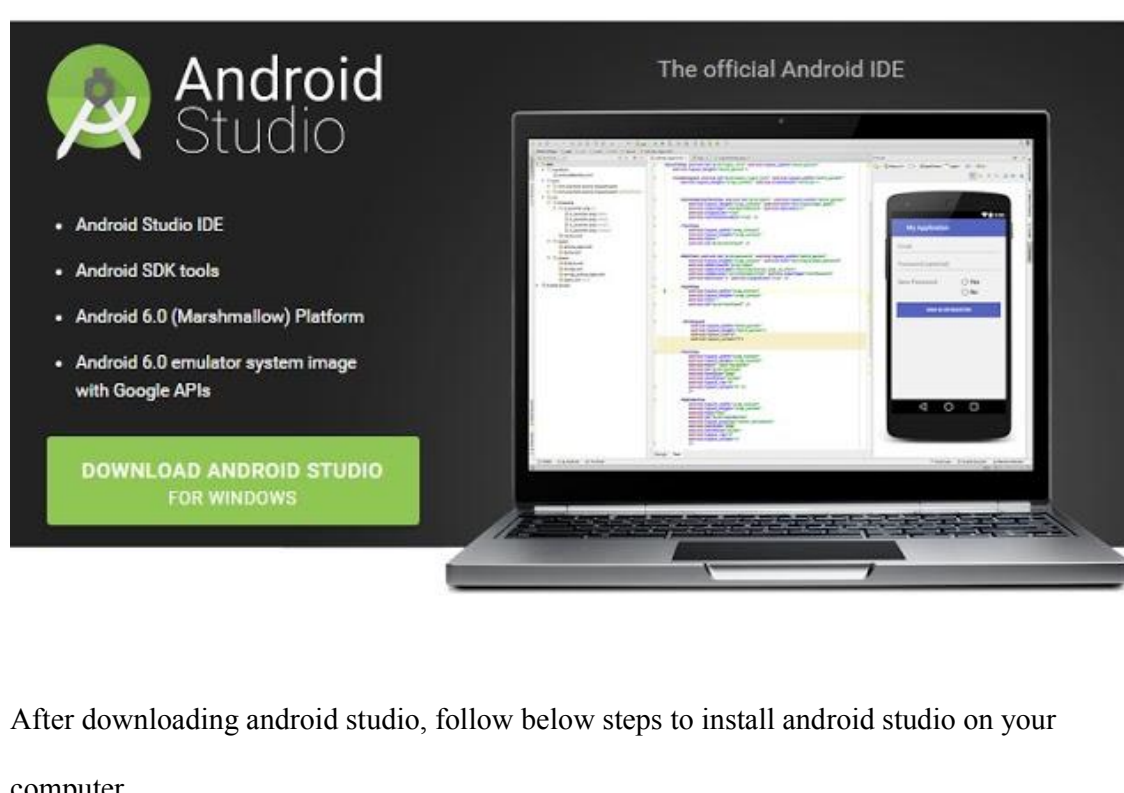
### Installing Android Studio on Windows

Android Studio is one of the best and most popular IDE for development of Android application which is released by IntelliJ IDEA. Android studio has rich functionalities and easy to work. Android studio has great and awesome user interface, it is also smart with coding and will save your time.

Android programming is Java based programming so it requires JDK & JRE environment. You must have to install JDK & JRE for working with android. After installing JDK and JRE you need to configure Environment variables on your computer. Environment variables let to provide some specific path for android. There will be JDK/bin or JDK only. After installing JDK & JRE and configuring environment variables, the next step will be installation of SDK (Software Development Kit). This is another important component for android programming. If you are thinking to develop android apps, then you must install SDK on your computer.

#### Installing Android Studio on Windows

To download Android Studio for your computer, you need to visit official site of android. There you will see android studio download button.



After downloading android studio, follow below steps to install android studio on your computer.

**Step1:** Open you downloaded android studio file and wait for few seconds, it will take some time to load on your screen.

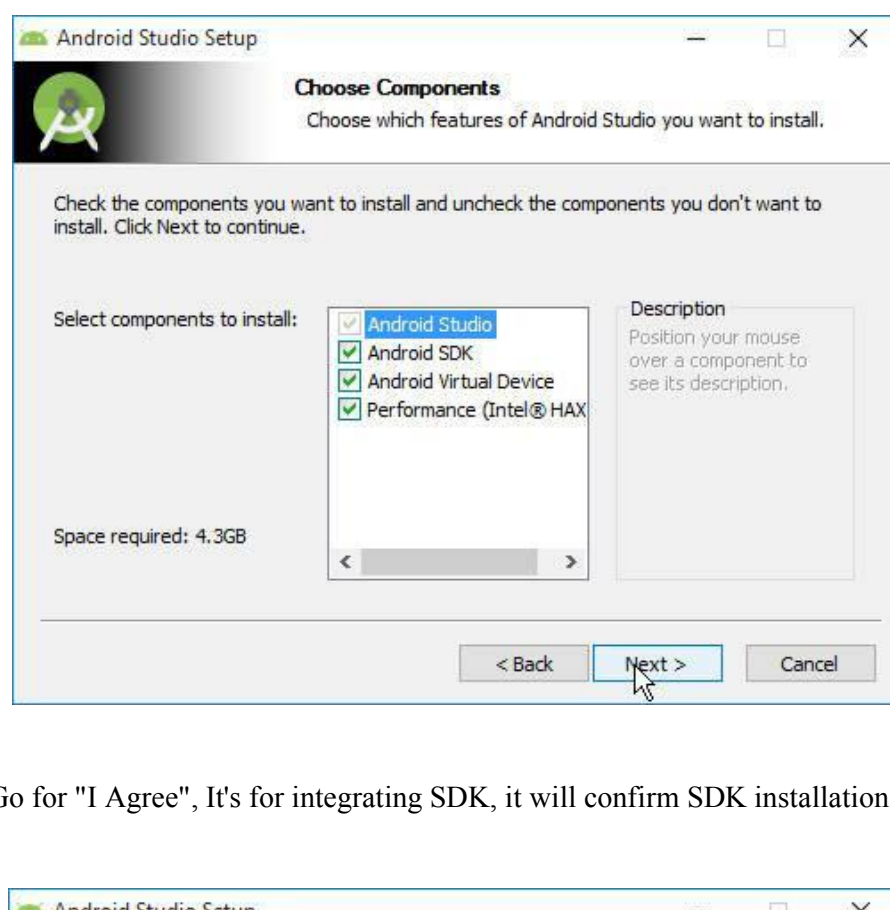
**Step2:** After that the window will appear on your screen, where it will show you welcome to android studio.

Go for "Next"

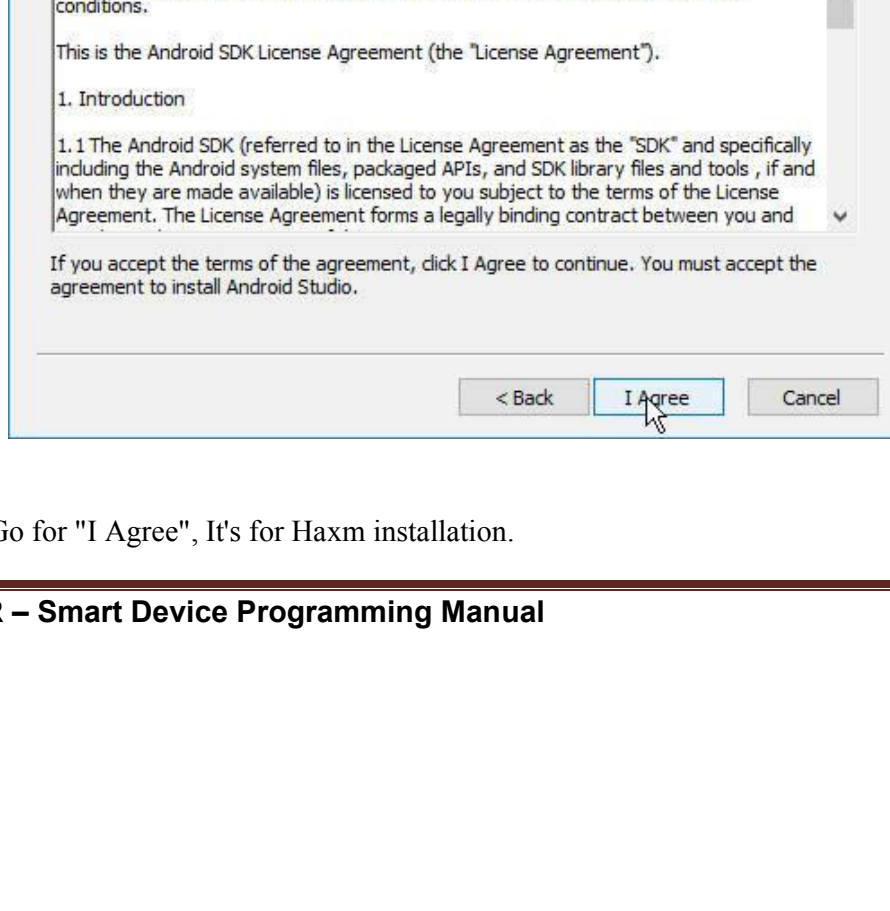


**Step3:** Now choose what you want to install, all are most important component in android programming.

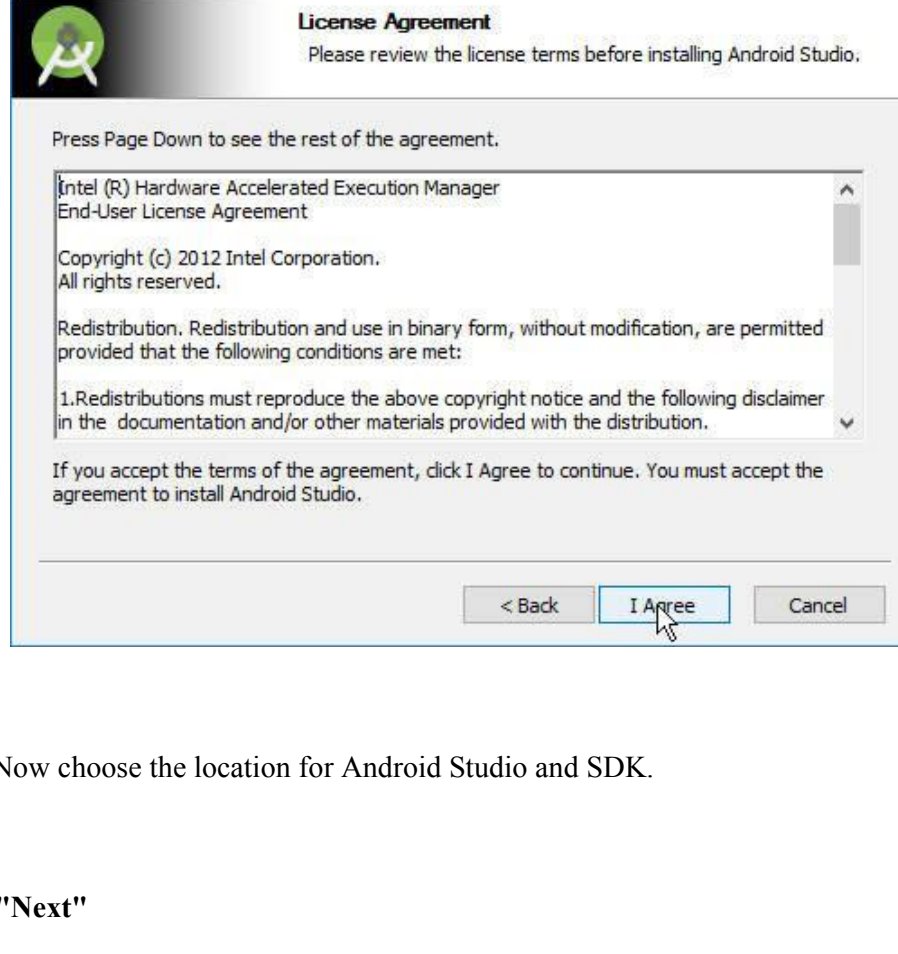
**Go for "Next"**



**Step4:** Go for "I Agree", It's for integrating SDK, it will confirm SDK installation.

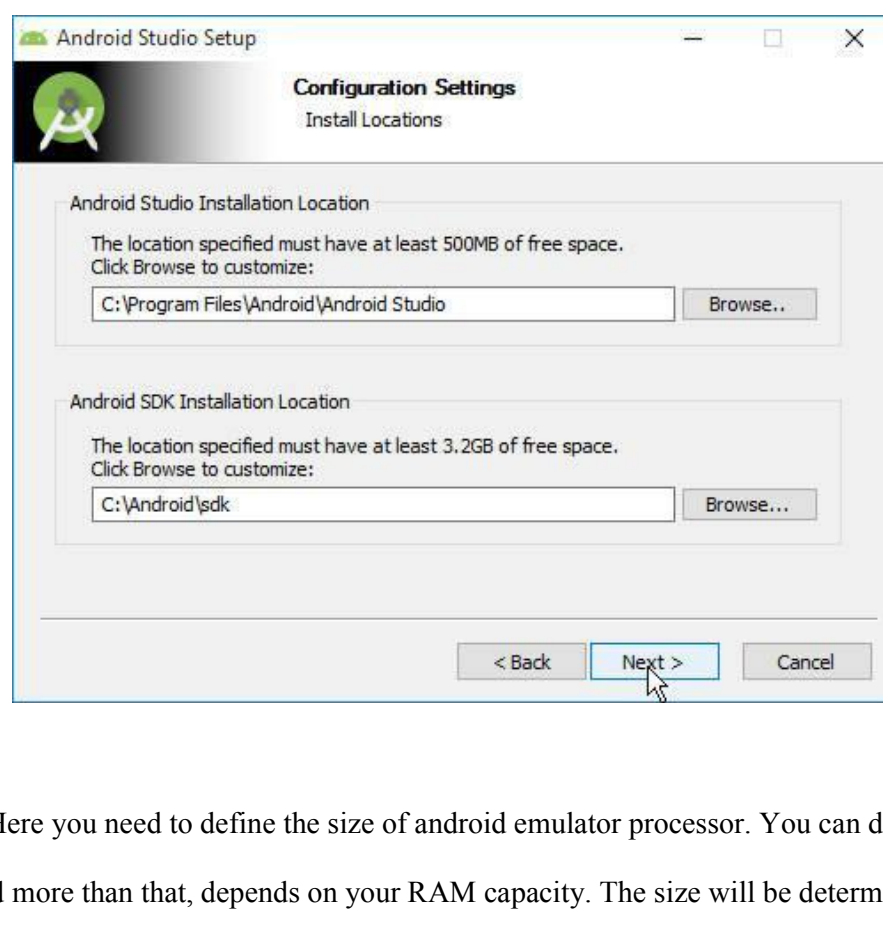


**Step5:** Go for "I Agree", It's for Haxm installation.



**Step6:** Now choose the location for Android Studio and SDK.

**Go for "Next"**

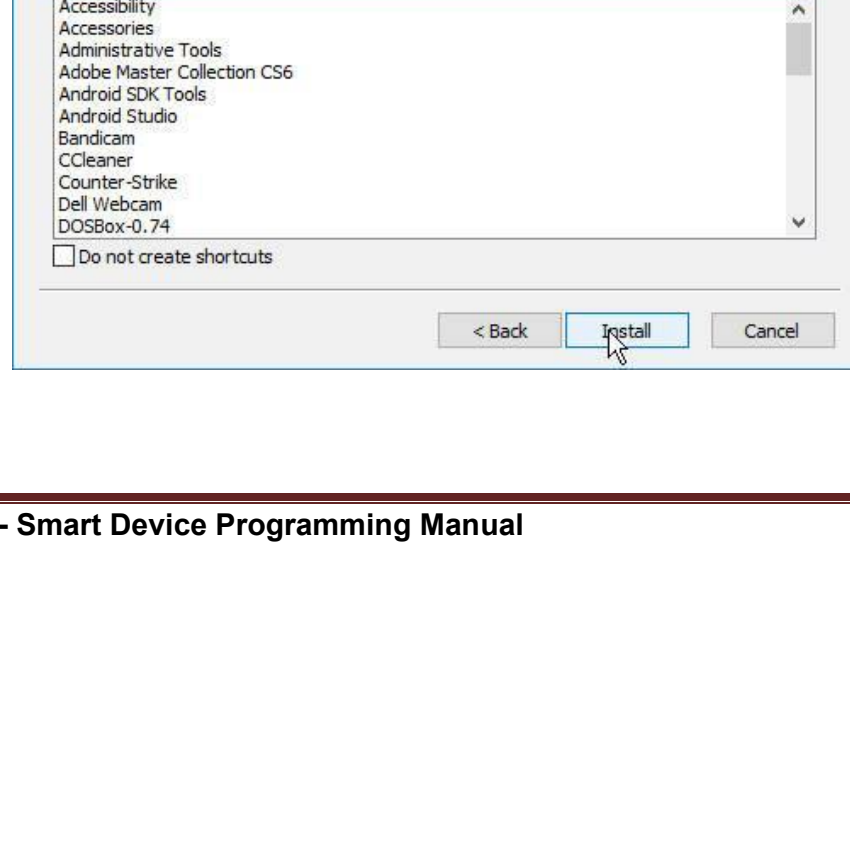


**Step7:** Here you need to define the size of android emulator processor. You can define up to 2GB and more than that, depends on your RAM capacity. The size will be determined through Haxm. This will help your android studio to run faster.



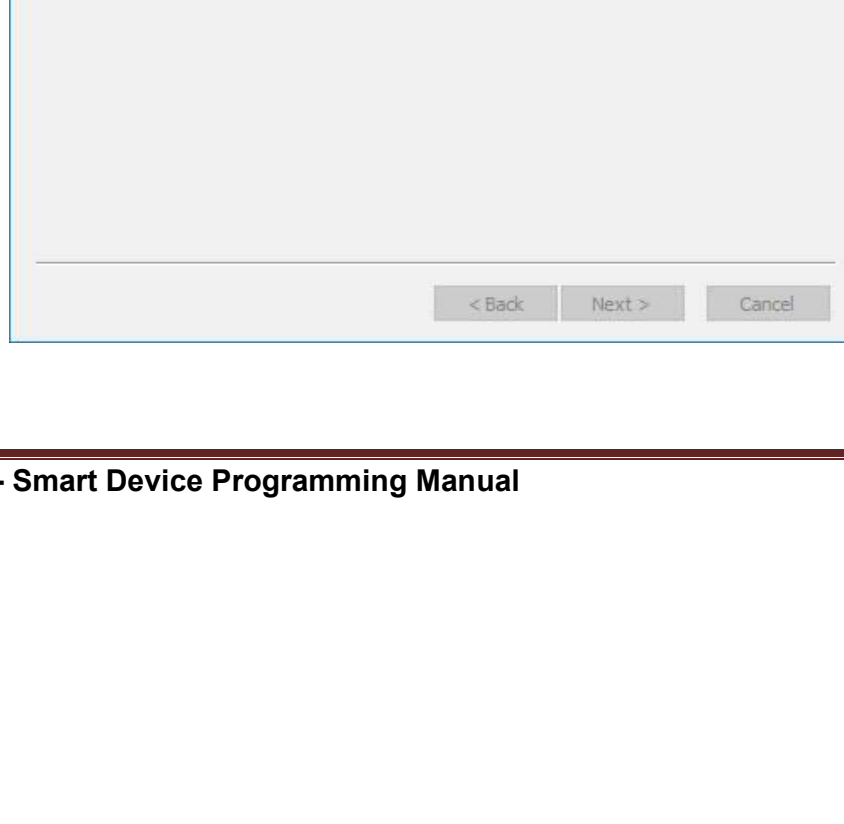
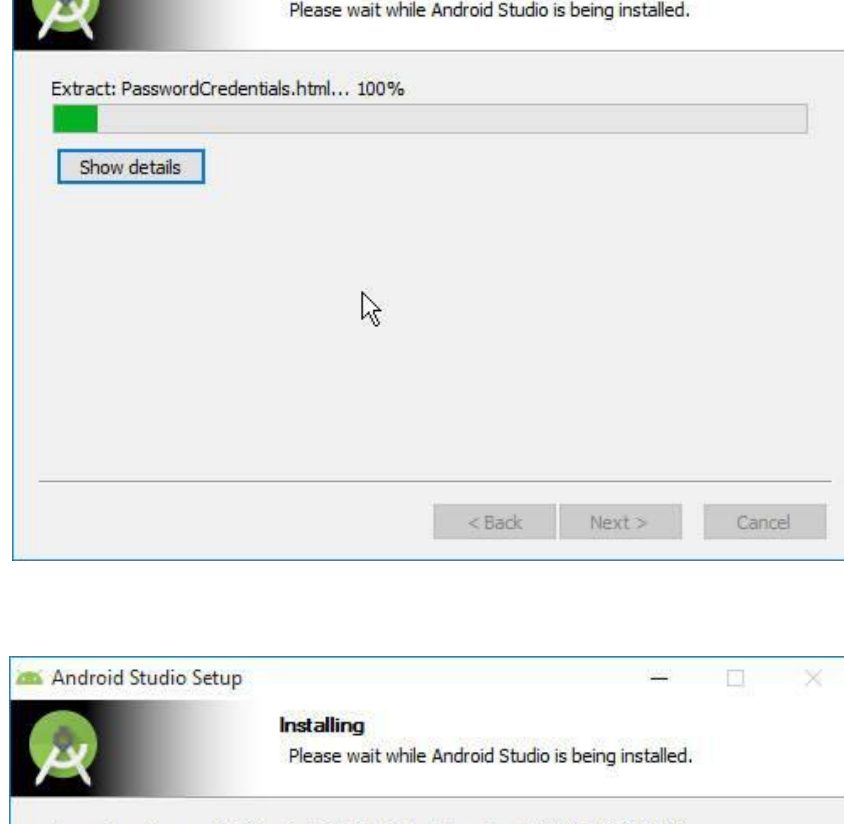


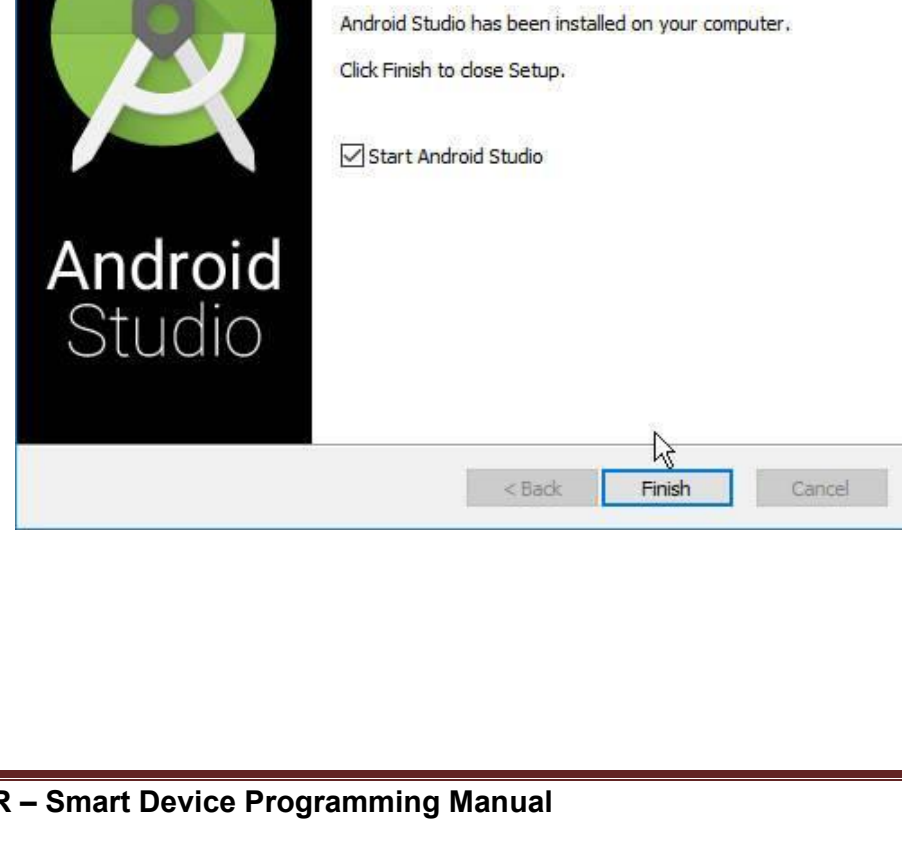
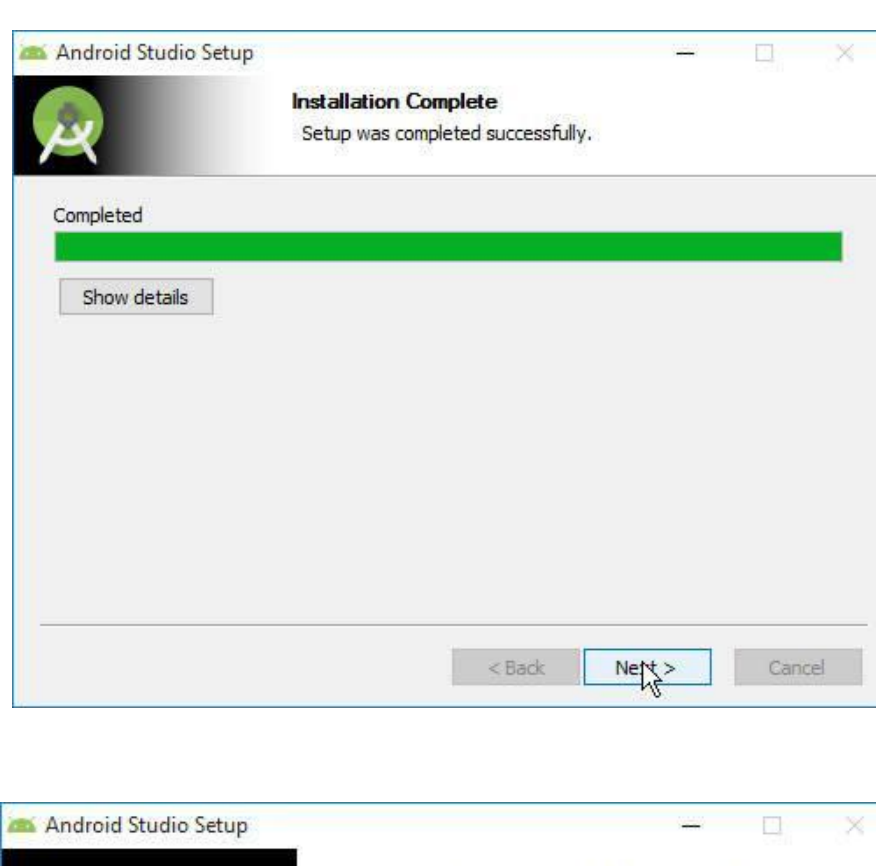
**Step8: Now choose setting for shortcut of android studio on your computer.**





**Step9:** After that it will take lots of time to copy all the files to the storage location you have selected before.







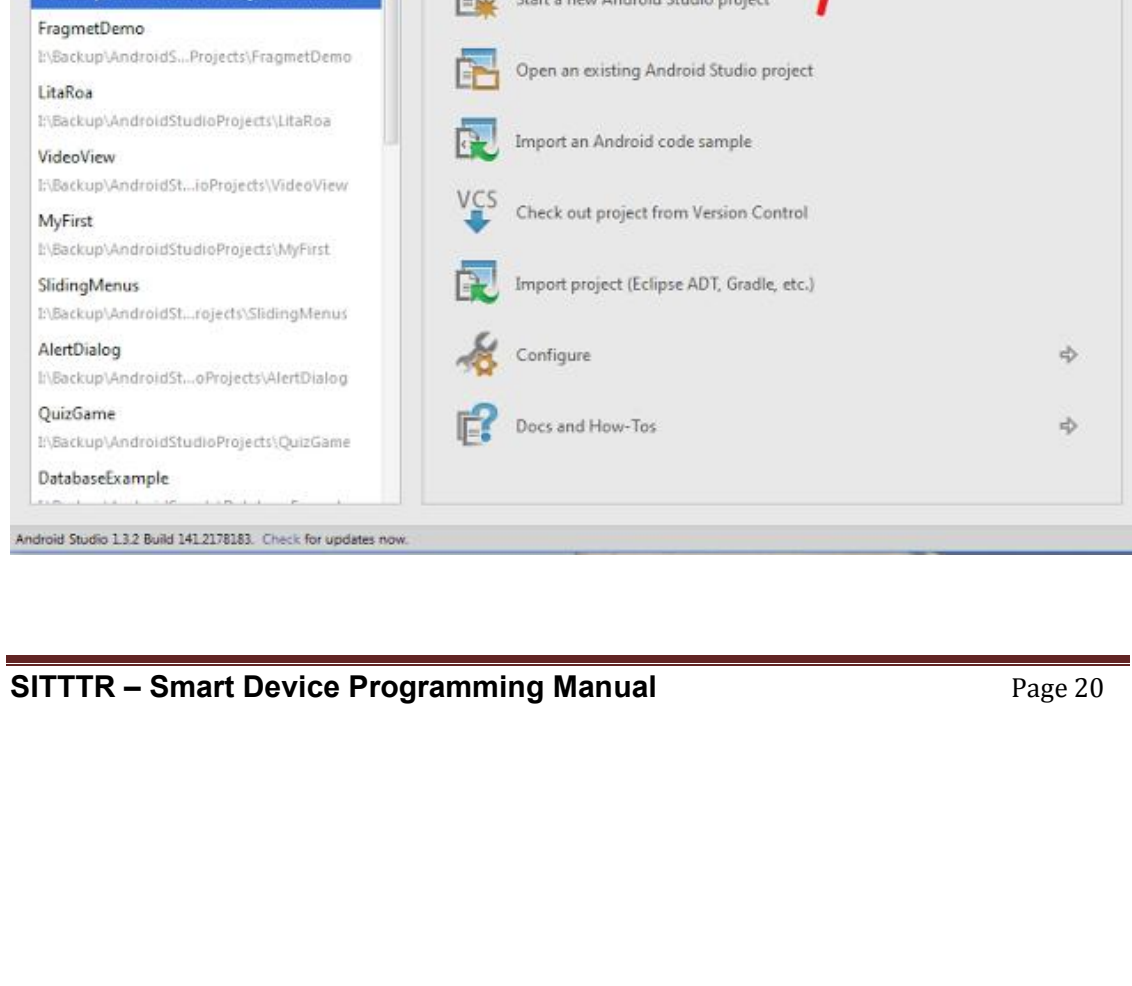
### Chapter-3

## Creating New Project on Android Studio

Android Studio is one of the best IDE (Integrated Development Environment) for Android Developers with rich functionality and control mechanism. It was announced in 2013 and today it is one of the most popular IDE in the world for android development purpose.

In this chapter we will learn how to create new project on android studio.

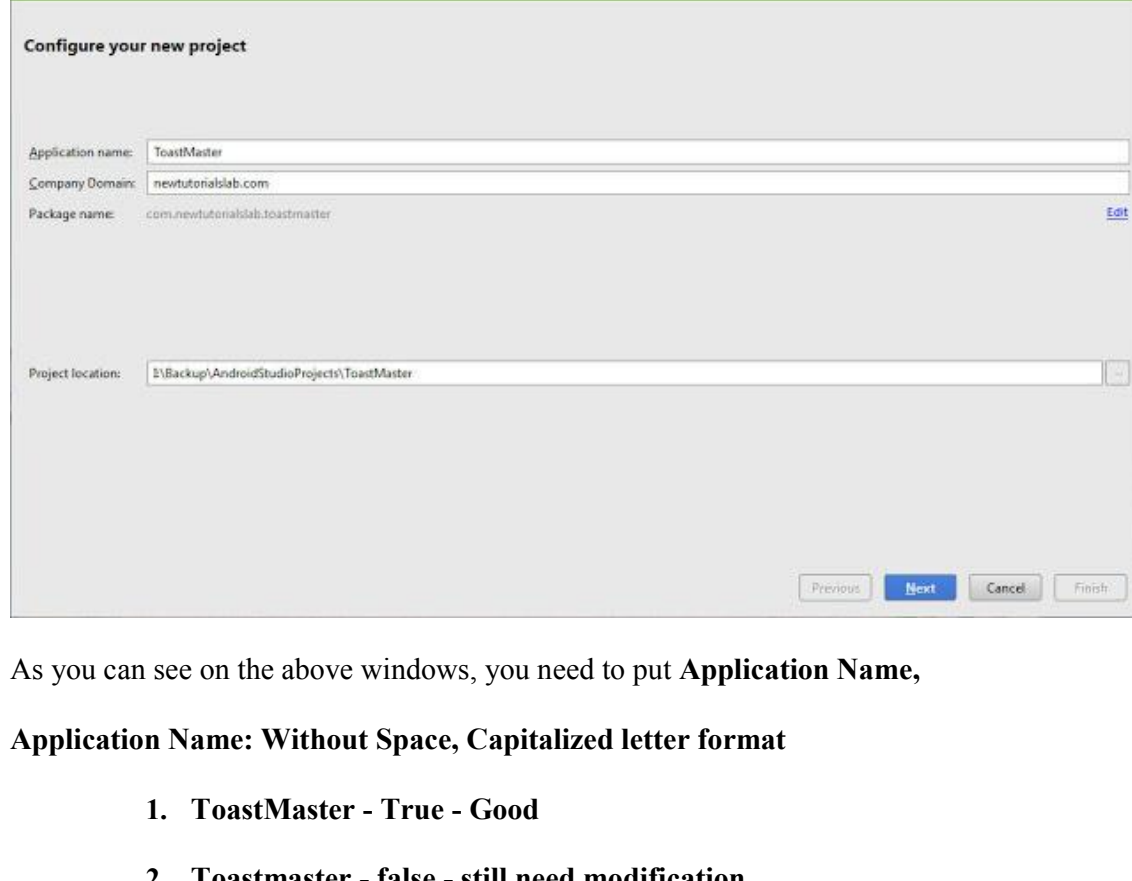
**Step1:** First of all you need to start your **Android Studio**. Then it will show you the default start window on your screen, where you can see various options.





In this window you have to click on **Start a new Android Studio project**, that will let you create new project on android studio.

**Step2:** After clicking on new project will get another window on your screen which will ask for project information or configuration.



As you can see on the above windows, you need to put **Application Name**,

**Application Name: Without Space, Capitalized letter format**

1. **ToastMaster - True - Good**
2. **Toastmaster - false - still need modification**
3. **toastmaster - false - not good**
4. **Toast Master - false - poor**
5. **toast maSter - false critical**

**Company Domain,**



You must write your company name like we have newtutorialslab.com, or ansmachine.net, satyajoshi.com.np etc.

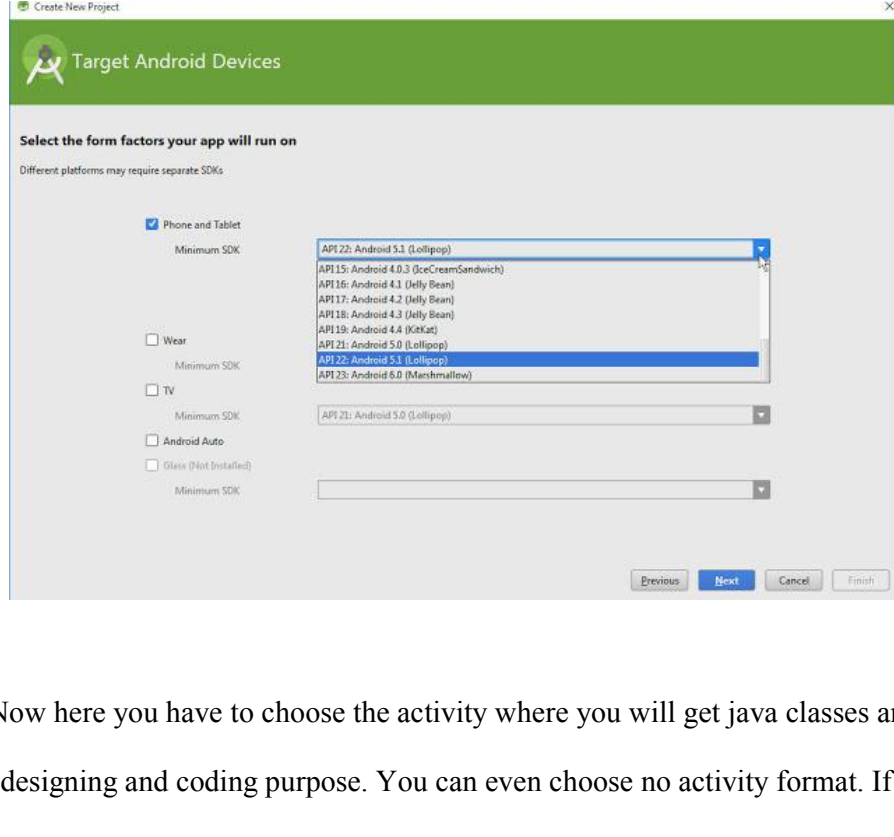
**Package Name,**

Package naming convention is reverse notation as you write company name it will automatically change the package name in the form of reverse notation.

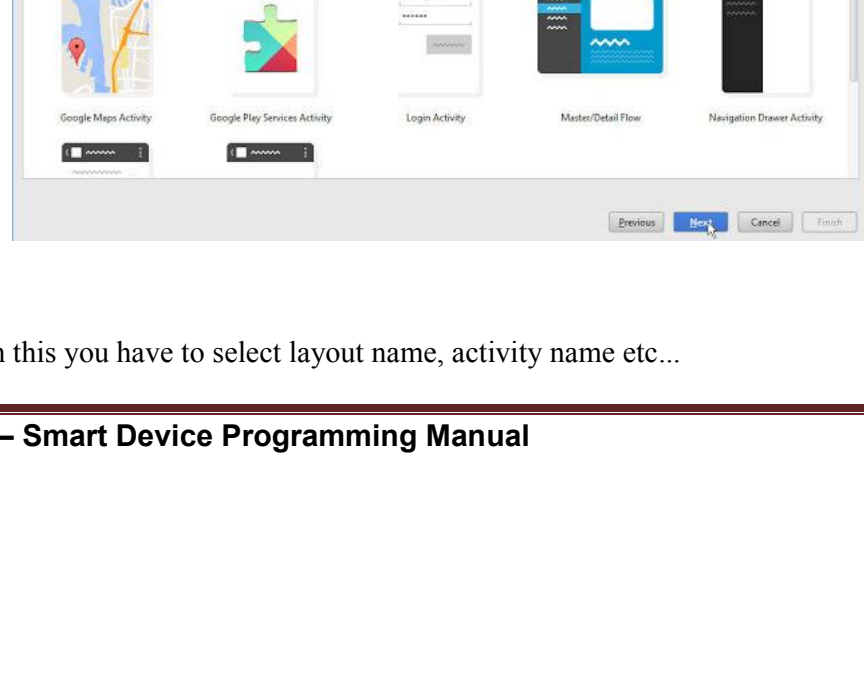
**Project Location,**

You must select appropriate location for your project. That might be default location of C drive or you can select another drive location to save your special project.

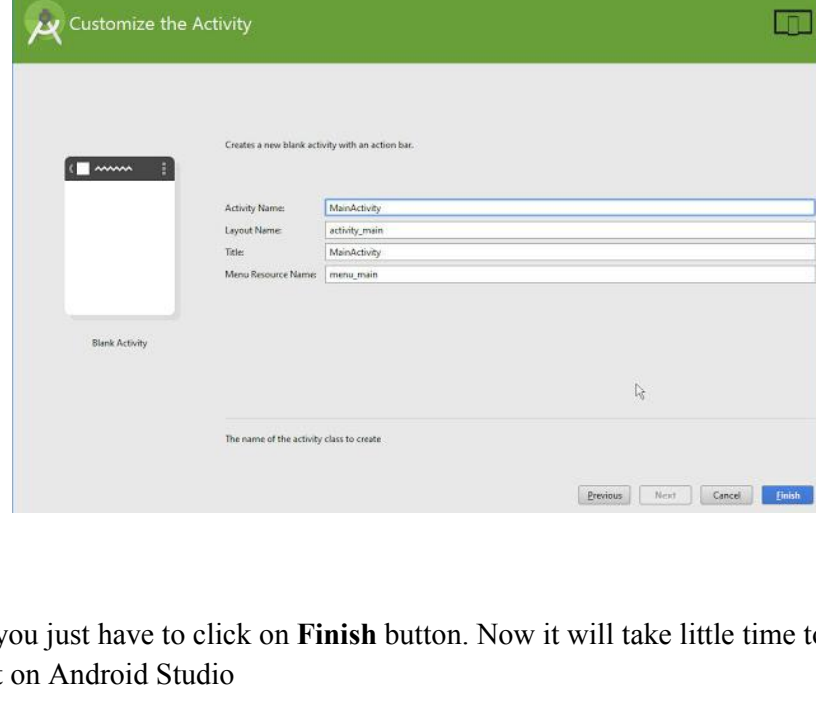
**Step3:** After doing all the above tasks you must have to choose platform where you want to run your android application. Run able factors for your project. You can choose as per your need.



**Step4:** Now here you have to choose the activity where you will get java classes and xml files for designing and coding purpose. You can even choose no activity format. If you choose that there will be no auto generated codes on your project. If you select **Blank Activity**, you will get auto generated codes and that will save your lots of time.



**Step5:** In this you have to select layout name, activity name etc...



Then after you just have to click on **Finish** button. Now it will take little time to create your new project on Android Studio

## Chapter-4

### Open, Re-open and Close an Existing Project on

### Android Studio

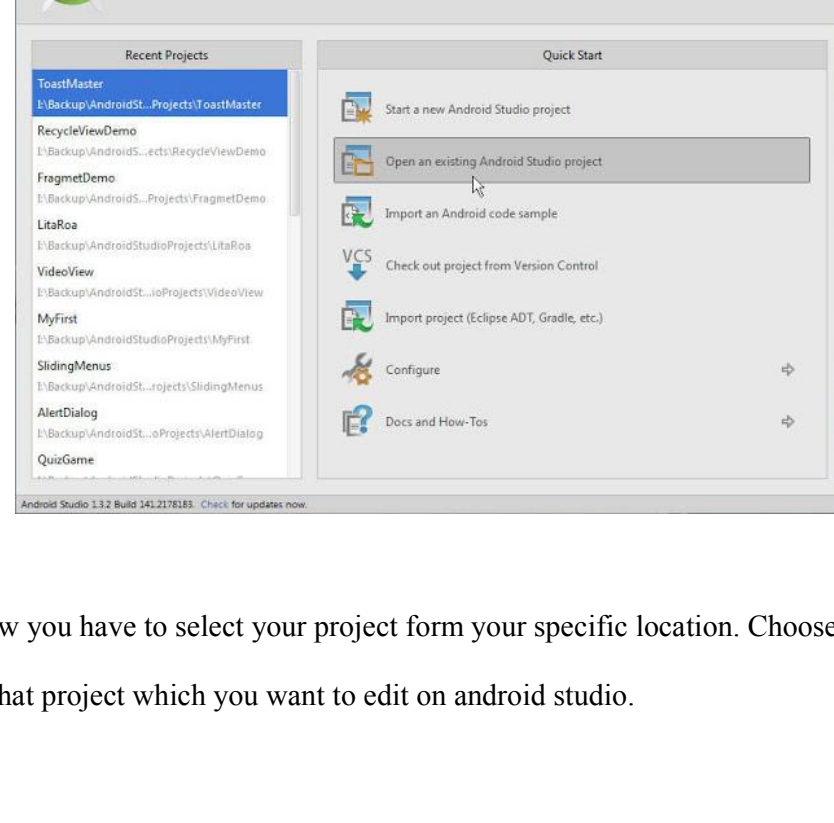
#### Opening an existing project

**Steps1:** After opening your android studio you will get start screen on your computer screen.

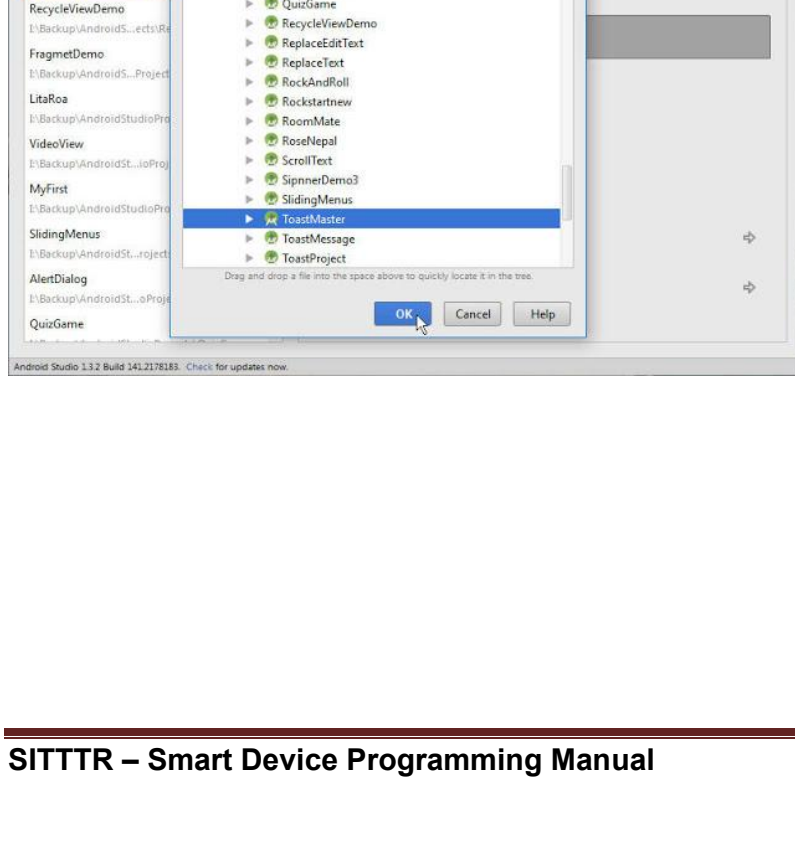
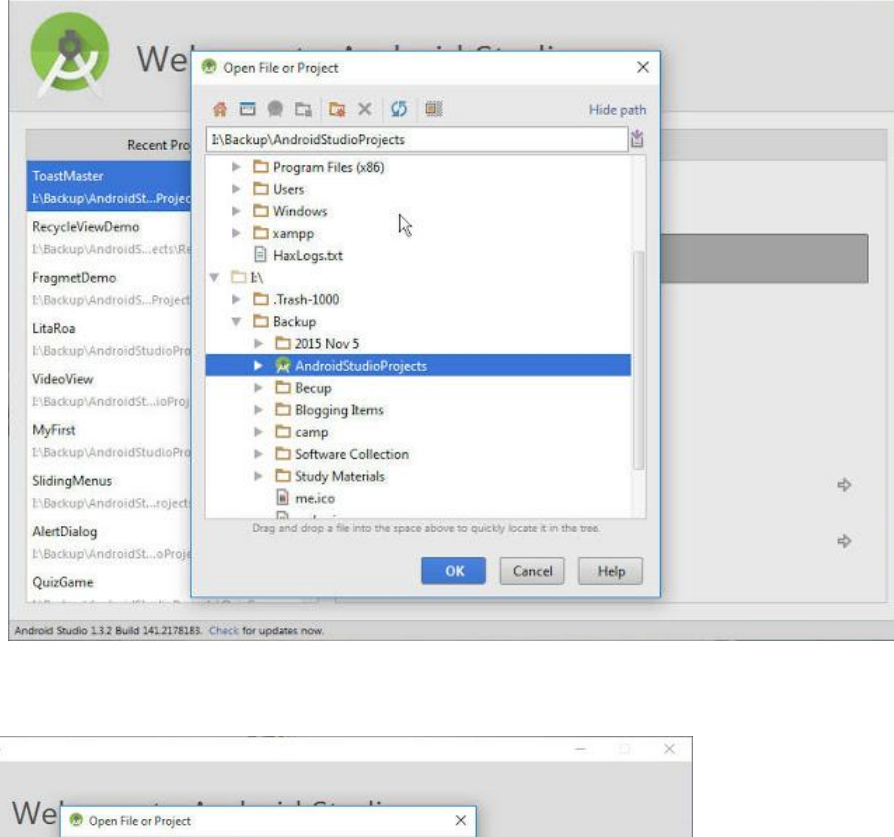




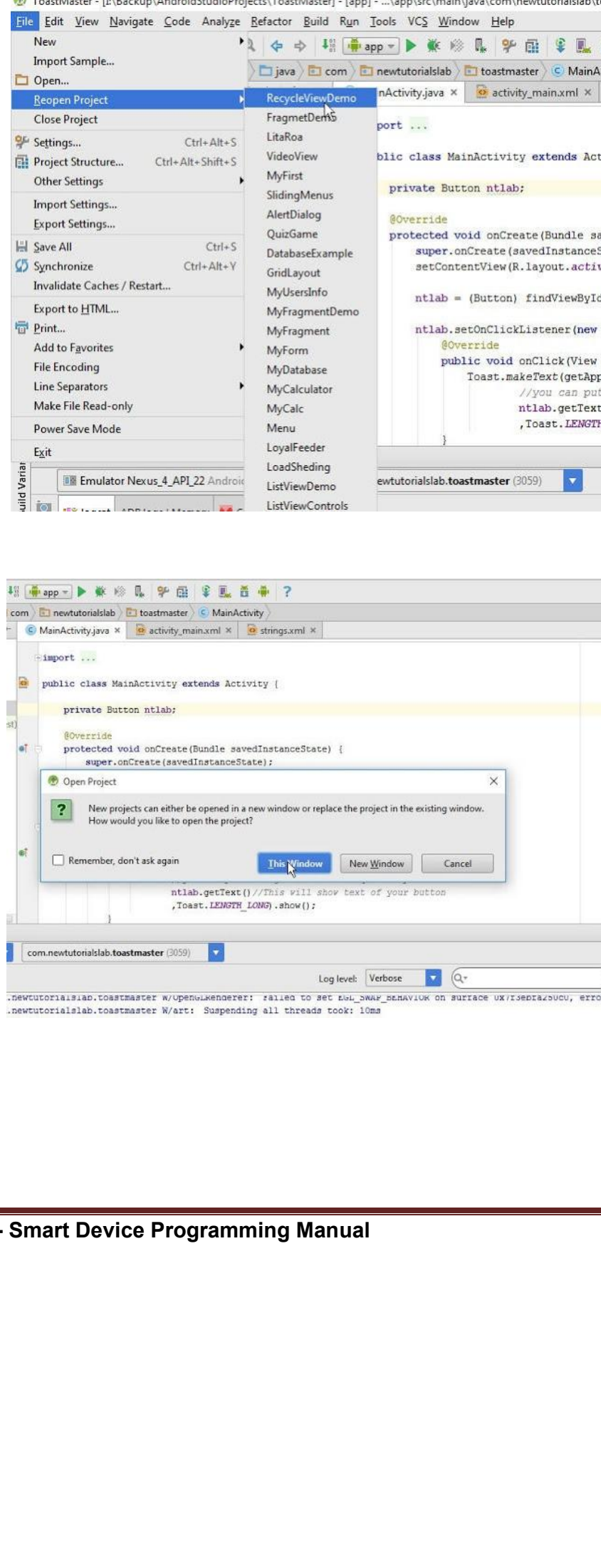
**Step2:** Now click on **Open an Existing Android Studio** project option where you have to choose the location and open that specific project.



**Step3:** Now you have to select your project from your specific location. Choose the location and open that project which you want to edit on android studio.





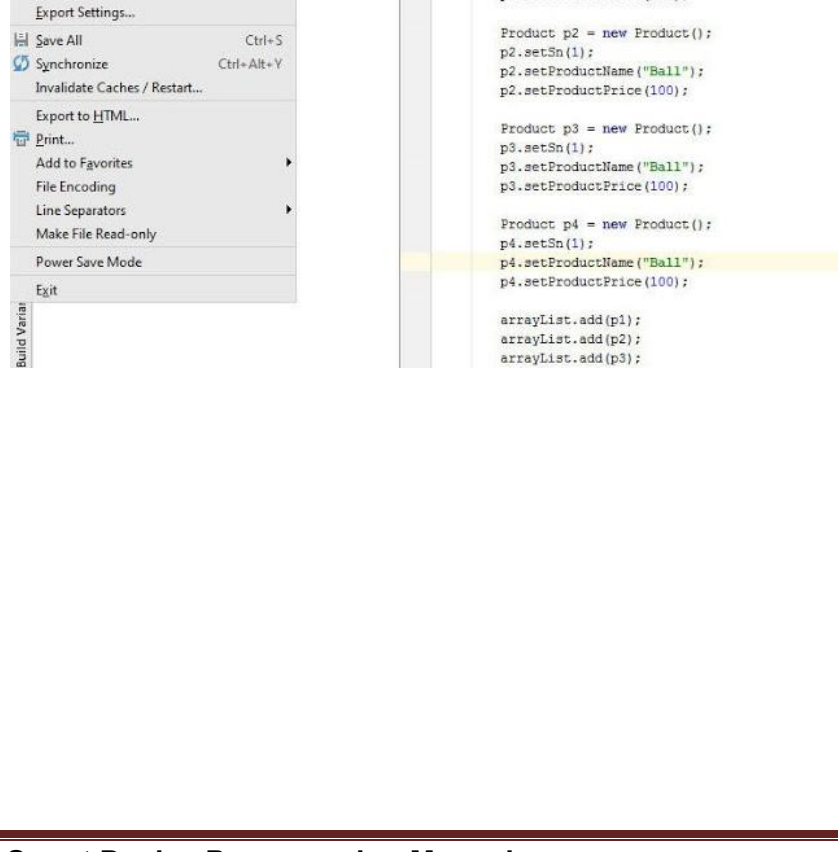




## **Closing of project**

This closing of project can help you to close your opening project, after closing project it will leads you to the main window of android studio where you will find recent projects and various options.

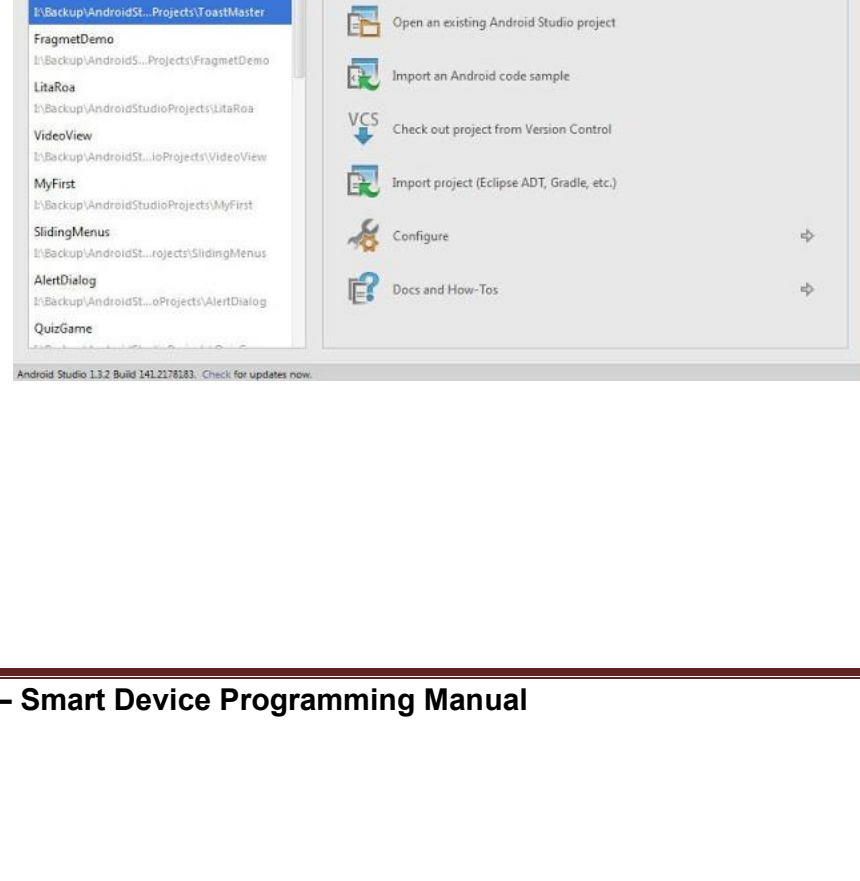
**Step1:** Go to file menu and click on close project button that will directly lead you to the another start window of your android studio.





```
RecycleViewDemo - [D:\Backup\AndroidStudioProjects\RecycleViewDemo] - [app] - ...\app\src\main\java\com\example  
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help  
New Import Sample... Open... Reopen Project  
Close Project  
Settings... Ctrl+Alt+S  
Project Structure... Ctrl+Alt+S  
Other Settings...  
Import Settings...  
Export Settings...  
Save All Ctrl+S  
Synchronize Invalidate Caches / Restart... Ctrl+Alt+Y  
Export to HTML...  
Print...  
Add to Favorites  
File Encoding  
Line Separators  
Make File Read-only  
Power Save Mode  
Exit
```

```
recyclerview.setAdapter(adapter)  
ArrayList<Product> arrayList = r  
Product p1 = new Product();  
p1.setName("Ball");  
p1.setProductPrice(100);  
Product p2 = new Product();  
p2.setName("Ball");  
p2.setProductPrice(100);  
Product p3 = new Product();  
p3.setName("Ball");  
p3.setProductPrice(100);  
Product p4 = new Product();  
p4.setName("Ball");  
p4.setProductPrice(100);  
arrayList.add(p1);  
arrayList.add(p2);  
arrayList.add(p3);  
arrayList.add(p4);
```





## Chapter-4

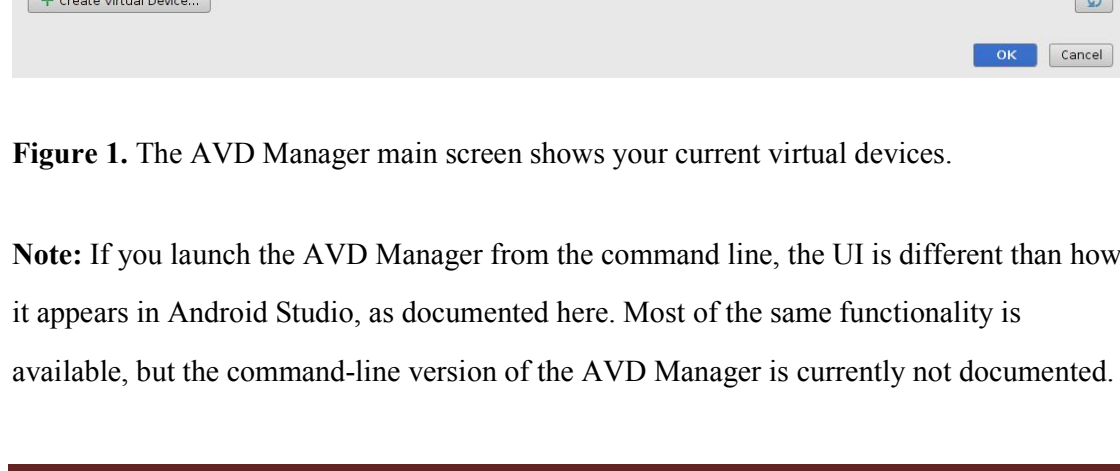
### Creating Android Virtual Devices

The AVD Manager is a tool you can use to create and manage Android virtual devices (AVDs), which define device configurations for the [Android Emulator](#).

To launch the AVD Manager:

- In Android Studio, select **Tools > Android > AVD Manager**, or click the AVD Manager icon  in the toolbar.
- Or, use the command line to navigate to your SDK's `tools/` directory and execute:  
\$ android avd

The AVD Manager main screen shows your current virtual devices, as shown in figure 1.



**Figure 1.** The AVD Manager main screen shows your current virtual devices.

**Note:** If you launch the AVD Manager from the command line, the UI is different than how it appears in Android Studio, as documented here. Most of the same functionality is available, but the command-line version of the AVD Manager is currently not documented.

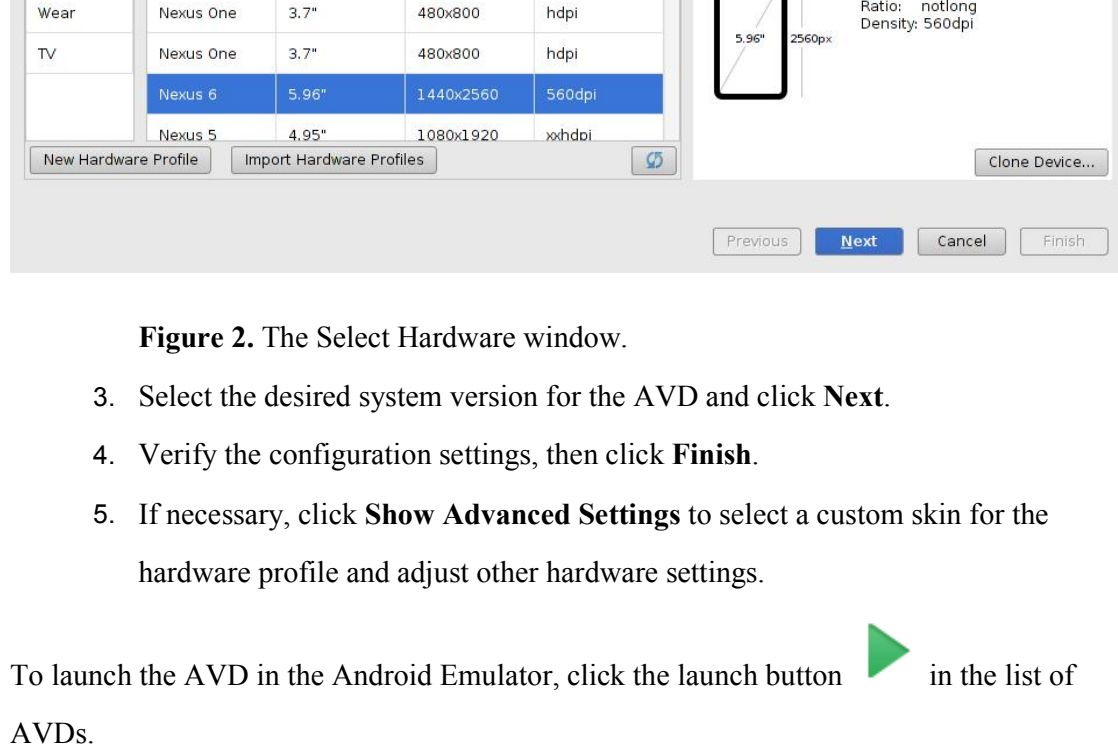


### Creating an AVD

You can create as many AVDs as you would like to use with the Android Emulator. To effectively test your app, you should create an AVD that models each device type for which you have designed your app to support. For instance, you should create an AVD for each API level equal to and higher than the minimum version you've specified in your manifest `<uses-sdk>` tag.

To create an AVD based on an existing device definition:

1. From the main screen (figure 1), click **Create Virtual Device**.
2. In the Select Hardware window, select a device configuration, such as Nexus 6, then click **Next**.



**Figure 2.** The Select Hardware window.

3. Select the desired system version for the AVD and click **Next**.
4. Verify the configuration settings, then click **Finish**.
5. If necessary, click **Show Advanced Settings** to select a custom skin for the hardware profile and adjust other hardware settings.

To launch the AVD in the Android Emulator, click the launch button  in the list of AVDs.

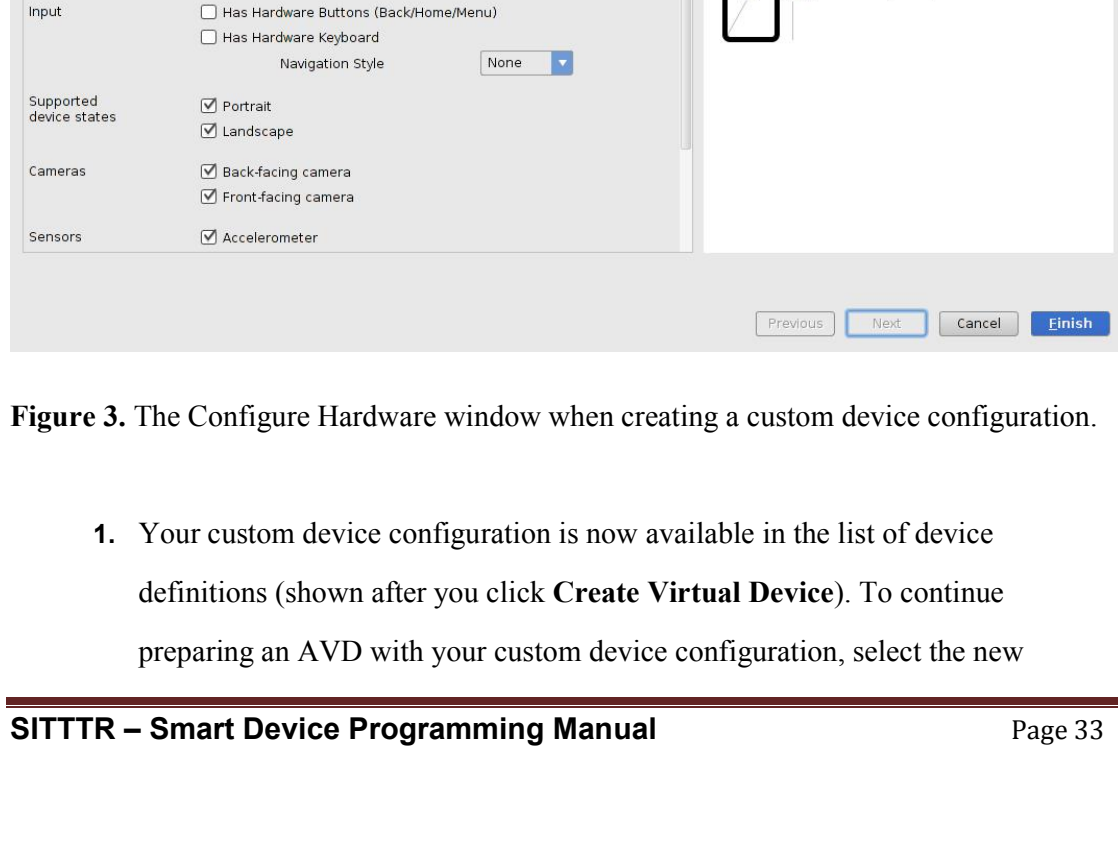




### Creating a device definition

In case the available device definitions do not match the device type you'd like to emulate, you can create a custom device definition for your AVD:

1. From the main screen (figure 1), click **Create Virtual Device**.
2. To begin your custom device by using an existing device profile as a template, select a device profile then click **Clone Device**.
3. Or, to start from scratch, click **New Hardware Profile**.
4. The following Configure Hardware Profile window (figure 3) allows you to specify various configurations such as the screen size, memory options, input type, and sensors.
5. When you're done configuring the device, click **Finish**.



**Figure 3.** The Configure Hardware window when creating a custom device configuration.

1. Your custom device configuration is now available in the list of device definitions (shown after you click **Create Virtual Device**). To continue preparing an AVD with your custom device configuration, select the new



configuration and follow the instructions above to create an AVD with an existing device definition (and select your new definition).

### Hardware options

If you are creating a new AVD, you can specify the following hardware options for the AVD to emulate:

Characteristic	Description	Property
Device ram size	The amount of physical RAM on the device, in megabytes. Default value is "96".	hw.ramSize
Touch-screen support	Whether there is a touch screen or not on the device. Default value is "yes".	hw.touchScreen
Trackball support	Whether there is a trackball on the device. Default value is "yes".	hw.trackBall
Keyboard support	Whether the device has a QWERTY keyboard. Default value is "yes".	hw.keyboard
DPad support	Whether the device has DPad keys. Default value is "yes".	hw.dPad
GSM modem support	Whether there is a GSM modem in the device. Default value is "yes".	hw.gsmModem
Camera support	Whether the device has a camera. Default value is "no".	hw.camera
Maximum horizontal camera pixels	Default value is "640".	hw.camera.maxHorizontalPixels



Maximum vertical camera pixels	Default value is "480".	hw.camera.maxVerticalPixels
GPS support	Whether there is a GPS in the device. Default value is "yes".	hw.gps
Battery support	Whether the device can run on a battery. Default value is "yes".	hw.battery
Accelerometer	Whether there is an accelerometer in the device. Default value is "yes".	hw.accelerometer
Audio recording support	Whether the device can record audio. Default value is "yes".	hw.audioInput
Audio playback support	Whether the device can play audio. Default value is "yes".	hw.audioOutput
SD Card support	Whether the device supports insertion/removal of virtual SD Cards. Default value is "yes".	hw.sdCard
Cache partition support	Whether we use a /cache partition on the device. Default value is "yes".	disk.cachePartition
Cache partition size	Default value is "66MB".	disk.cachePartition.size
Abstracted LCD density	Sets the generalized density characteristic used by the AVD's screen. Default value is "160".	hw.lcd.density



# Android Applications



## 1. Create a Hello World android application

### Aim

To create an “Hello World” application in android studio

### Objectives

To familiarise simple android application

### Problem Statement

Create a Hello world android application using android studio and compile it using android sdk and run it on Android Virtual Device (AVD).

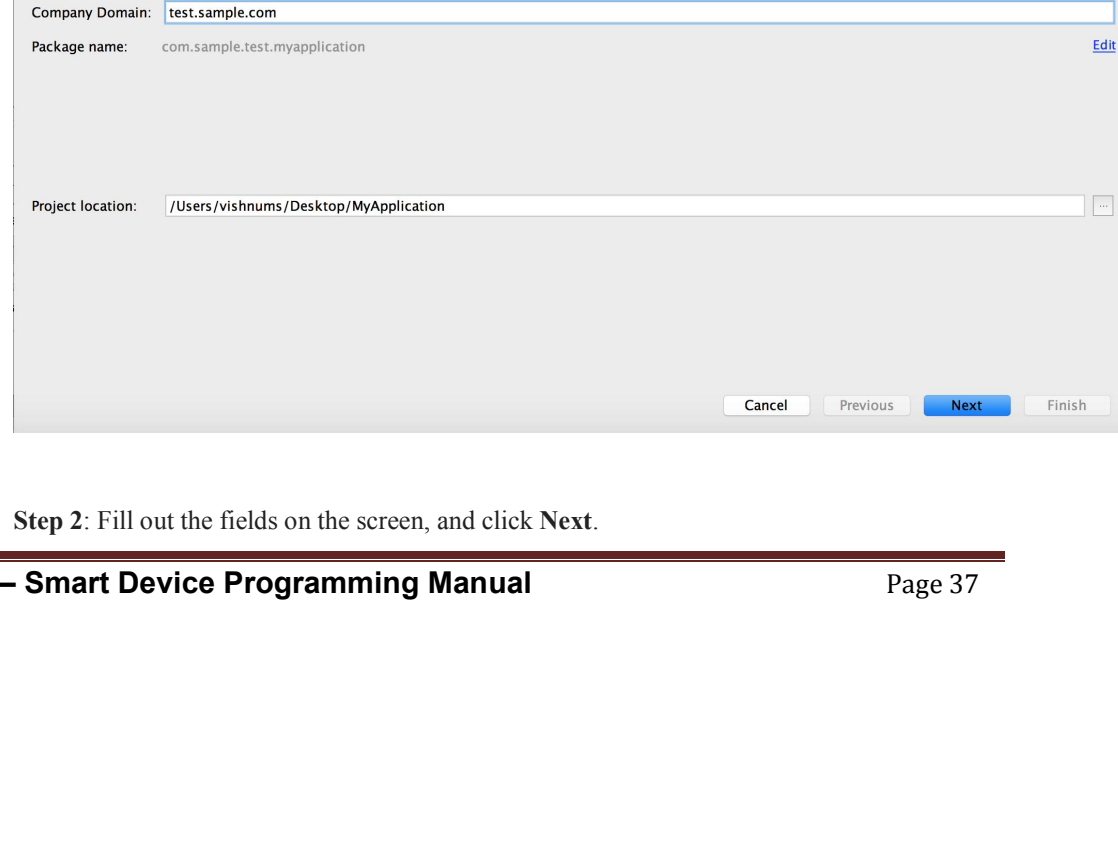
### Apparatus/Tools/Equipments/Components

Android studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

**Step 1:** In Android Studio, create a new project

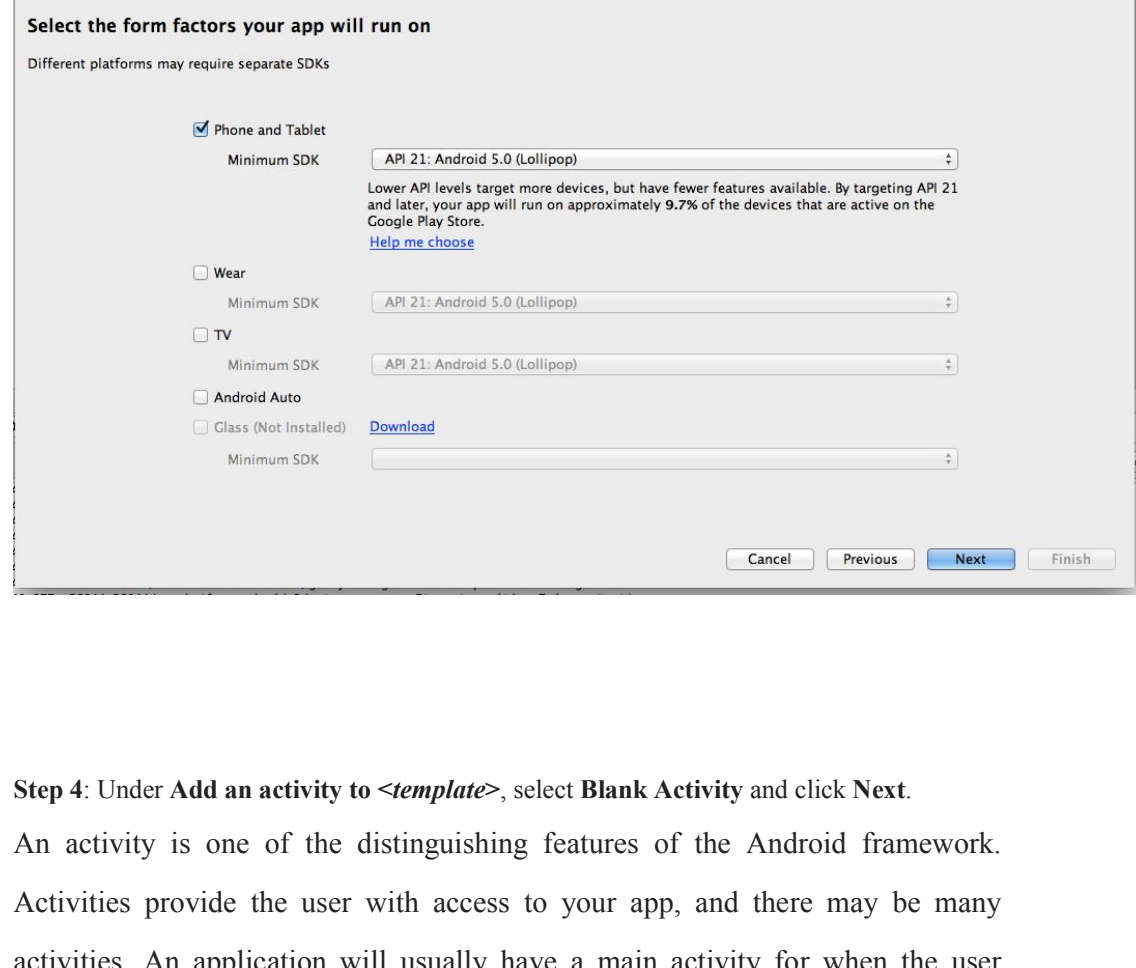


**Step 2:** Fill out the fields on the screen, and click Next.



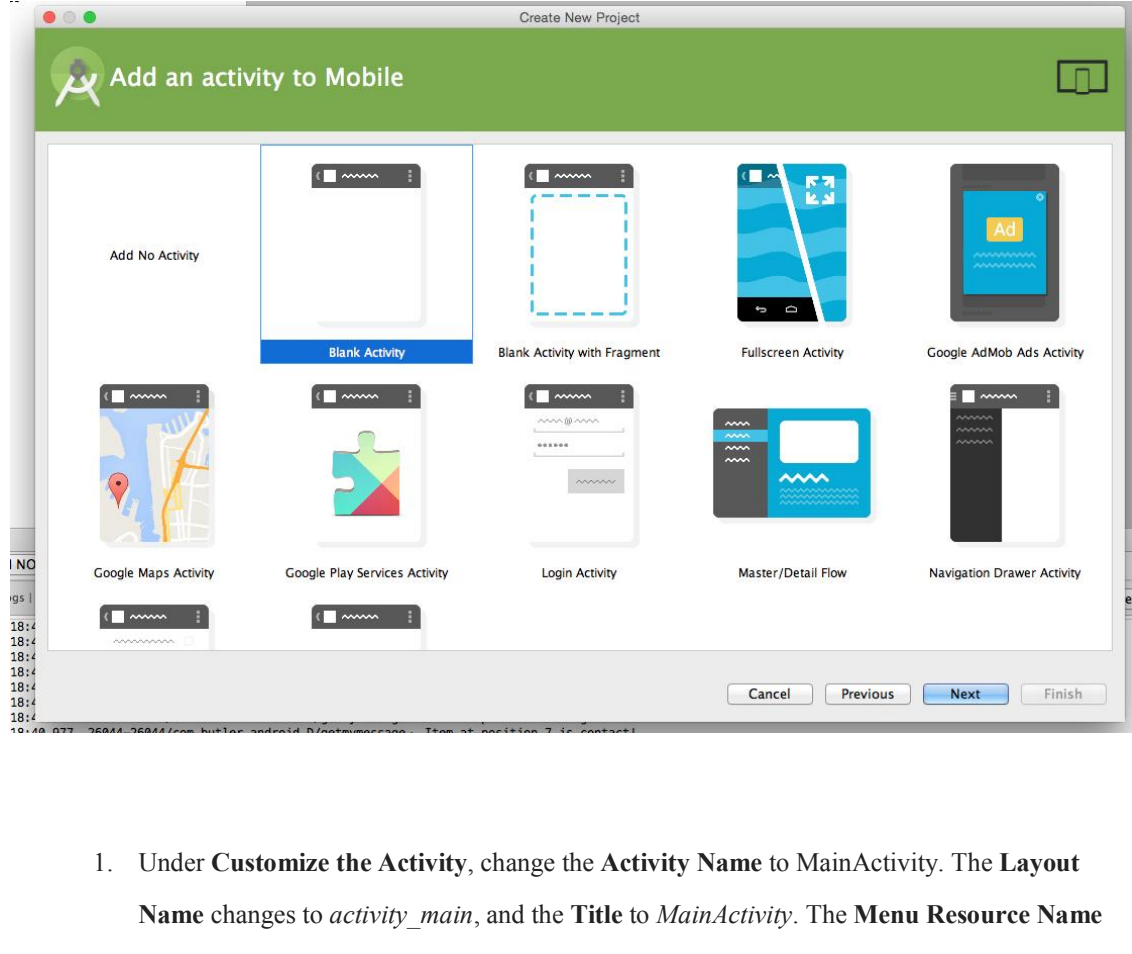
**Step 3:** Select the form factors your app will run on, check the box for Phone and Tablet.

- For **Minimum SDK**, select **API 8: Android 2.2 (Froyo)**.
- The Minimum Required SDK is the earliest version of Android that your app supports, indicated using the [API level](#). To support as many devices as possible, you should set this to the lowest version available that allows your app to provide its core feature set.
- Leave all of the other options (TV, Wear, and Glass) unchecked and click **Next**

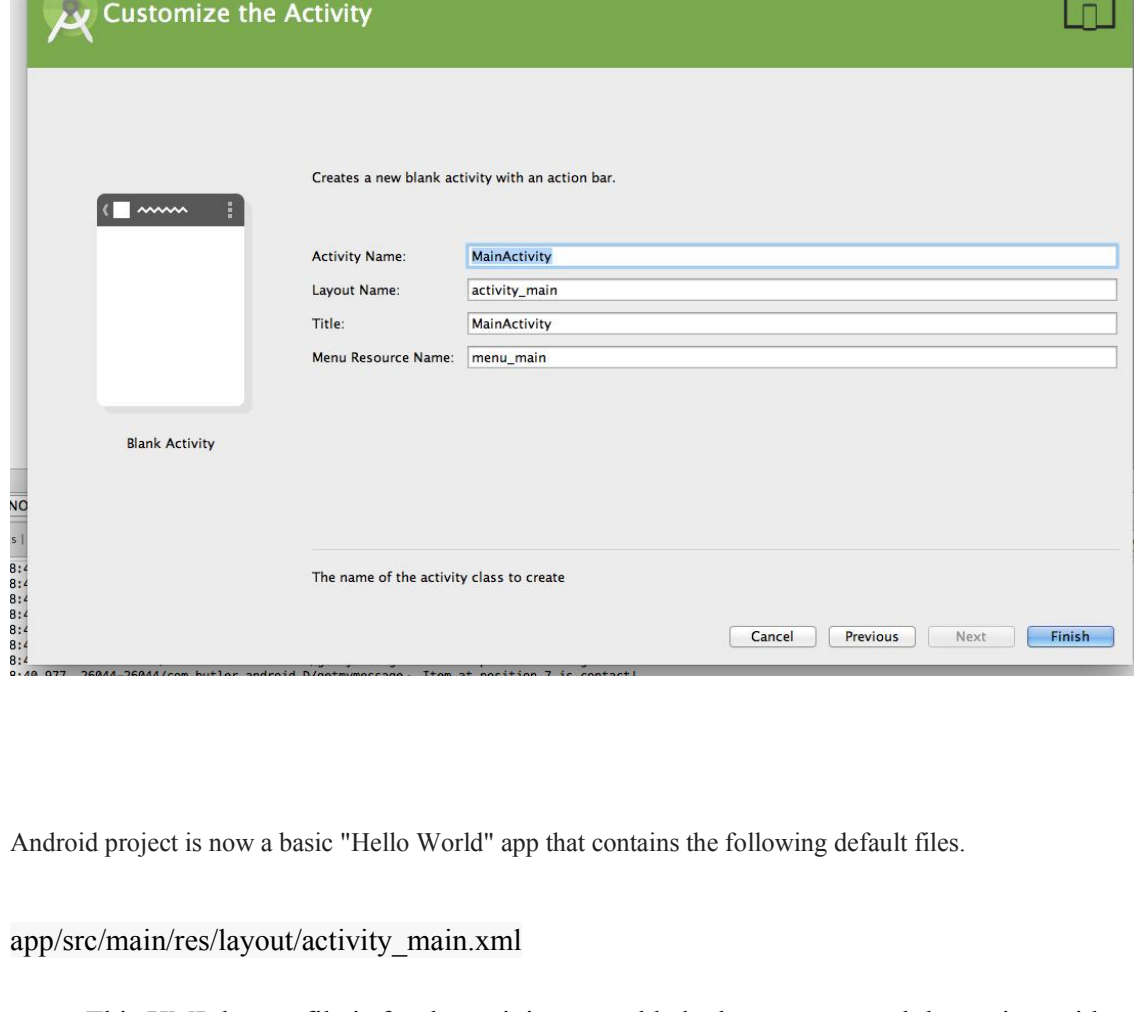


**Step 4:** Under **Add an activity to <template>**, select **Blank Activity** and click **Next**.

- An activity is one of the distinguishing features of the Android framework. Activities provide the user with access to your app, and there may be many activities. An application will usually have a main activity for when the user launches the application, another activity for when she selects some content to view



1. Under **Customize the Activity**, change the **Activity Name** to `MainActivity`. The **Layout Name** changes to `activity_main`, and the **Title** to `MainActivity`. The **Menu Resource Name** is `menu_main`.
2. Click the **Finish** button to create the project.



Android project is now a basic "Hello World" app that contains the following default files.

`app/src/main/res/layout/activity_main.xml`

This XML layout file is for the activity you added when you created the project with Android Studio. Following the New Project workflow, Android Studio presents this file with both a text view and a preview of the screen UI.

`app/src/main/java/com.mycompany.myfirstapp/MainActivity.java`

A tab for this file appears in Android Studio when the New Project workflow finishes. When you select the file you see the class definition for the activity you created.





When you build and run the app, the [Activity](#) class starts the activity and loads the layout file that says "Hello World!"

app/src/main/AndroidManifest.xml

The [manifest file](#) describes the fundamental characteristics of the app and defines each of its components. You'll revisit this file as you follow these lessons and add more components to your app.

app/build.gradle

Android Studio uses Gradle to compile and build your app. There is a [build.gradle](#) file for each module of your project, as well as a [build.gradle](#) file for the entire project. Usually, you're only interested in the [build.gradle](#) file for the module, in this case the app or application module

Note also the /res subdirectories that contain the [resources](#) for your application:

drawable-*<density>*/

Directories for [drawable resources](#), other than launcher icons, designed for various [densities](#).

layout/

Directory for files that define your app's user interface like [activity\\_my.xml](#), which describes a basic layout for the [MyActivity](#) class.

menu/

Directory for files that define your app's menu items.



#### mipmap/

Launcher icons reside in the mipmap/ folder rather than the drawable/ folders. This folder contains the ic\_launcher.png image that appears when you run the default app.

#### values/

Directory for other XML files that contain a collection of resources, such as string and color definitions.





### Source Code

#### **MainActivity.java**

```
import android.app.Activity;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
public class MainActivity extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu; this adds items to the action bar if it is present.
        getMenuInflater().inflate(R.menu.menu_main, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        int id = item.getItemId();
        if (id == R.id.action_settings) {
            return true;
        }
        return super.onOptionsItemSelected(item);
    }
}
```

#### **activity\_main.xml**

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
```



```
android:paddingLeft="@dimen/activity_horizontal_margin"  
android:paddingRight="@dimen/activity_horizontal_margin"  
android:paddingTop="@dimen/activity_vertical_margin"  
tools:context=".MainActivity">
```


```
<TextView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:text="@string/hello_world" />
```

```
</RelativeLayout>
```

**Observations**

**Input**

**Steps in running the project**

1. Start the android virtual device(Emulator)
  - In Android Studio, select Tools > Android > AVD Manager, or click the AVD Manager icon  in the toolbar.
  - The AVD Manager main screen shows your current virtual devices, as shown in figure 1.

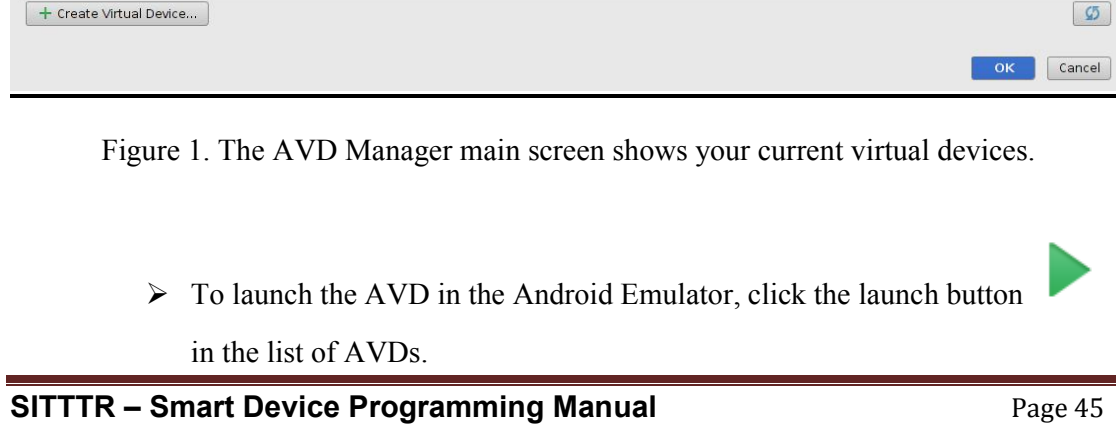



Figure 1. The AVD Manager main screen shows your current virtual devices.


- To launch the AVD in the Android Emulator, click the launch button  in the list of AVDs.



➤ RUN the android application

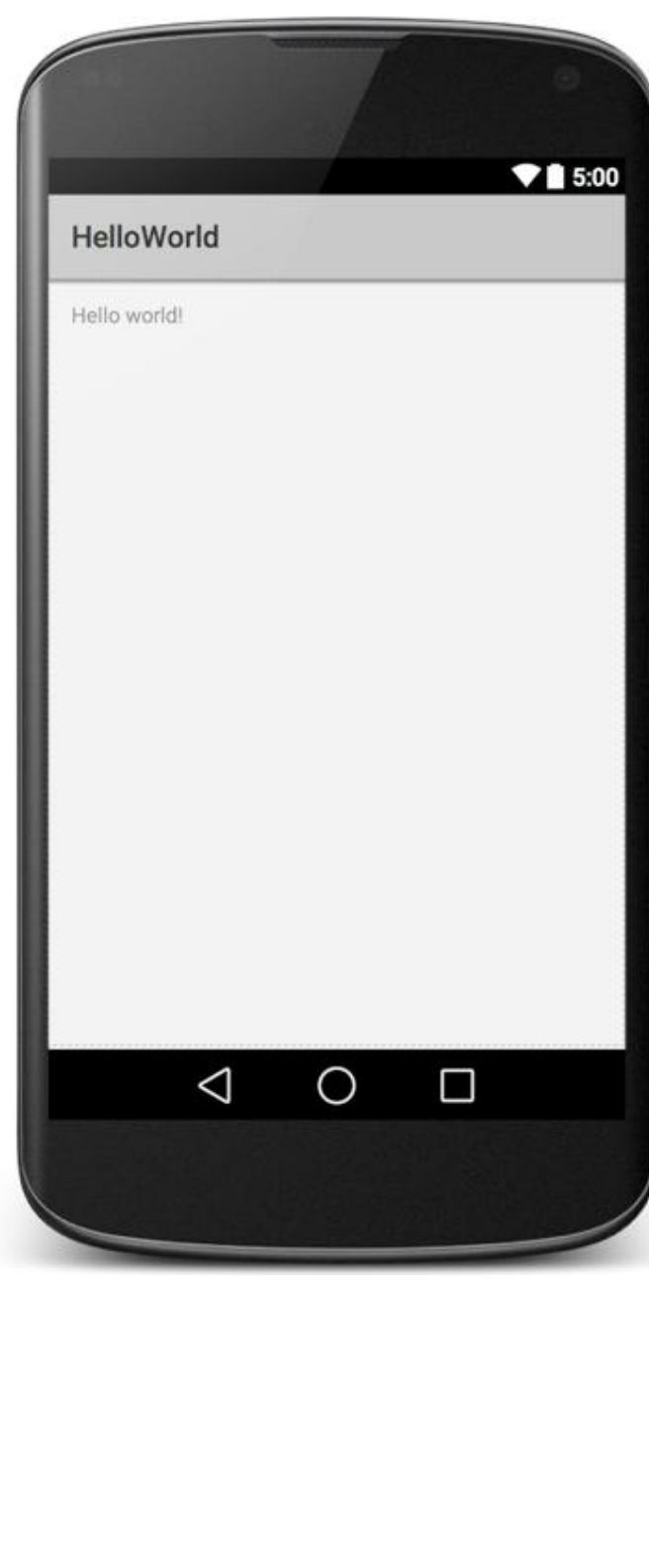
OR

## 2. Run the app from Android Studio

1. Select one of your project's files and click **Run**  from the toolbar.
2. In the **Choose Device** window that appears, select the **Choose a running device** radio button, select your device, and click **OK**.

Android Studio installs the app on your connected device and starts it.

### Output





## 2. Create an android application to understand the Life Cycle of an Activity

**Aim:**

To create an android application to understand the life cycle of an activity.

**Objectives:**

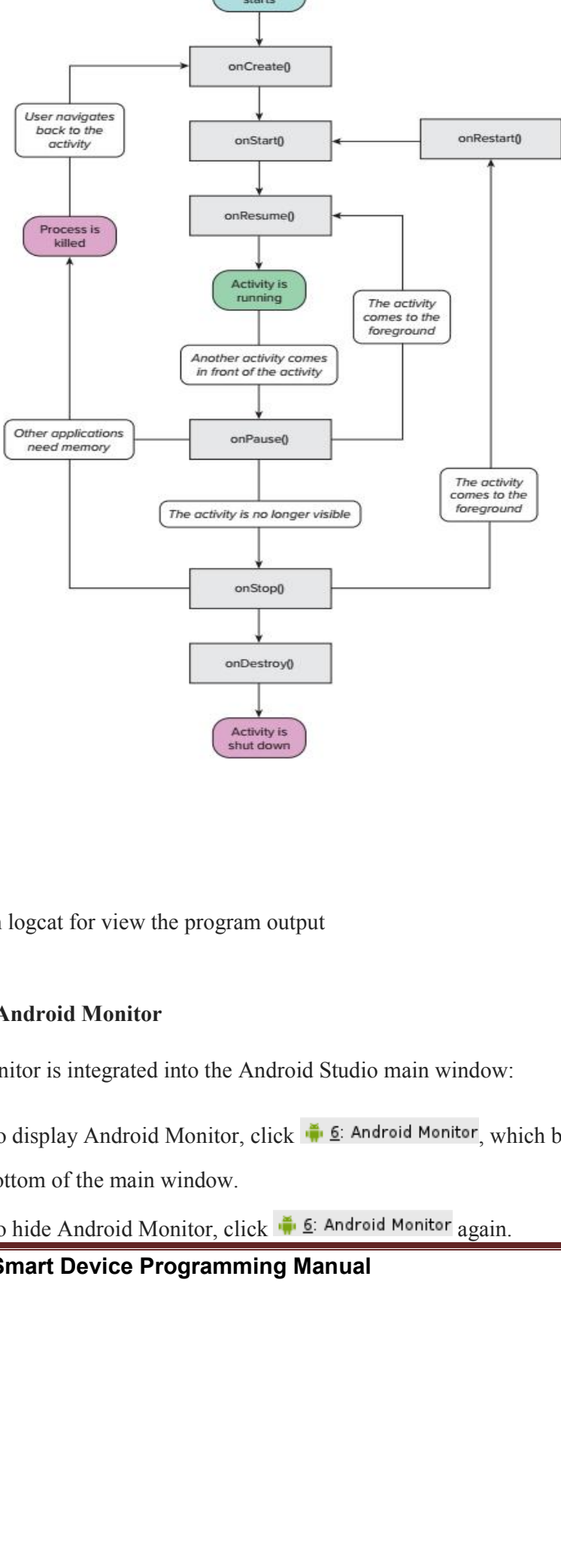
Create an android application and understand the application life cycle in different scenarios.

**Apparatus/Tools/Equipments/Components**

Android Studio

**Principle/Theory/Flow-chart/Algorithm**





**Procedure**

How to open logcat for view the program output

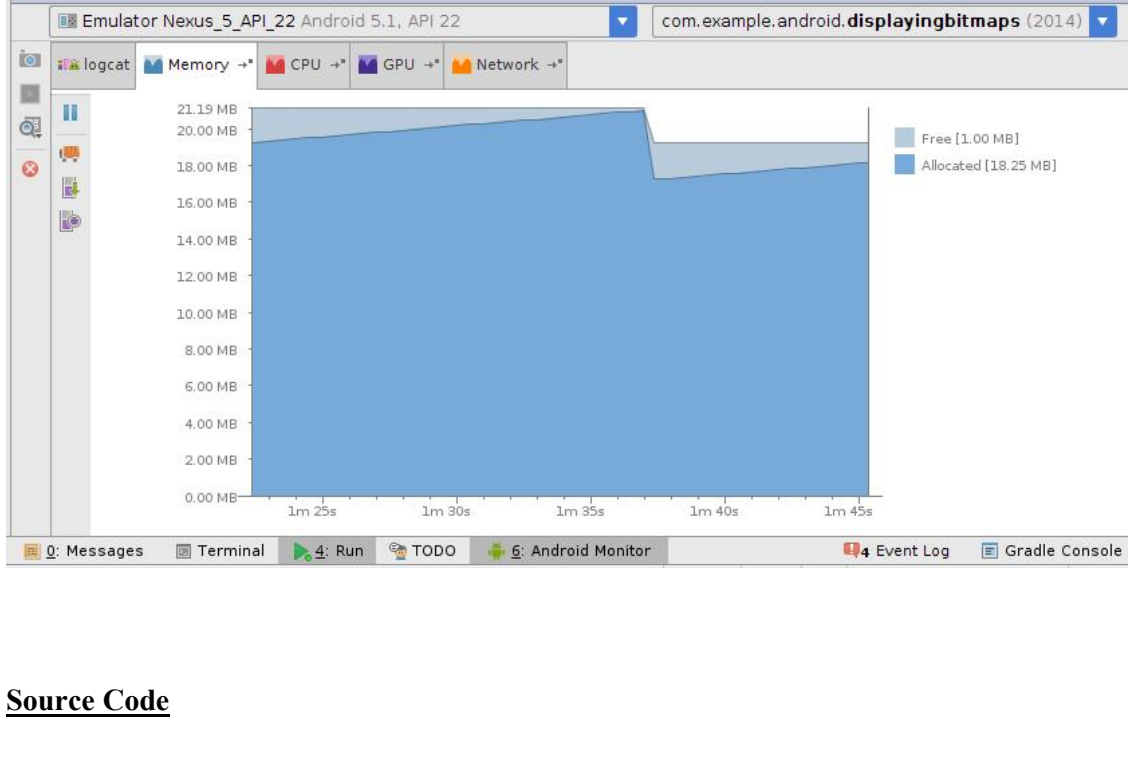
**Displaying Android Monitor**

Android Monitor is integrated into the Android Studio main window:

- To display Android Monitor, click **Android Monitor**, which by default is at the bottom of the main window.
- To hide Android Monitor, click **Android Monitor** again.



- Click the “Logcat” tab to view the log output.



## Source Code

### MainActivity.java

```
package test.sample.com.helloworld;
```

```
import android.app.Activity;  
import android.os.Bundle;  
import android.util.Log;  
import android.view.Menu;  
import android.view.MenuItem;
```

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

```
    String tag = "Activity Life Cycle";  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        Log.d(tag, "In the onCreate() event!");  
    }
```

```
    public void onStart()
```



```
{
    super.onStart();
    Log.d(tag, "In the onStart() event");
}
public void onRestart()
{
    super.onRestart();
    Log.d(tag, "In the onRestart() event");
}
public void onResume()
{
    super.onResume();
    Log.d(tag, "In the onResume() event");
}
public void onPause()
{
    super.onPause();
    Log.d(tag, "In the onPause() event");
}
public void onStop()
{
    super.onStop();
    Log.d(tag, "In the onStop() event");
}
public void onDestroy()
{
    super.onDestroy();
    Log.d(tag, "In the onDestroy() event");
}
}
```

**Result**

Logcat output

Scenario



**1. Opening App**

D/Activity Life Cycle: In the onCreate() event

D/Activity Life Cycle: In the onStart() event

D/Activity Life Cycle: In the onResume() event

**2. Minimize the application**

D/Activity Life Cycle: In the onPause() event

D/Activity Life Cycle: In the onStop() event

**3. Open Application from background**

D/Activity Life Cycle: In the onRestart() event

D/Activity Life Cycle: In the onStart() event

D/Activity Life Cycle: In the onResume() event

**4. close application**

D/Activity Life Cycle: In the onPause() event

D/Activity Life Cycle: In the onStop() event

D/Activity Life Cycle: In the onDestroy()event

**5. Remove Application from minimized list**

D/Activity Life Cycle: In the onDestroy()event



### 3. Linking Activities using Intent

**Aim :**

To create an android application to understand the use of linking activities using Intent.

**Objective :**

Create an android application to understand the use of Intent.

**Problem statement**

Create an android application with two activities. First activity with a “ENTER” button and second screen with a welcome message. By clicking “ENTER” it should bring the use to the second screen.

**Apparatus/Tools/Equipments/Components**

Android Studio

**Principle/Theory/Flow-chart/Algorithm**

**Procedure**

**Source Code**

**MainActivity.java**

```
public class MainActivity extends Activity {
    Button mButton;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        mButton = (Button) findViewById(R.id.button);
        mButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

                Intent _Intent = new Intent(MainActivity.this, SecondActivity.class);
                startActivity(_Intent);
            }
        });
    }
}
```



### **activity\_main.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <Button
        android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:text="ENTER" />
</RelativeLayout>
```

### **SecondActivity.java**

```
public class SecondActivity extends Activity {

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

### **activity\_second.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:layout_width="match_parent"
    android:layout_height="match_parent" >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textAppearance="?android:attr/textAppearanceMedium"
        android:text="Welcome " />
```

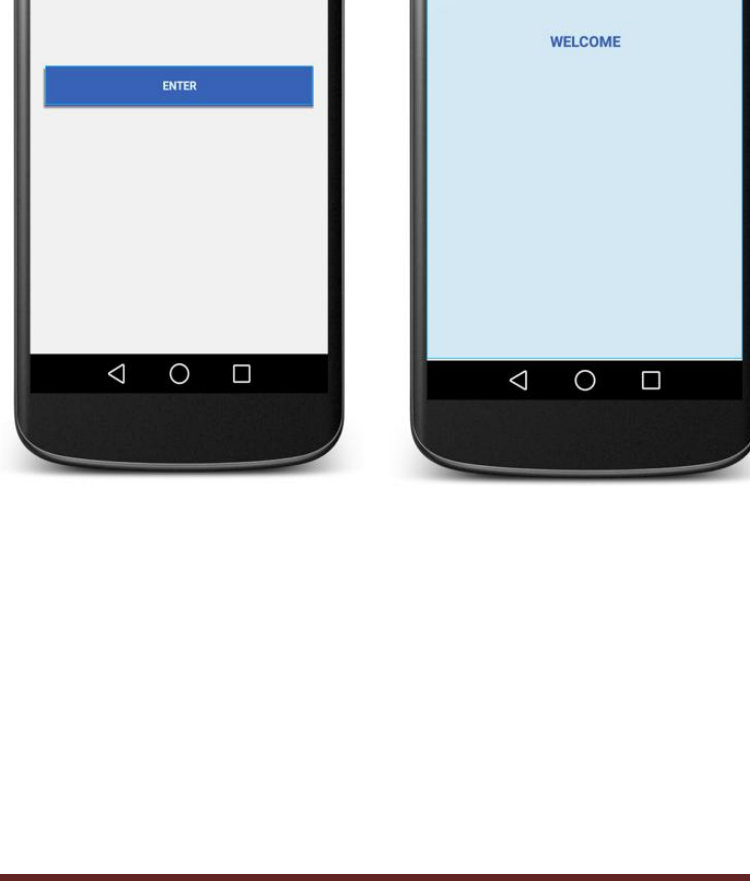


```
android:id="@+id/textView"  
android:layout_centerVertical="true"  
android:layout_centerHorizontal="true" />  
</RelativeLayout>
```

**Observations**

**Input-Output**

**Screenshots**





## 4. Passing Data Using an Intent Object

### Aim :

To create an android application to understand passing data through Intent.

### Objective :

Create an android application for authentication process.

### Problem Statement

Create an android application for authentication process. First activity should accept the user email address and pass the email id to the second activity. In the second activity it should show the user email id and ask for the password.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### MainActivity.java

```
public class MainActivity extends Activity {  
  
    Button mButton;  
    EditText mEditText;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        mButton = (Button) findViewById(R.id.button);  
        mEditText = (EditText) findViewById(R.id.editText);  
        mButton.setOnClickListener(new View.OnClickListener() {  
            @Override  
            public void onClick(View v) {  
  
                String _username = mEditText.getText().toString().trim();
```





```
Bundle bundle = new Bundle();
bundle.putString("USERNAME", _username);
Intent _Intent = new Intent(MainActivity.this, SecondActivity.class);
_Intent.putExtras(bundle);
startActivity(_Intent);
}
});
}
}
```

**activity\_main.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="20dp">

    <EditText
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/editText"
        android:layout_marginTop="150dp"
        android:hint="Username"
        android:inputType="textEmailAddress"/>

    <Button
        android:id="@+id/button"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginTop="10dp"
        android:text="NEXT"
        android:textColor="#ffffff"
        android:background="@color/colorPrimaryDark"
        android:layout_below="@+id/editText"/>

</RelativeLayout>
```

**SecondActivity.java**

```
public class SecondActivity extends Activity {
```



```
TextView mTextView;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_second);  
    mTextView = (TextView) findViewById(R.id.textView);
```

```
    Bundle _bundle = getIntent().getExtras();  
    String _username = _bundle.getString("USERNAME");  
    mTextView.setText("Hi "+_username+");
```

```
    }  
}
```

#### **activity\_second.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:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:padding="20dp">
```

```
<TextView  
    android:id="@+id/textView"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:layout_marginTop="150dp"  
    android:gravity="center"  
    android:text=""  
    android:textAppearance="?android:attr/textAppearanceMedium"  
    android:textColor="@color/colorPrimaryDark"  
    android:textStyle="bold" />
```

```
<EditText  
    android:id="@+id/editText"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:layout_below="@+id/textView"  
    android:layout_marginTop="20dp"
```



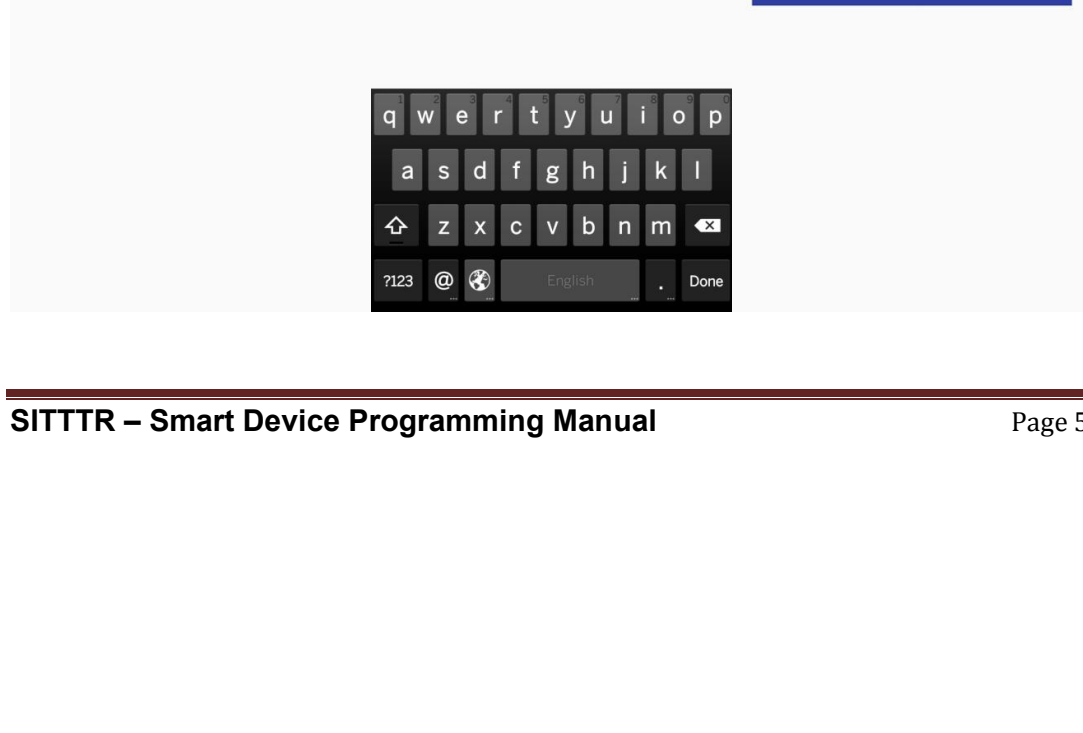
```
android:hint="Password"  
android:inputType="textPassword" />
```

```
<Button  
    android:id="@+id/button"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:layout_below="@+id/editText"  
    android:layout_marginTop="10dp"  
    android:background="@color/colorPrimaryDark"  
    android:text="SUBMIT"  
    android:textColor="#ffff" />  
</RelativeLayout>
```

### Observations

### Input-Output

### screenshots





## 5. Implicit intents Familiarization

### Aim:

To create an android application to invoke built in application like contact,browser,google map and dialer.

### Objectives:

Create an android application to familiarize implicit intent

### Problem Statement

Create an android application with four buttons like web browser,make calls,show map and choose contact

Operations are

1. By clicking on we browser button , it should open "[www.google.com](http://www.google.com)" in android built in browser application
2. By Clicking on make call button, it should open the phone dialer with a predefined number.
3. By Clicking on show map button, it should plot a specified location co ordinates in the built in google map application.
4. By clicking on choose contact button, it should allow the user to select a particular contact and show the details as a toast message.

### Apparatus/Tools/Equipments/Components

Android studio



**Principle/Theory/Flow-chart/Algorithm**

**Procedure**

**Source Code**

**MainActivity.java**

```
import android.app.Activity;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.provider.ContactsContract;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;

public class MainActivity extends Activity {

    Button mBtnBrowser, mBtnCall, mBtnMaps, mBtnContact;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        mBtnBrowser = (Button) findViewById(R.id.btn_web_browser);
        mBtnCall = (Button) findViewById(R.id.btn_make_calls);
        mBtnMaps = (Button) findViewById(R.id.btn_show_map);
        mBtnContact = (Button) findViewById(R.id.btn_choose_contact);

        mBtnBrowser.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                Intent i = new Intent(android.content.Intent.ACTION_VIEW,
Uri.parse("http://www.google.com"));
                startActivity(i);
            }
        });
        mBtnCall.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                Intent i = new Intent(Intent.ACTION_DIAL, Uri.parse("tel:+651234567"));
                startActivity(i);
            }
        });
    }
}
```



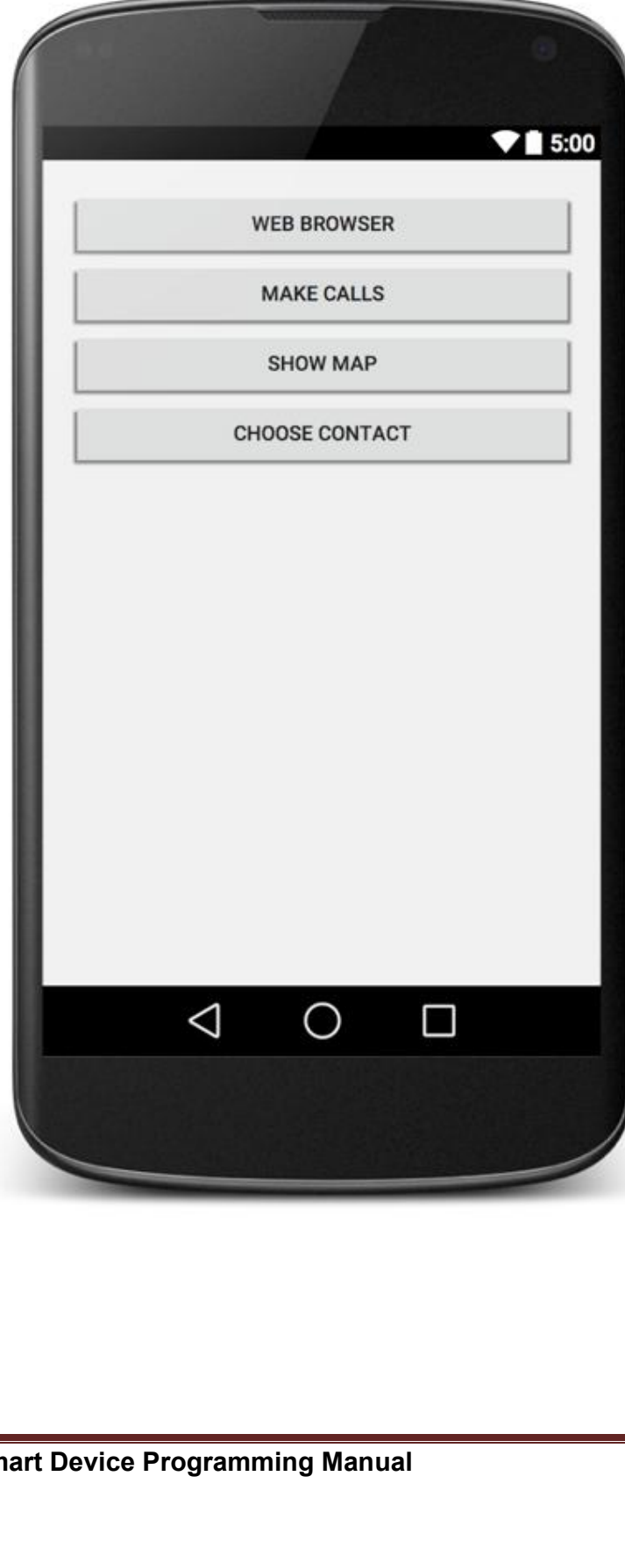


```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Make Calls"
    android:id="@+id/btn_make_calls" />
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Show Map"
    android:id="@+id/btn_show_map" />
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Choose Contact"
    android:id="@+id/btn_choose_contact" />
</LinearLayout>
```

**Observations**

**Input-Output**

**Screenshots**







## 6. Understanding different layouts in android

### Aim :

To create an android application with multiple screen. Each screen should use different layout like LinearLayout, RelativeLayout, FrameLayout and TableLayout

### Objective

Create an android application to understand the different layouts in android.

### Problem Statement

Create an android application with four screen.

First screen should have three buttons such as RelativeLayout, TableLayout and Frame Layout. All three should be wrapped under a LinearLayout.

1. By clicking the "RelativeLayout", it should bring the user to the "RelativeLayout" screen. In this screen a sample login page should be created using RelativeLayout.
2. By clicking "Table Layout", it should bring the user to the Table Layout screen. Here also a login page should be designed under a table layout.
3. By Clicking "FrameLayout", it should bring the user to the framelayout screen. There should be an image and a button ("Set as wallpaper") above that image.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### HomeActivity.java

```
public class HomePage extends Activity {  
  
    Button mBtnRelative, mBtnTable, mBtnFrame;
```



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

    mBtnRelative = (Button) findViewById(R.id.btn_relative);
    mBtnTable = (Button) findViewById(R.id.btn_table);
    mBtnFrame = (Button) findViewById(R.id.btn_frame);

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

            Intent _Intent = new Intent(HomePage.this,RelativeLogin.class);
            startActivity(_Intent);

        }
    });

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

            Intent _Intent = new Intent(HomePage.this,TableLogin.class);
            startActivity(_Intent);

        }
    });

    mBtnFrame.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            Intent _Intent = new Intent(HomePage.this,FrameLayout.class);
            startActivity(_Intent);

        }
    });
}
}
```

**activity\_home\_page.xml**



```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context="com.example.vishnums.myapplication.HomePage">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary"
        android:gravity="center_vertical"
        android:paddingBottom="15dp"
        android:paddingLeft="15dp"
        android:paddingTop="15dp"
        android:text="Layout Example"
        android:textColor="#ffffff"
        android:textSize="20sp"
    />

    <Button
        android:id="@+id/btn_relative"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Relative Layout"
        android:layout_marginTop="100dp"
        android:layout_marginLeft="30dp"
        android:layout_marginRight="30dp"/>

    <Button
        android:id="@+id/btn_table"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Table Layout"
        android:layout_marginLeft="30dp"
        android:layout_marginRight="30dp"/>

    <Button
        android:id="@+id/btn_frame"

```



```
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:text="Frame Layout"
android:layout_marginLeft="30dp"
android:layout_marginRight="30dp"/>
</LinearLayout>
```

#### **RelativeLogin.java**

```
public class RelativeLogin extends Activity {

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

}
```

#### **activity\_relative.xml**

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context="com.example.vishnums.myapplication.HomePage">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary"
        android:gravity="center_vertical"
        android:paddingBottom="15dp"
        android:paddingLeft="15dp"
        android:paddingTop="15dp"
        android:text="Relative Layout"
        android:textColor="#ffffff"
        android:textSize="20sp" />
```



```
<EditText
    android:id="@+id/editText2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_below="@+id/textView2"
    android:layout_marginLeft="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginTop="80dp"
    android:ems="10"
    android:hint="User Name"
    android:inputType="textEmailAddress" />

<EditText
    android:id="@+id/editText3"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_alignParentStart="true"
    android:layout_below="@+id/editText2"
    android:layout_marginLeft="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginTop="10dp"
    android:ems="10"
    android:hint="Password"
    android:inputType="textPassword" />

<Button
    android:id="@+id/button2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_alignEnd="@+id/editText3"
    android:layout_below="@+id/editText3"
    android:layout_marginLeft="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginTop="30dp"
    android:background="@color/colorPrimary"
    android:text="Login"
    android:textColor="#ffffff" />
</RelativeLayout>
```

**TableLogin.java**

```
public class TableLogin extends Activity {
```



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

**activity\_table.xml**

```
<TableLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    android:padding="20dp">

<TableRow android:layout_marginTop="60dp">
<TextView
    android:layout_width="150dp"
    android:text="User Name" />
<EditText android:layout_width="200dp" />
</TableRow>

<TableRow>
<TextView android:text="Password" />
<EditText android:password="true" />
</TableRow>

<TableRow>
<TextView android:text="" />
<CheckBox
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Remember Password" />

</TableRow>

<TableRow>
<Button android:text="Log In" />
</TableRow>
```



</TableLayout>

### **FrameLayout.java**

```
public class FrameLayout extends Activity {
```

```
    @Override
```

```
    protected void onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState);
```

```
        setContentView(R.layout.activity_frame);
```

```
    }
```

```
}
```

### **activity\_frame.xml**

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
```

```
    xmlns:tools="http://schemas.android.com/tools"
```

```
    android:layout_width="match_parent"
```

```
    android:layout_height="match_parent"
```

```
    android:orientation="vertical"
```

```
    tools:context="com.example.vishnums.myapplication.HomePage">
```

```
    <TextView
```

```
        android:id="@+id/textView2"
```

```
        android:layout_width="match_parent"
```

```
        android:layout_height="wrap_content"
```

```
        android:layout_gravity="center_horizontal"
```

```
        android:background="@color/colorPrimary"
```

```
        android:gravity="center_vertical"
```

```
        android:paddingBottom="15dp"
```

```
        android:paddingLeft="15dp"
```

```
        android:paddingTop="15dp"
```

```
        android:text="Layout Example"
```

```
        android:textColor="#ffff00"
```

```
        android:textSize="20sp" />
```

```
    <FrameLayout
```

```
        android:layout_width="match_parent"
```

```
        android:layout_height="match_parent"
```

```
        android:layout_alignParentStart="true"
```

---



```
android:layout_below="@+id/textView2">
```

```
<ImageView
```

```
    android:id="@+id/imageView"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:scaleType="centerCrop"  
    android:src="@drawable/sample" />
```

```
<Button
```

```
    android:id="@+id/button3"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center_horizontal|bottom"  
    android:layout_margin="20dp"  
    android:text="Set as wallpaper" />
```

```
</FrameLayout>
```

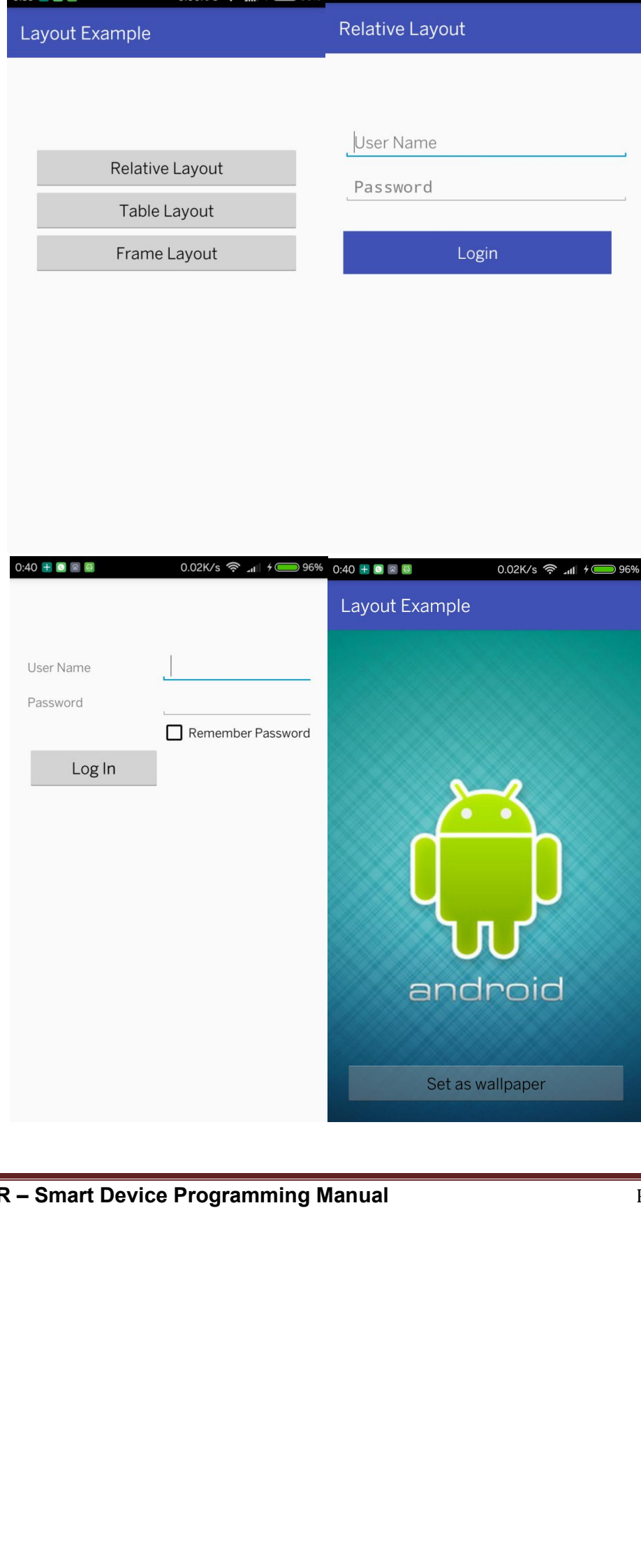
```
</RelativeLayout>
```

### **Observations**

### **Input-Output**

### **Screenshots**







## 07. Create a simple listview

### Aim :

To create an android application with simple listview to list down india's former presidents.

### Objective

Create an android application to familiarise listview.

### Problem Statement

List should contains the former presidents. By clicking on the listview should show the corresponding president's name in a Toast message.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

[ListViewActivity.java](#)

```
public class ListViewActivity extends Activity {
```

```
    ListView mListView;  
    String[] presidents = {  
        "Dr. Rajendra Prasad (1884-1963)",  
        "Dr. Sarvepalli Radhakrishnan (1888-1975)",  
        "Dr. Zakir Husain (1897-1969)",  
        "Shri Varahagiri Venkata Giri (1894-1980)",  
        "Dr. Fakhruddin Ali Ahmed (1905-1977)",  
        "Shri Neelam Sanjiva Reddy (1913-1996)",  
        "Giani Zail Singh (1916-1994)",  
        "Shri R Venkataraman (1910-2009)",  
        "Dr Shankar Dayal Sharma (1918-1999)",  
        "Shri K. R. Narayanan (1920 - 2005)",  
        "DR. A.P.J. Abdul Kalam (1931-2015)",  
    };
```



```
"Smt Pratibha Devisingh Patil (birth - 1934)"
};

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

    mListView = (ListView) findViewById(R.id.listView);
    ArrayAdapter<String> adapter = new ArrayAdapter<String>(this,
    android.R.layout.simple_list_item_1, presidents);
    mListView.setAdapter(adapter);

    AdapterView.OnItemClickListener itemClickListener = new
    AdapterView.OnItemClickListener() {
        @Override
        public void onItemClick(AdapterView<?> parent, View container, int position, long
    id) {
            Toast.makeText(getApplicationContext(), presidents[position],
    Toast.LENGTH_SHORT).show();
        }
    };

    mListView.setOnItemClickListener(itemClickListener);
}

}

activity_list_item.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:layout_width="match_parent"
    android:layout_height="match_parent">

<TextView
    android:id="@+id/textView3"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:textSize="22sp"
    android:text="Former Presidents"
    android:padding="15dp"

```



```
android:background="@color/colorPrimary"  
android:textColor="#ffffff"  
android:textStyle="bold"/>
```

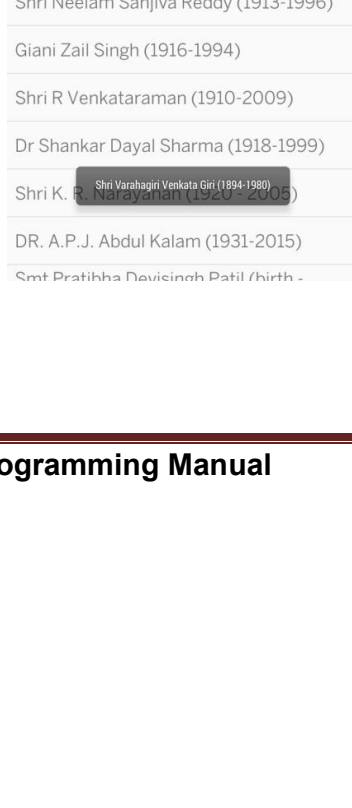
```
<ListView  
android:id="@+id/listView"  
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_below="@+id/textView3" />
```

```
</RelativeLayout>
```

**Observations**

**Input-Output**

**Screenshots**







## 08. Create a listview with image and text

### Aim

To create an android application with listview to list down country flag, name and currency.

### Objective

Create an android application to familiarise list view with image and text.

### Problem Statement

Create an android application with custom listview with image and text. List country image , country name and currency.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

#### CustomListview.java

```
import android.app.Activity;
import android.os.Bundle;
import android.widget.ListView;
import android.widget.SimpleAdapter;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.List;

public class CustomListview extends Activity {

// Array of strings storing country names
String[] countries = new String[]{
    "India",
    "Pakistan",
    "Sri Lanka",
    "China",
    "Bangladesh",
    "Nepal",
    "Afghanistan",
    "North Korea",
```



```
"South Korea",
"Japan",
"India",
"Pakistan",
"Sri Lanka",
"China",
"Bangladesh",
"Nepal",
"Afghanistan",
"North Korea",
"South Korea",
"Japan"
};

// Array of integers points to images stored in /res/drawable-ldpi/
int[] flags = new int[]{
    R.drawable.india,
    R.drawable.pakistan,
    R.drawable.srilanka,
    R.drawable.china,
    R.drawable.bangladesh,
    R.drawable.nepal,
    R.drawable.afghanistan,
    R.drawable.nkorea,
    R.drawable.skorea,
    R.drawable.japan,
    R.drawable.india,
    R.drawable.pakistan,
    R.drawable.srilanka,
    R.drawable.china,
    R.drawable.bangladesh,
    R.drawable.nepal,
    R.drawable.afghanistan,
    R.drawable.nkorea,
    R.drawable.skorea,
    R.drawable.japan
};

// Array of strings to store currencies
String[] currency = new String[]{
    "Indian Rupee",
    "Pakistani Rupee",
    "Sri Lankan Rupee",
```



```
"Renminbi",
"Bangladeshi Taka",
"Nepalese Rupee",
"Afghani",
"North Korean Won",
"South Korean Won",
"Japanese Yen",
"Indian Rupee",
"Pakistani Rupee",
"Sri Lankan Rupee",
"Renminbi",
"Bangladeshi Taka",
"Nepalese Rupee",
"Afghani",
"North Korean Won",
"South Korean Won",
"Japanese Yen"
};

/**
 * Called when the activity is first created.
 */
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);

    // Each row in the list stores country name, currency and flag
    List<HashMap<String, String>> aList = new ArrayList<HashMap<String, String>>();

    for (int i = 0; i < 20; i++) {
        HashMap<String, String> hm = new HashMap<String, String>();
        hm.put("name", "Country : " + countries[i]);
        hm.put("currency", "Currency : " + currency[i]);
        hm.put("flag", Integer.toString(flags[i]));
        aList.add(hm);
    }

    // Keys used in Hashmap
    String[] from = {"name", "currency", "flag"};

    // Ids of views in listview layout
    int[] to = {R.id.txt, R.id.cur, R.id.flag};
```





```
// Instantiating an adapter to store each items
// R.layout.listView_layout defines the layout of each item
SimpleAdapter adapter = new SimpleAdapter(getApplicationContext(), aList,
R.layout.listView_layout, from, to);

// Getting a reference to listview of main.xml layout file
ListView listView = (ListView) findViewById(R.id.listView);

// Setting the adapter to the listView
listView.setAdapter(adapter);
}
}
```

**main.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:orientation="vertical">

<TextView
    android:id="@+id/textView2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:background="@color/colorPrimary"
    android:gravity="center_vertical"
    android:paddingBottom="15dp"
    android:paddingLeft="15dp"
    android:paddingTop="15dp"
    android:text="Country List"
    android:textColor="#ffffff"
    android:textSize="20sp" />

<ListView
    android:id="@+id/listview"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"

/>
</LinearLayout>
```



**listview\_layout.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#80d8ff"
    android:orientation="horizontal">

    <ImageView
        android:id="@+id/flag"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:contentDescription="img"
        android:paddingBottom="10dp"
        android:paddingLeft="20dp"
        android:paddingRight="10dp"
        android:paddingTop="10dp"

    />

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

    <TextView
        android:id="@+id/txt"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="15dp" />

    <TextView
        android:id="@+id/cur"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="10dp" />

    </LinearLayout>
</LinearLayout>
```

**Observations**



**Input-Output**

**Screenshots**





## 09.Integrate a website inside the application using WebView

### Aim

To integrate the webpage inside our android application using WebView.

### Objective

To understand the usage of WebView for integrate the webpage inside our own application.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### WebViewActivity.java

```
import android.app.Activity;
import android.os.Bundle;
import android.webkit.WebSettings;
import android.webkit.WebView;

public class WebViewActivity extends Activity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_webview);
        WebView webView = (WebView) findViewById(R.id.webView);
        WebSettings webSettings = webView.getSettings();
        webSettings.setBuiltInZoomControls(true);
        webView.loadUrl("http://www.amazon.com");
    }
}
```

### activity\_webview.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:layout_width="match_parent"  
android:layout_height="match_parent">
```

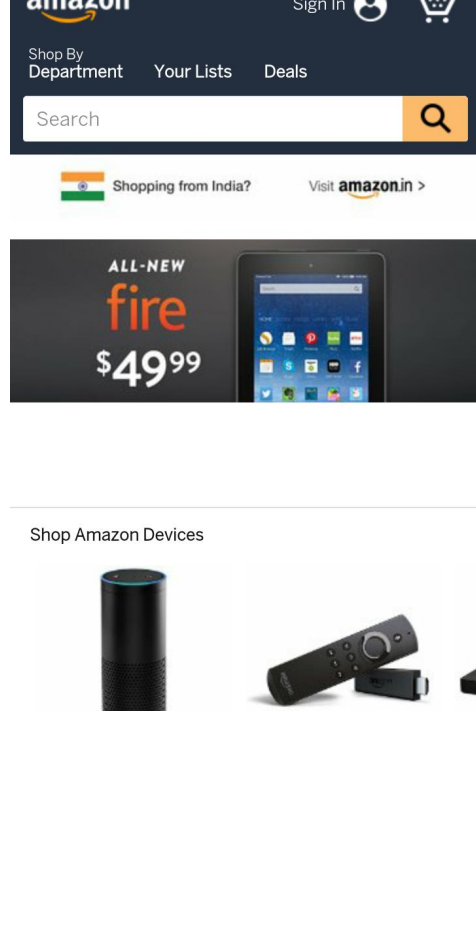
```
<TextView  
    android:id="@+id/textView2"  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center_horizontal"  
    android:background="@color/colorPrimary"  
    android:gravity="center_vertical"  
    android:paddingBottom="15dp"  
    android:paddingLeft="15dp"  
    android:paddingTop="15dp"  
    android:text="Webview Example"  
    android:textColor="#ffffff"  
    android:textSize="20sp" />  
  
<WebView  
    android:id="@+id/webView"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_alignParentBottom="true"  
    android:layout_alignParentEnd="true"  
    android:layout_alignParentStart="true"  
    android:layout_alignParentTop="true"  
    android:layout_below="@+id/textView2" />  
</RelativeLayout>
```



Observations

Input-Output

Screenshots





## 10. Saving Data Using the SharedPreferences Object

### Aim

To create an android application to store the details of a student permanently and display the details in another activity using shared preference.

### Objective

To understand the use of Shared Preference in android.

### Problem statement

1. Create an activity to store Student Roll No,name and branch in Shared preference.
2. Display the details in the next screen.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### DetailsInsert.java

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

public class DetailsInsert extends Activity {

    EditText mEtRollNo, mEtName, mEtBranch;
    Button mBtnSave, mBtnSkip;

    SharedPreferences prefs;

    @Override
```







```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary"
        android:gravity="center_vertical"
        android:paddingBottom="15dp"
        android:paddingLeft="15dp"
        android:paddingTop="15dp"
        android:text="Student Details"
        android:textColor="#ffffff"
        android:textSize="20sp" />

    <EditText
        android:id="@+id/et_rollno"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginTop="60dp"
        android:ems="10"
        android:hint="Roll No"
        android:inputType="number"
        android:paddingLeft="10dp" />

    <EditText
        android:id="@+id/et_name"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginTop="10dp"
        android:hint="Name"
        android:paddingLeft="10dp" />

    <EditText
        android:id="@+id/et_branch"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />
```



```
android:layout_marginTop="10dp"
android:hint="Branch"
android:paddingLeft="10dp" />

<Button
    android:id="@+id/btn_save"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_margin="20dp"
    android:background="@color/colorPrimary"
    android:text="Save and Continue"
    android:textColor="#ffffff" />
    android:paddingLeft="10dp" />

<Button
    android:id="@+id/btn_skip"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_margin="20dp"
    android:background="@color/colorPrimary"
    android:text="Skip"
    android:textColor="#ffffff" />
</LinearLayout>
```

DetailsView.java

```
import android.app.Activity;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.widget.TextView;

public class DetailsView extends Activity {

    TextView tvObservations;
    SharedPreferences prefs;

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



```
tvObservations = (TextView) findViewById(R.id.tv);
prefs = getSharedPreferences("MyPre", MODE_PRIVATE);
String rlno = prefs.getString("rlnno", "no values");
String name = prefs.getString("name", "no values");
String branch = prefs.getString("branch", "no values");

String Observations = "Roll No : " + rlno
    + "\nName : " + name
    + "\nBanch : " + branch;

tvObservations.setText(Observations);
}
}
```

[activity\\_details\\_view.xml](#)

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context="com.example.vishnums.myapplication.DetailsView">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary"
        android:gravity="center_vertical"
        android:paddingBottom="15dp"
        android:paddingLeft="15dp"
        android:paddingTop="15dp"
        android:text="Student Details"
        android:textColor="#ffffff"
        android:textSize="20sp" />

    <TextView
        android:id="@+id/tv"
```



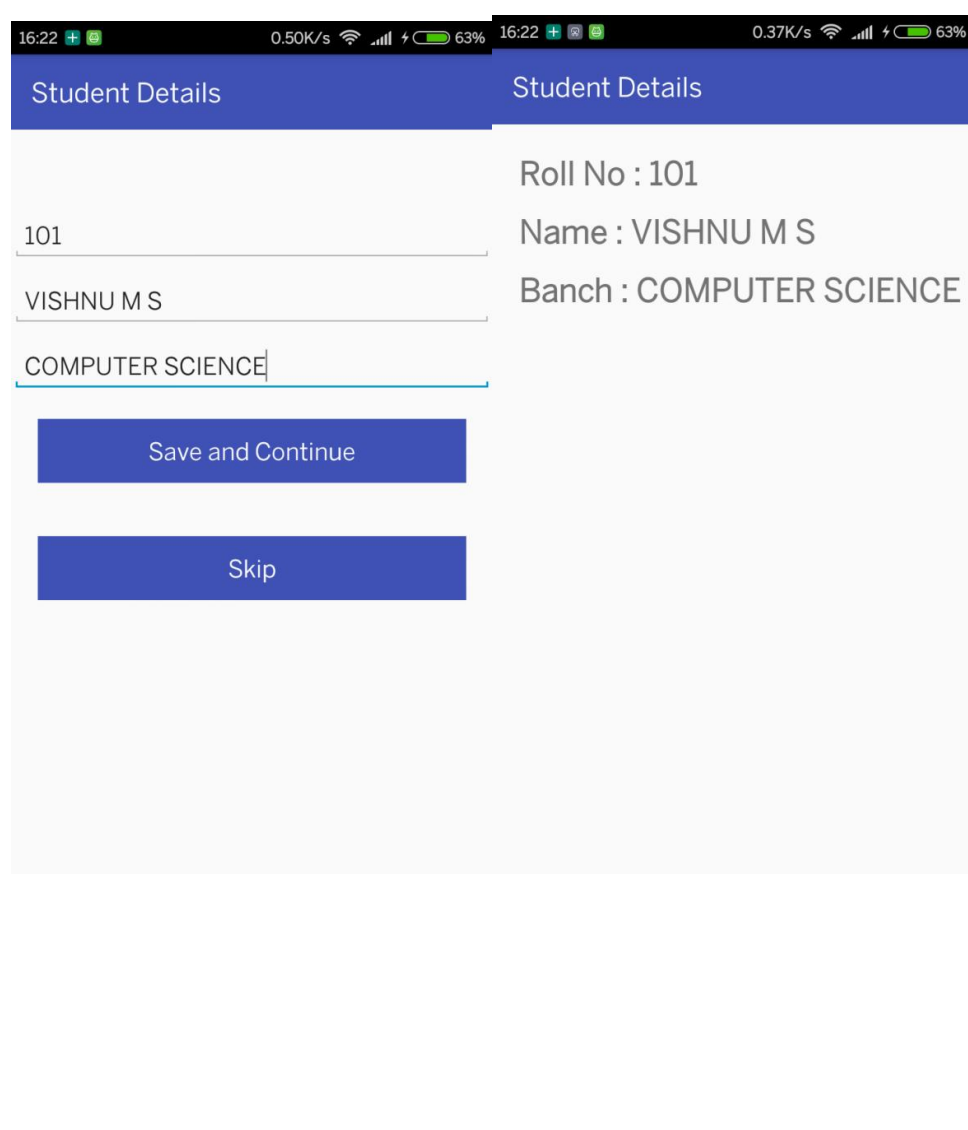
```
android:layout_width="match_parent"  
android:layout_height="match_parent"  
android:layout_marginTop="20dp"  
android:lineSpacingExtra="15sp"  
android:paddingLeft="20dp"  
android:text=""  
android:textSize="24sp"  
android:textStyle="bold" />
```

```
</LinearLayout>
```

**Observations**

**Input-Output**

**Screenshots**





## 11. Saving Data to Internal Storage as files

### Aim

To create an android application to save data in a text file.

### Objective

Create an android application to save data in a text file. Load file from memory and show in the view.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

#### FileActivity.java

```
import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import java.io.FileInputStream;
import java.io.FileOutputStream;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;

/**
 * Written by Vishnu on 01/02/16.
 */
public class FileActivity extends Activity {

    EditText mEditText;
    Button mBtnSave, mBtnLoad;

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



```
mEditText = (EditText) findViewById(R.id.et_message);  
mBtnSave = (Button) findViewById(R.id.btn_save);  
mBtnLoad = (Button) findViewById(R.id.btn_load);
```

```
mBtnSave.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
  
        String message = mEditText.getText().toString();  
        try {  
  
            FileOutputStream fout = openFileOutput("textfile.txt", MODE_PRIVATE);  
            OutputStreamWriter osw = new OutputStreamWriter(fout);  
  
            osw.write(message);  
            osw.flush();  
            osw.close();  
  
            Toast.makeText(getApplicationContext(), "File saved successfully",  
  
                Toast.LENGTH_LONG).show();  
            mEditText.setText("");  
  
        } catch (Exception e) {  
            e.printStackTrace();  
        }  
  
    }  
});
```

```
mBtnLoad.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        try {  
  
            FileInputStream fin = openFileInput("textfile.txt");  
            InputStreamReader isr = new InputStreamReader(fin);  
  
            char[] inputBuffer = new char[100];  
            String s = "";  
            int charRead;
```



```
while ((charRead = isr.read(inputBuffer)) > 0) {
    String readString = String.valueOf(inputBuffer, 0, charRead);
    s += readString;
    inputBuffer = new char[100];
}

mEtText.setText(s);
Toast.makeText(getApplicationContext(), "File loaded successfully",
Toast.LENGTH_LONG).show();

} catch (Exception e) {
    e.printStackTrace();
}

});
}
}
```

activity\_file.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">

<TextView
    android:id="@+id/textView2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:background="@color/colorPrimary"
    android:gravity="center_vertical"
    android:paddingBottom="15dp"
    android:paddingLeft="15dp"
    android:paddingTop="15dp"
    android:text="Save text in Files"
    android:textColor="#ffff00"
    android:textSize="20sp" />
```







```
<TextView
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_marginTop="20dp"
    android:paddingLeft="15dp"
    android:text="Enter some text to save" />

<EditText
    android:id="@+id/et_message"
    android:layout_width="match_parent"
    android:layout_height="100dp"
    android:ems="10"
    android:hint="Message to save"
    android:paddingLeft="15dp" />

<Button
    android:id="@+id/btn_save"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_margin="20dp"
    android:background="@color/colorPrimary"
    android:text="Save"
    android:textColor="#ffffff" />

<Button
    android:id="@+id/btn_load"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_margin="20dp"
    android:background="@color/colorPrimary"
    android:text="Load"
    android:textColor="#ffffff" />

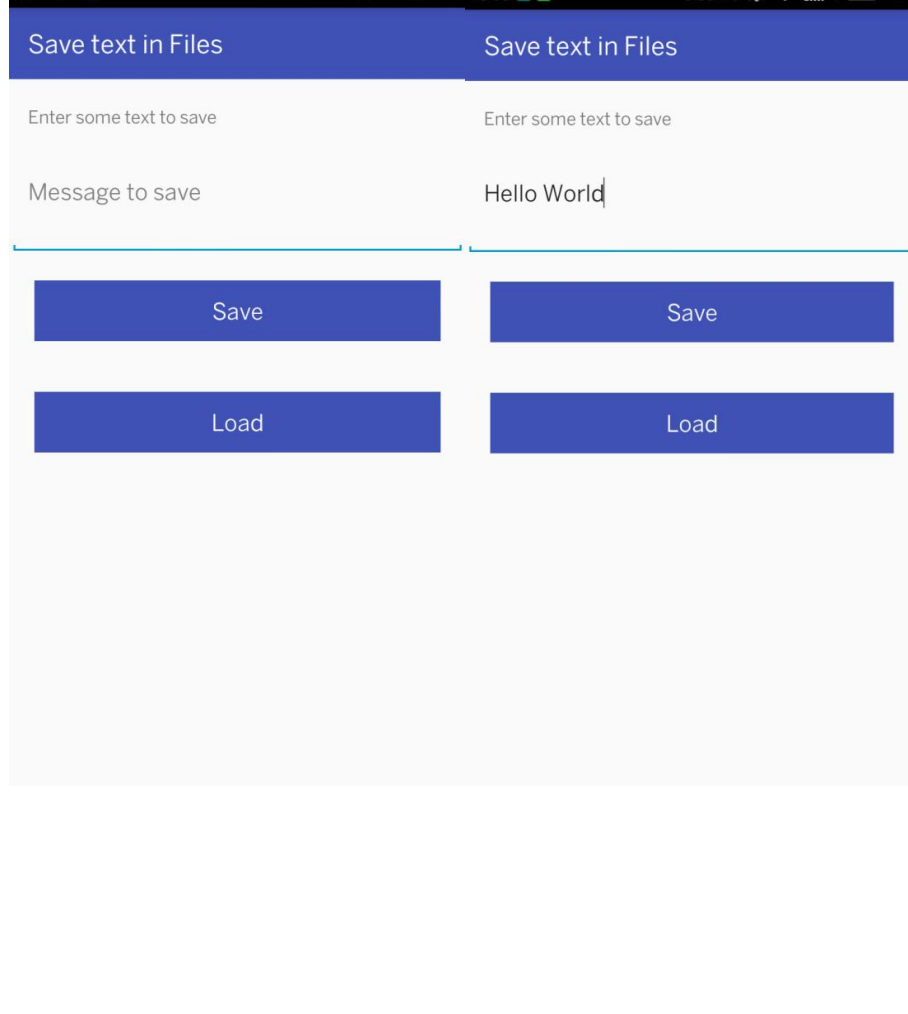
</LinearLayout>
```

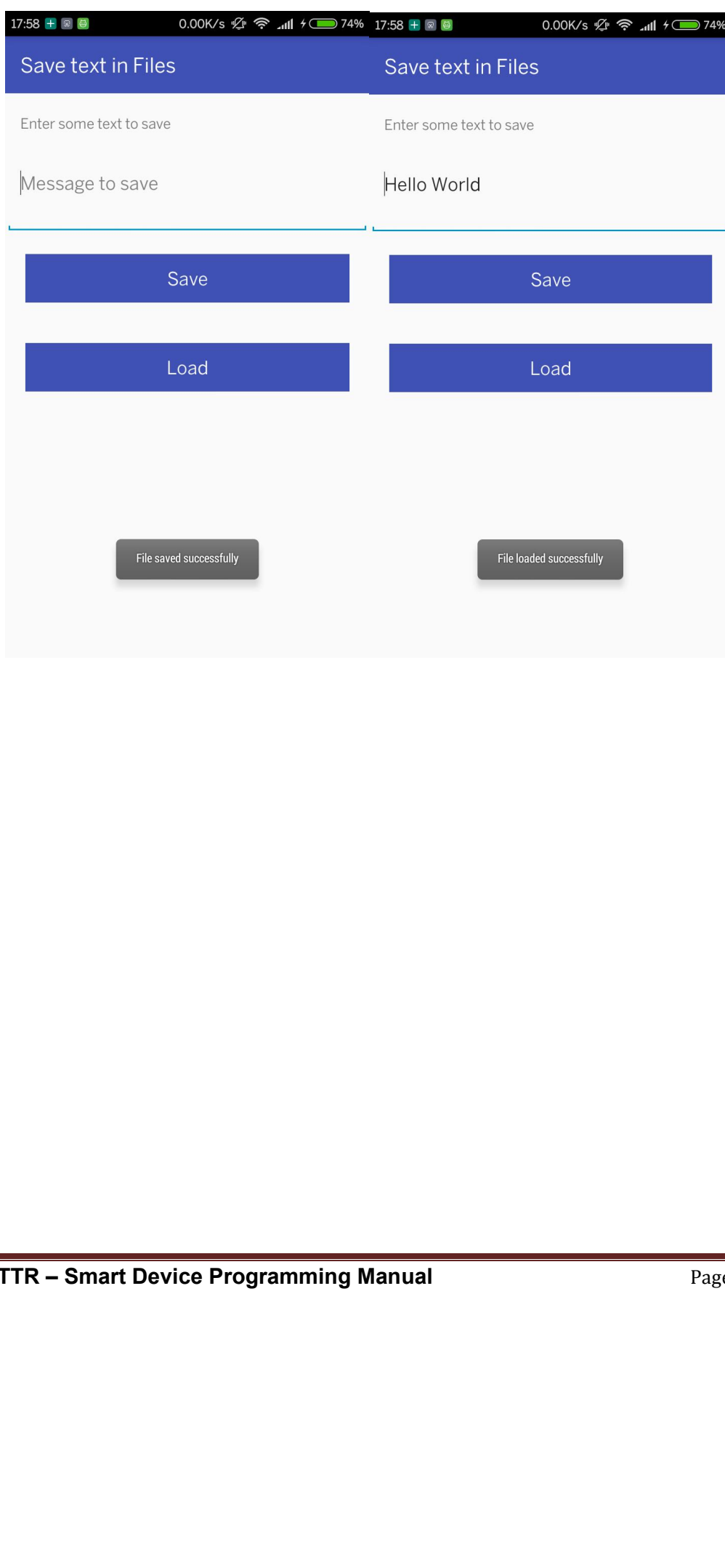
**Observations**

**Input-Output**



Screenshots







## 12. SQLite program for database operations

### Aim :

To create an android application to store data in the SQLite database.

### Objective

Create an android application to understand database operations

### Problem Statement

Create an android application to store user details into a database table, and display the total no of records while inserting.

1. Create a database with name “MyDb” with version number “1”.
2. Create a table “userdetails” with field (id,username,email and password).
3. Create a screen to allow the user to enter the details .
4. Display the last inserted record’s id in a toast message.

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### DataBase.java

```
import android.content.Context;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;

public class DataBase extends SQLiteOpenHelper {
    private static final int DATABASE_VERSION = 1;
    private static final String DATABASE_NAME = "Test1";

    public DataBase(Context context) {
        super(context, DATABASE_NAME, null, DATABASE_VERSION);
    }

    @Override
    public void onCreate(SQLiteDatabase db) {
```



```
String CREATE_USER_TABLE = "CREATE TABLE userdetails(id INTEGER  
PRIMARY KEY AUTOINCREMENT ,username TEXT NOT NULL,password TEXT  
NOT NULL,email TEXT NOT NULL" + ")";  
db.execSQL(CREATE_USER_TABLE);  
}
```

```
@Override  
public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {  
  
}
```

```
}
```

#### DBAddDetailsOne.java

```
import android.app.Activity;  
import android.content.ContentValues;  
import android.database.sqlite.SQLiteDatabase;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.EditText;  
import android.widget.Toast;  
  
public class DBAddDetailsOne extends Activity {  
  
    private EditText edUserName, edUserEmail, edUserPassword;  
    private Button btnRegister;  
    SQLiteDatabase db;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        DataBase objdatabase = new DataBase(this);  
        db = objdatabase.getWritableDatabase();  
        setContentView(R.layout.activity_db_add_one);  
  
        edUserEmail = (EditText) findViewById(R.id.id_useremail);  
        edUserName = (EditText) findViewById(R.id.id_username);  
        edUserPassword = (EditText) findViewById(R.id.id_user_password);  
        btnRegister = (Button) findViewById(R.id.id_btn_register);  
    }  
}
```



```
btnRegister.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        registerUser();
    }
});
}

public void registerUser() {
    String _userName, _userPword, _userEmail;
    _userName = edUserName.getText().toString();
    _userPword = edUserPassword.getText().toString();
    _userEmail = edUserEmail.getText().toString();
    ContentValues values = new ContentValues();
    values.put("username", _userName);
    values.put("email", _userEmail);
    values.put("password", _userPword);
    long id = db.insert("userdetails", null, values);
    Toast.makeText(DBAddDetailsOne.this, "No. of Records : " + id,
    Toast.LENGTH_SHORT).show();
}
}
```

**activity\_db\_add\_one.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary">
```



```
android:gravity="center_vertical"
android:paddingBottom="15dp"
android:paddingLeft="15dp"
android:paddingTop="15dp"
android:text="Add Details"
android:textColor="#ffff00"
android:textSize="20sp" />

<EditText
    android:id="@+id/id_username"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="50dp"
    android:ems="10"
    android:hint="Username"
    android:inputType="textPersonName"
    android:paddingLeft="10dp" />

<EditText
    android:id="@+id/id_email"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Email"
    android:inputType="textEmailAddress"
    android:paddingLeft="10dp" />

<EditText
    android:id="@+id/id_user_password"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Password"
    android:inputType="textPassword"
    android:paddingLeft="10dp" />

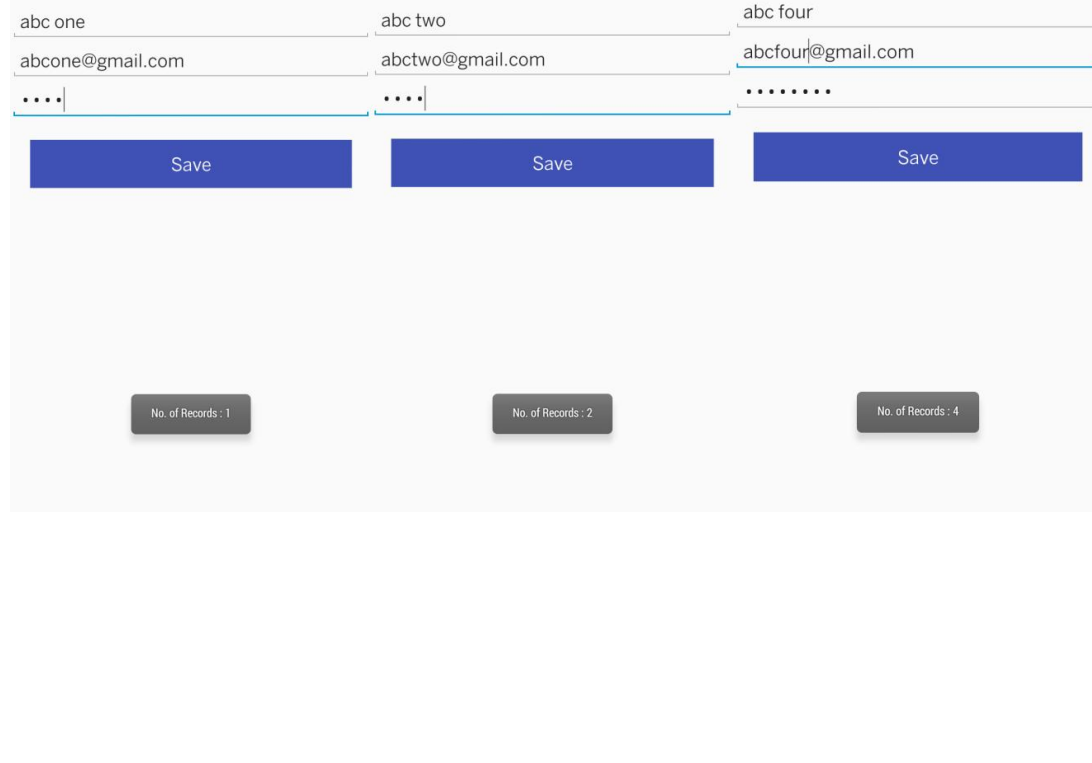
<Button
    android:id="@+id/id_btn_register"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
```



```
android:layout_margin="20dp"  
android:background="@color/colorPrimary"  
android:text="Save"  
android:textColor="#ffffff" />  
</LinearLayout>
```

**Observations**

**Screenshots**







## 13. Student database using SQLite

### Aim :

To create an android application to manage student database using SQLite database.

### Objective

Create an android application to store Students details and manipulate different database operation.

### Problem statement

1. Create a database with name “MyDb” with version “1”
2. Create a student table with id,roll number, name, branch, total Score.
3. Create a screen to allow user to input student details, and store the details to table.
4. List the inserted student details using android listview.
5. Allow user to view the complete details by selecting the item in the list
6. Allow the user to edit or remove the details

### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Procedure

### Source Code

### DataBaseStudent.java

```
import android.content.Context;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;

public class DataBaseStudent extends SQLiteOpenHelper {
    private static final int DATABASE_VERSION = 1;
    private static final String DATABASE_NAME = "student_details";
    public static final String TABLE_STUDENT = "student";
    public static final String KEY_ID = "id";
    public static final String KEY_ROLL_NUMBER = "rollno";
    public static final String KEY_CLASS = "pass";
    public static final String KEY_NAME = "name";
```



```
public static final String KEY_MARK = "mark";

public DataBaseStudent(Context context) {
    super(context, DATABASE_NAME, null, DATABASE_VERSION);
}

@Override
public void onCreate(SQLiteDatabase db) {
    String CREATE_USER_TABLE = "CREATE TABLE " + TABLE_STUDENT + "("
        + KEY_ID + " INTEGER PRIMARY KEY AUTOINCREMENT, " +
KEY_NAME + " TEXT," + KEY_CLASS + " TEXT,"
        + KEY_ROLL_NUMBER + " TEXT," + KEY_MARK + " FLOAT)";
    db.execSQL(CREATE_USER_TABLE);
}

@Override
public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {
}
}
```

StudentHomePage.java

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

public class StudentHomePage extends Activity {
    Button btnAdd, btnView;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_student_home);
        btnAdd = (Button) findViewById(R.id.btnAdd);
        btnView = (Button) findViewById(R.id.btnview);
        btnAdd.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Intent toRegister = new Intent(StudentHomePage.this, StudentRegister.class);
                startActivity(toRegister);
            }
        });
    }
}
```



```
    }  
    });  
    btnView.setOnClickListener(new View.OnClickListener() {  
        @Override  
        public void onClick(View view) {  
            Intent toDetails = new Intent(StudentHomePage.this, ListAllStudentActivity.class);  
            startActivity(toDetails);  
        }  
    });  
    }  
}
```

**activity\_student\_home.xml**

```
<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:orientation="vertical">  
  
    <TextView  
        android:id="@+id/textView2"  
        android:layout_width="match_parent"  
        android:layout_height="wrap_content"  
        android:layout_gravity="center_horizontal"  
        android:background="@color/colorPrimary"  
        android:gravity="center_vertical"  
        android:paddingBottom="15dp"  
        android:paddingLeft="15dp"  
        android:paddingTop="15dp"  
        android:text="Student Manager"  
        android:textColor="#ffffff"  
        android:textSize="20sp" />  
  
    <LinearLayout  
        android:layout_width="match_parent"  
        android:layout_height="match_parent"  
        android:gravity="center"  
        android:orientation="vertical"  
        android:padding="30dp">  
  
    <Button  
        android:id="@+id/btnAdd"  
        android:layout_width="match_parent"
```



```
android:layout_height="wrap_content"
android:layout_marginBottom="15dp"
android:background="@color/colorPrimary"
android:padding="20dp"
android:text="ADD STUDENT"
android:textColor="#ffffff"
android:textSize="20sp" />
<Button
android:id="@+id/btnview"
style="?android:attr/buttonStyleSmall"
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_marginBottom="15dp"
android:background="@color/colorPrimary"
android:padding="20dp"
android:text="VIEW DETAILS"
android:textColor="#ffffff"
android:textSize="20sp" />
</LinearLayout>
</LinearLayout>
```

#### **StudentRegister.java**

```
import android.app.Activity;
import android.content.ContentValues;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

public class StudentRegister extends Activity implements View.OnClickListener {
    private EditText edStRollNo, edStName, edStClass, edStMark;
    private Button btnRegister;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_register);
        edStName = (EditText) findViewById(R.id.id_student_name);
        edStRollNo = (EditText) findViewById(R.id.id_rollno);
```



```
edStClass = (EditText) findViewById(R.id.id_class);
edStMark = (EditText) findViewById(R.id.id_student_mark);
btnRegister = (Button) findViewById(R.id.id_btn_register);
btnRegister.setOnClickListener(this);
}

@Override
public void onClick(View view) {
    registerUser();
}

public void registerUser() {
    String stRollNo, stName, stMark, stClass;
    _stRollNo = edStRollNo.getText().toString();
    _stClass = edStClass.getText().toString();
    _stName = edStName.getText().toString();
    _stMark = edStMark.getText().toString();

    DataBaseStudent objdatabase = new DataBaseStudent(this);
    SQLiteDatabase db = objdatabase.getWritableDatabase();
    Cursor c = db.query(DataBaseStudent.TABLE_STUDENT, null,
        DataBaseStudent.KEY_ROLL_NUMBER + "=?", new String[] { _stRollNo }, null, null,
        null);
    if (c.getCount() != 0) {
        Toast.makeText(StudentRegister.this, "Roll number already exist.",
            Toast.LENGTH_SHORT).show();
    }
    else {
        ContentValues values = new ContentValues();

        values.put(DataBaseStudent.KEY_NAME, stName);
        values.put(DataBaseStudent.KEY_ROLL_NUMBER, stRollNo);
        values.put(DataBaseStudent.KEY_CLASS, stClass);
        values.put(DataBaseStudent.KEY_MARK, Float.parseFloat(stMark));

        long id = db.insert(DataBaseStudent.TABLE_STUDENT, null, values);
        Toast.makeText(StudentRegister.this, "Student details submitted. Count - " + id,
            Toast.LENGTH_SHORT).show();
        edStClass.setText("");
        edStMark.setText("");
        edStName.setText("");
    }
}
```



```
edStrollNo.setText("");  
    }  
    c.close();  
    }  
}
```

**activity\_register.xml**

```
<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
    xmlns:tools="http://schemas.android.com/tools"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:orientation="vertical">  
  
    <TextView  
        android:id="@+id/textView2"  
        android:layout_width="match_parent"  
        android:layout_height="wrap_content"  
        android:layout_gravity="center_horizontal"  
        android:background="@color/colorPrimary"  
        android:gravity="center_vertical"  
        android:paddingBottom="15dp"  
        android:paddingLeft="15dp"  
        android:paddingTop="15dp"  
        android:text="Add Details"  
        android:textColor="#ffffff"  
        android:textSize="20sp" />  
  
    <LinearLayout  
        android:layout_width="match_parent"  
        android:layout_height="wrap_content"  
        android:orientation="vertical"  
        android:padding="20dp">  
  
        <EditText  
            android:id="@+id/id_rollno"  
            android:layout_width="match_parent"  
            android:layout_height="wrap_content"  
            android:ems="10"  
            android:hint="Roll"  
            android:inputType="number" />
```



```
<EditText
    android:id="@+id/id_student_name"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Username"
    android:inputType="textEmailAddress" />

<EditText
    android:id="@+id/id_class"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Branch"
    android:inputType="text" />

<EditText
    android:id="@+id/id_student_mark"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Score"
    android:inputType="number" />

</LinearLayout>

<Button
    android:id="@+id/id_btn_register"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_margin="20dp"
    android:background="@color/colorPrimary"
    android:text="Save"
    android:textColor="#ffffff" />
</LinearLayout>
```

**ListAllStudentActivity.java**

```
import android.app.Activity;
import android.content.Intent;
import android.database.Cursor;
```



```
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.View;
import android.widget.AdapterView;
import android.widget.AdapterView.OnItemClickListener;
import android.widget.ListView;
import android.widget.SimpleAdapter;
import android.widget.Toast;

import java.util.ArrayList;
import java.util.HashMap;

public class ListAllStudentActivity extends Activity {

    private ListView mListView;
    ListAdapter mAdapter;
    ArrayList<HashMap<String, String>> students = new ArrayList<HashMap<String,
String>>();

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_list_all_student);
        mListView = (ListView) findViewById(R.id.listView);
        mListView.setOnItemClickListener(new AdapterView.OnItemClickListener() {
            @Override
            public void onItemClick(AdapterView<?> adapterView, View view, int i, long l) {
                HashMap<String, String> student = students.get(i);
                String rollNumber = student.get("rollno");
                Intent toEdit = new Intent(ListAllStudentActivity.this, EditStudentActivity.class);
                toEdit.putExtra("rollNumber", rollNumber);
                startActivity(toEdit);
            }
        });
    }

    @Override
    protected void onResume() {
        super.onResume();
        getAllDetails();
    }

    private void getAllDetails() {
        students.clear();
    }
}
```





```
DataBaseStudent objdatabase = new DataBaseStudent(this);
SQLiteDatabase db = objdatabase.getReadableDatabase();
Cursor c = db.query(DataBaseStudent.TABLE_STUDENT, null, null, null, null, null,
null);
if (c.getCount() != 0) {

    while (c.moveToNext()) {
        HashMap<String, String> _student = new HashMap<String, String>();
        String studentName =
        c.getString(c.getColumnIndex(DataBaseStudent.KEY_NAME));
        String studentRollNo =
        c.getString(c.getColumnIndex(DataBaseStudent.KEY_ROLL_NUMBER));
        _student.put("name", studentName);
        students.add(_student);
    }

    String[] from = {"name"};
    int[] to = {R.id.id_student_name};
    mAdapter = new SimpleAdapter(ListAllStudentActivity.this, students,
        R.layout.list_items, from, to);
    mListView.setAdapter(mAdapter);

} else {
    Toast.makeText(ListAllStudentActivity.this, "No Details found",
    Toast.LENGTH_SHORT).show();
}
c.close();
}
}
```

**activity\_list\_all\_student.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
```



```
android:orientation="vertical">
```

```
<TextView
    android:id="@+id/textView2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:background="@color/colorPrimary"
    android:gravity="center_vertical"
    android:paddingBottom="15dp"
    android:paddingLeft="15dp"
    android:paddingTop="15dp"
    android:text="Students List"
    android:textColor="#ffffff"
    android:textSize="20sp" />
```

```
<ListView
    android:id="@+id/listView"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:layout_margin="10dp"></ListView>
```

```
</LinearLayout>
```

#### **EditStudentActivity.java**

```
import android.app.Activity;
import android.content.ContentValues;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
```

```
public class EditStudentActivity extends Activity implements View.OnClickListener {
```

```
    private EditText edStRollNo, edStName, edStClass, edStMark;
    private Button btnRegister, btnDelete;
    String rollNumber;
```



+

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_edit);
    rollNumber = getIntent().getStringExtra(getString("rollNumber"));

    edStName = (EditText) findViewById(R.id.id_student_name);
    edStRollNo = (EditText) findViewById(R.id.id_rollno);
    edStClass = (EditText) findViewById(R.id.id_class);
    edStMark = (EditText) findViewById(R.id.id_student_mark);
    btnRegister = (Button) findViewById(R.id.id_btn_register);
    btnDelete = (Button) findViewById(R.id.id_btn_delete);
    btnDelete.setOnClickListener(this);
    btnRegister.setOnClickListener(this);
    getDetails();
}

private void getDetails() {
    DataBaseStudent objdatabase = new DataBaseStudent(this);
    SQLiteDatabase db = objdatabase.getWritableDatabase();
    Cursor c = db.query(DataBaseStudent.TABLE_STUDENT, null,
        DataBaseStudent.KEY_ROLL_NUMBER + "=?", new String[]{rollNumber}, null,
        null, null);
    if (c.getCount() != 0) {
        String Name, Class;
        Float Mark;
        c.moveToFirst();
        Name = c.getString(c.getColumnIndex(DataBaseStudent.KEY_NAME));
        Class = c.getString(c.getColumnIndex(DataBaseStudent.KEY_CLASS));
        Mark = c.getFloat(c.getColumnIndex(DataBaseStudent.KEY_MARK));
        edStName.setText(Name);
        edStMark.setText(Mark + "");
        edStClass.setText(Class);
        edStRollNo.setText(rollNumber);
        edStRollNo.setFocusable(false);
    }

    c.close();
}

@Override
```



```
public void onClick(View view) {
    if (view == btnRegister) {
        registerUser();

    } else if (view == btnDelete) {
        deleteUser();
    }
}

private void deleteUser() {
    DataBaseStudent objdatabase = new DataBaseStudent(this);
    SQLiteDatabase db = objdatabase.getWritableDatabase();
    db.delete(DataBaseStudent.TABLE_STUDENT,
    DataBaseStudent.KEY_ROLL_NUMBER + "=?", new String[]{rollNumber});
    finish();
}

public void registerUser() {
    String _stRollNo, _stName, _stMark, _stClass;
    _stRollNo = edStRollNo.getText().toString();
    _stClass = edStClass.getText().toString();
    _stName = edStName.getText().toString();
    _stMark = edStName.getText().toString();

    DataBaseStudent objdatabase = new DataBaseStudent(this);
    SQLiteDatabase db = objdatabase.getWritableDatabase();
    ContentValues values = new ContentValues();
    values.put(DataBaseStudent.KEY_NAME, _stName);
    values.put(DataBaseStudent.KEY_ROLL_NUMBER, _stRollNo);
    values.put(DataBaseStudent.KEY_CLASS, _stClass);
    values.put(DataBaseStudent.KEY_MARK, _stMark);

    long id = db.update(DataBaseStudent.TABLE_STUDENT, values,
    DataBaseStudent.KEY_ROLL_NUMBER + "=?", new String[]{rollNumber});
    Toast.makeText(EditStudentActivity.this, "User Updated" + id,
    Toast.LENGTH_SHORT).show();
    finish();
}
}
```

**activity\_edit.xml**



```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">

    <TextView
        android:id="@+id/textView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:background="@color/colorPrimary"
        android:gravity="center_vertical"
        android:paddingBottom="15dp"
        android:paddingLeft="15dp"
        android:paddingTop="15dp"
        android:text="Update Details"
        android:textColor="#ffff00"
        android:textSize="20sp" />

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_alignParentStart="true"
        android:orientation="vertical"
        android:padding="16dp">

    <EditText
        android:id="@+id/id_rollno"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:ems="10"
        android:hint="Roll No"
        android:inputType="textPersonName" />

    <EditText
        android:id="@+id/id_student_name"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:ems="10"
        android:hint="Name"
        android:inputType="textEmailAddress" />
```



```
<EditText
    android:id="@+id/id_class"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Branch"
    android:inputType="text" />

<EditText
    android:id="@+id/id_student_mark"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:ems="10"
    android:hint="Score" />

</LinearLayout>

<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    android:padding="20dp"
    android:weightSum="2">

<Button
    android:id="@+id/id_btn_register"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_marginRight="5dp"
    android:layout_weight="1"
    android:background="@color/colorPrimary"
    android:text="Update"
    android:textColor="#ffffff" />

<Button
    android:id="@+id/id_btn_delete"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_marginLeft="5dp"
    android:layout_weight="1"
    android:background="@color/colorPrimary"
```



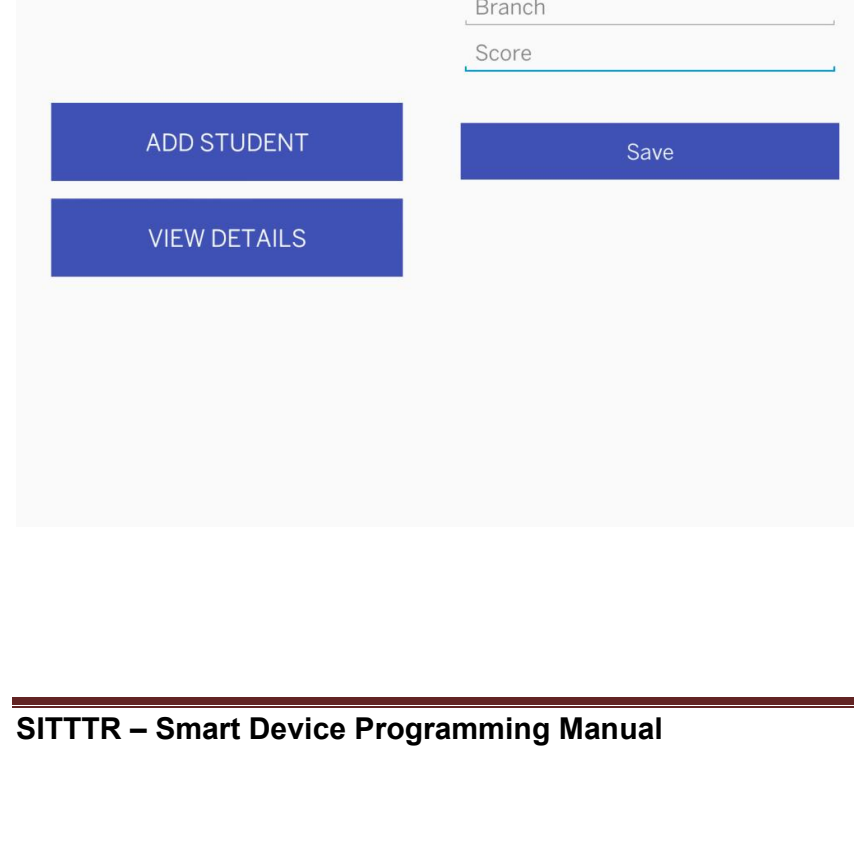
```
android:text="Delete"  
android:textColor="#ffffff" />
```

```
</LinearLayout>  
</LinearLayout>
```

### Observations

### Input-Output

#### Screenshots





9:09 0.02K/s 55% 9:10 0.02K/s 55%

**Add Details** **Students List**

Roll	vishnu
Username	abhin
Branch	vipin
Score	

**Save**

Student details submitted!

9:11 0.02K/s 55%

**Update Details**

4

vipin N

Computer Science

498

**Update** **Delete**



**Sample Questions**





1. Create a library database using SQLite
  - a. Create a screen to allow user to input book details, and store the details to table.
  - b. List the inserted book details using android listview.
  - c. Allow user to view the complete details by selecting the item in the list
  - d. Allow the user to edit or remove the details
  
2. Create a Bank database using SQLite
  - a. Create a screen to allow user to input account holder details, and store the details to table.
  - b. List the inserted details using android listview.
  - c. Allow user to view the complete details by selecting the item in the list
  - d. Allow the user to edit or remove the details

## 14. Create a hello world html5 application

### Aim :

To create an android application to understand integration of html using webview.

### Objective

Create an android application to integrate html using webview.

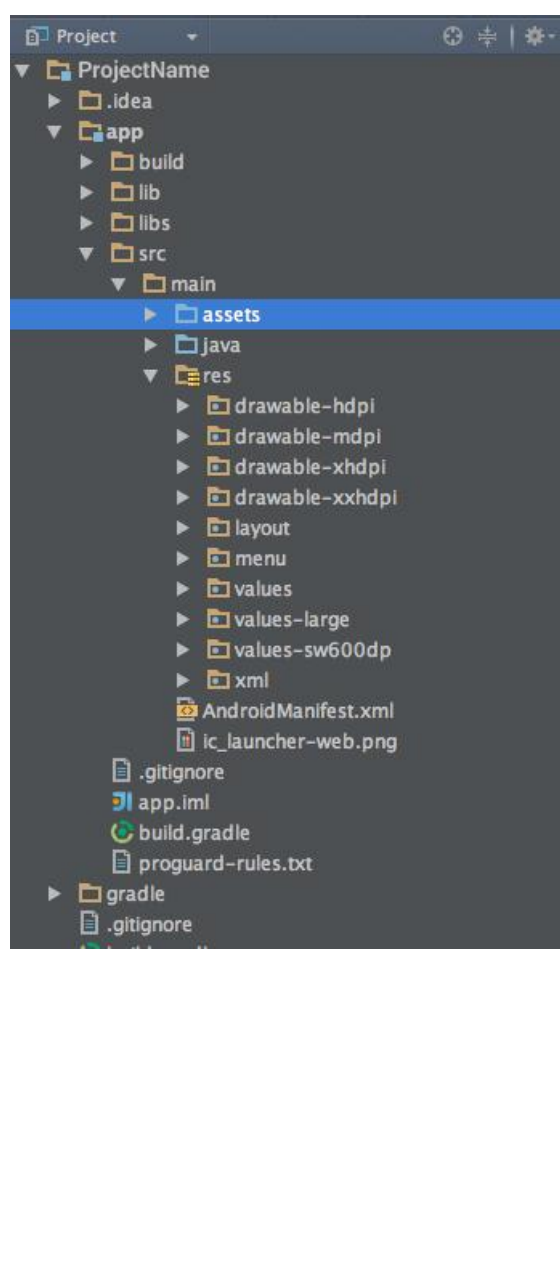
### Apparatus/Tools/Equipments/Components

Android Studio

### Principle/Theory/Flow-chart/Algorithm

### Steps to include html and javascript file in the android project.

- html,javascript,css and other asset files are included in the “assets” folder in the project.
- The path to the assets folder should be:<project>/src/main/assets





### Procedure

#### **helloworld.html**

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>
<b>Hello World</b>
<br>
<br>
Welcome to html5 application development
</body>
</html>
```

#### **WebviewSample.java**

```
import android.app.Activity;
import android.os.Bundle;
import android.webkit.WebSettings;
import android.webkit.WebView;

public class WebviewSample extends Activity {

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

        WebView webView = (WebView) findViewById(R.id.webView2);
        WebSettings webSettings = webView.getSettings();
        webSettings.setBuiltInZoomControls(true);
        webSettings.setJavaScriptEnabled(true);
        webView.loadUrl("file:///android_asset/helloworld.html");
    }
}

activity_webview_sample.xml
```

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



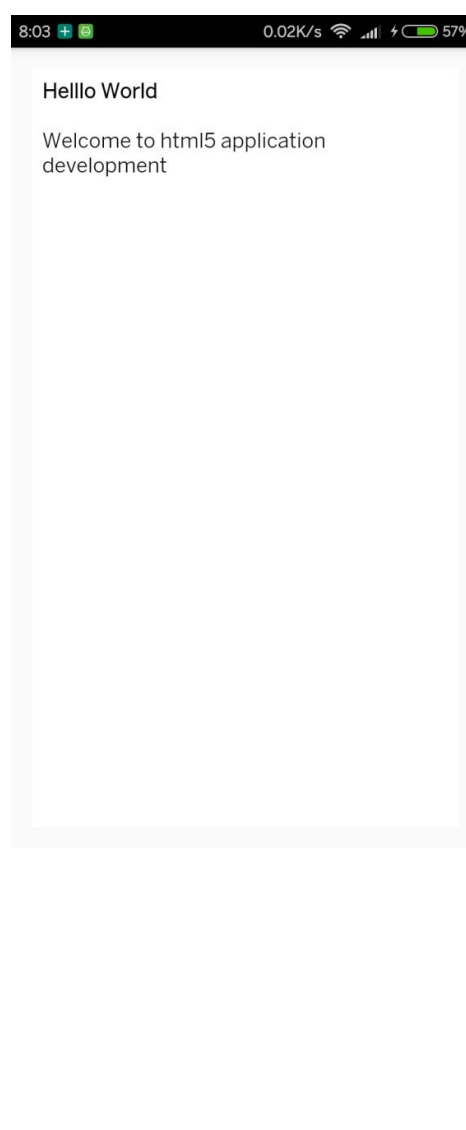
```
xmlns:tools="http://schemas.android.com/tools"  
android:layout_width="match_parent"  
android:padding="16dp">
```

```
<WebView  
    android:id="@+id/webView2"  
    android:layout_height="wrap_content"  
    android:layout_alignParentBottom="true"  
    android:layout_alignParentEnd="true"  
    android:layout_alignParentStart="true"  
    android:layout_alignParentTop="true" />  
</RelativeLayout>
```

#### Observations

#### Input-Output

#### Screenshots



## 15. Digital Bio Data Application using HTML5

**Aim:**

To create a digital bio data android application using html5.

**Objective**

Create an android application using html5 for storing and displaying the Biodata of the user.

**Problem statement**

1. Create a home screen with two options “Add Details “ and “View Details”.



2. Add the following input fields in the add details page first name, last name,email,date of birth dnd blood group.
3. Save all the details using html5 local storage technology.
4. Read all details from local storage and display in 'View Details' screen.

**Apparatus/Tools/Equipments/Components**

Android Studio

**Principle/Theory/Flowchart/Algorithm**

**Procedure**

**Source Code**

**WebviewMain.java**

```
import android.app.Activity;
import android.os.Bundle;
import android.webkit.WebChromeClient;
import android.webkit.WebSettings; import
android.webkit.WebView;

public class WebviewMain extends Activity {

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

        WebView webView = (WebView) findViewById(R.id.webView2);
        WebSettings webSettings = webView.getSettings();
        webSettings.setJavaScriptEnabled(true);//enable javascript
        webSettings.setDomStorageEnabled(true);//Enable local Storage
```



```
webSettings.setBuiltInZoomControls(false);//Disable zoom
webView.setWebChromeClient(new WebChromeClient());//To enable the alert
webView.loadUrl("file:///android_asset/index.html");//Set the initial html file
}
}
```

**activity\_webview\_sample.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <WebView android:id="@+id/webView2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentBottom="true"
        android:layout_alignParentEnd="true"
        android:layout_alignParentStart="true"
        android:layout_alignParentTop="true" />

</RelativeLayout>
```

**index.html**

```
<!DOCTYPE html>
<html>
<head>
    <script type="text/javascript" src="script.js" ></script>
</head>
<body bgcolor="#F39B9B" style="text-align:center;margin-top:50px">
<div id="main_screen" style="margin-top:40%">
    <b>DIGITAL BIO DATA</b>
    <br>
    <br>
    <button style="width:100px;70px" onclick="openRegister()">ADD
</br><DETAILS</button>
    <button style="width:100px;70px" onclick="showHomepage()">VIEW
</br><DETAILS</button>
</div>
```



```
<div id="register_screen" style="display:none">
<b>ADD DETAILS</b>
<br>
<br>Firstname: <br><input id="fname" type="text" name="fname"><br>
<br>Lastname:<br><input id="lname" type="text" name="lname"><br>
<br>Email :<br><input id="email" type="email" name="lname"><br>
<br>Date of Birth:<br><input id="dob" type="date" name="lname"><br>
<br>Blood Group:<br><input id="blood" type="text" name="lname"><br>
<br><input type="submit" value="Cancel" onclick="closeRegistration()">
<input type="submit" value="Submit" onclick="register()">
<br>
<br>
</div>
<div id="home_screen" style="display:none">
hi
</div>
</body>
</html>
```

**script.js**

```
function openRegister() {
var div = document.getElementById(register_screen);
div.style.display = 'block';
var div = document.getElementById(main_screen);
div.style.display = 'none';
}

function closeRegistration() {
var div = document.getElementById(register_screen);
div.style.display = 'none';
var div = document.getElementById(main_screen);
div.style.display = 'block';
}

function register() {
var fname = document.getElementById("fname").value;
```





```

var fName = document.getElementById("fName").value; var
email = document.getElementById("email").value; var dob =
document.getElementById("dob").value;
var blood = document.getElementById("blood").value;

localStorage.setItem("fName",fName);
localStorage.setItem("fName",fName);
localStorage.setItem("email",email);
localStorage.setItem("dob",dob);
localStorage.setItem("blood",blood);
closeRegistration();
alert("Details added Successful")
}

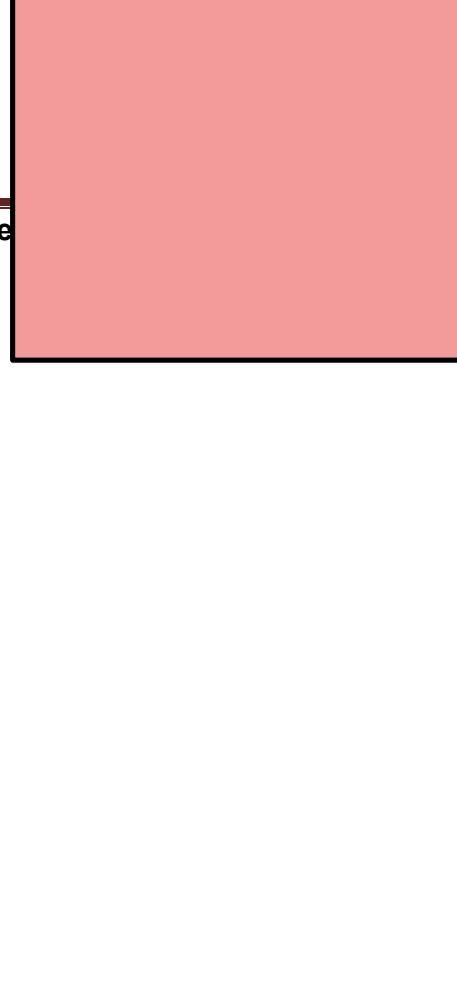
function showHomepage() {
var div = document.getElementById("main_screen");
div.style.display = 'none';
var div = document.getElementById("home_screen");
div.style.display = 'block';
div.innerHTML = "<br><br><b>DIGITAL BIO DATA</b>"
+ "<br><br><b>First Name :</b> " +localStorage.getItem("fName")
+ "<br><br><b>Last Name : </b>" +localStorage.getItem("fName")
+ "<br><br><b>Email : </b>" +localStorage.getItem("email")
+ "<br><br><b>Date of Birth : </b>" +localStorage.getItem("dob")
+ "<br><br><b>Blood Group : </b>" +localStorage.getItem("blood");
}

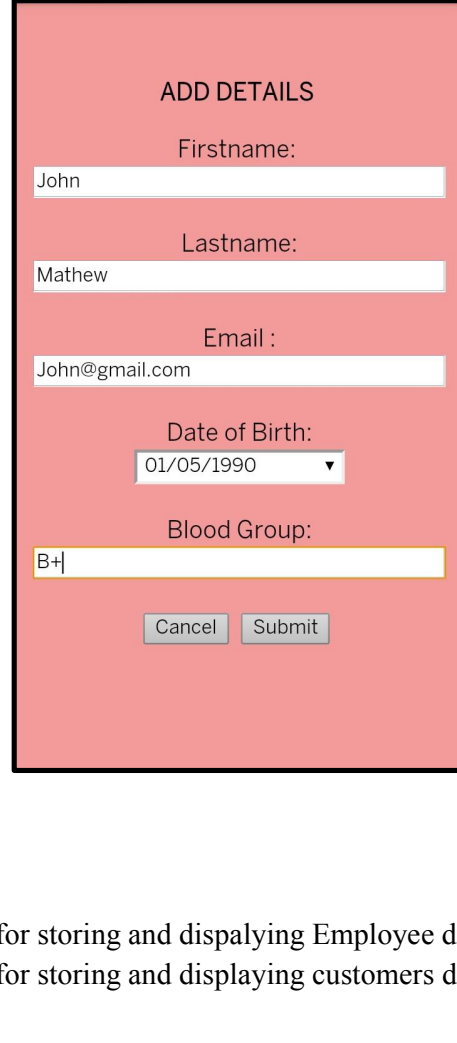
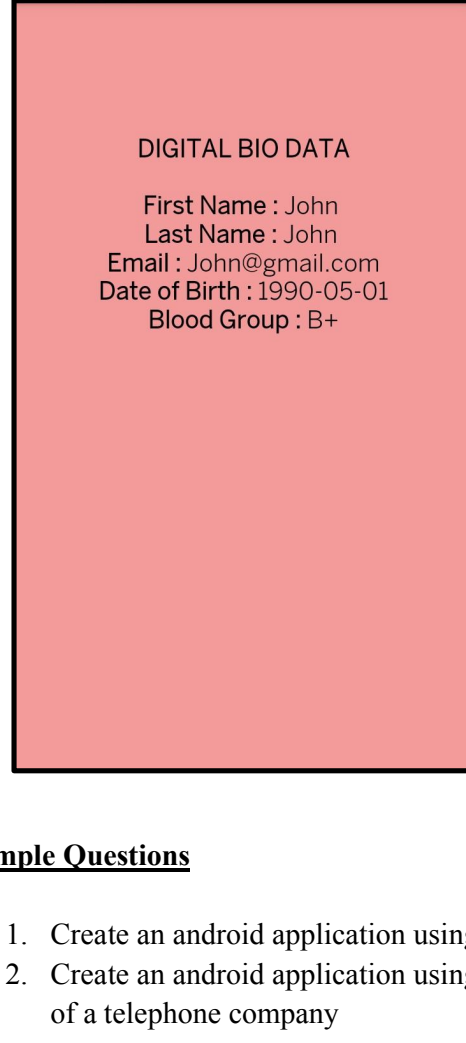
```

**Observations**

**Input-Output**

**Screenshots**





**Sample Questions**

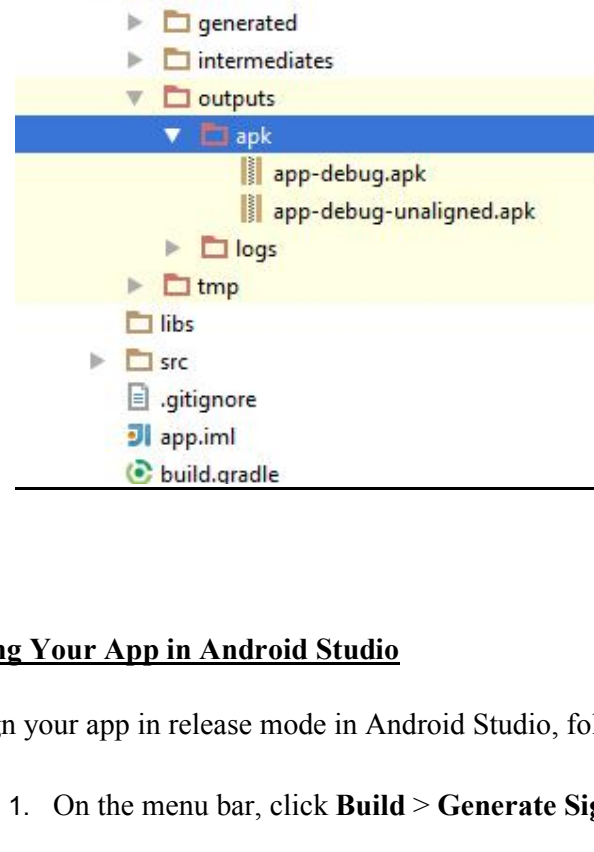
1. Create an android application using html5 for storing and dispalying Employee details
2. Create an android application using html5 for storing and displaying customers details of a telephone company



## Chapter-7

### Installing an application on a mobile device

#### Locating Apk in Android Studio



#### Signing Your App in Android Studio

To sign your app in release mode in Android Studio, follow these steps:

1. On the menu bar, click **Build > Generate Signed APK**.
2. On the *Generate Signed APK Wizard* window, click **Create new** to create a new keystore.
3. If you already have a keystore, go to step 4.



- On the *New Key Store* window, provide the required information as shown in figure 1.
- Your key should be valid for at least 25 years, so you can sign app updates with the same key through the lifespan of your app.

**New Key Store**

Key store path: /home/users/keystores/android.jks

Password: ..... Confirm: .....

Key

Alias: MyAndroidKey

Password: ..... Confirm: .....

Validity (years): 25

Certificate

First and Last Name: FirstName LastName

Organizational Unit: Mobile Development

Organization: MyCompany

City or Locality: MyTown

State or Province: MyState

Country Code (XX): US

OK Cancel

**Figure 1.** Create a new keystore in Android Studio.

- On the *Generate Signed APK Wizard* window, select a keystore, a private key, and enter the passwords for both. Then click **Next**.

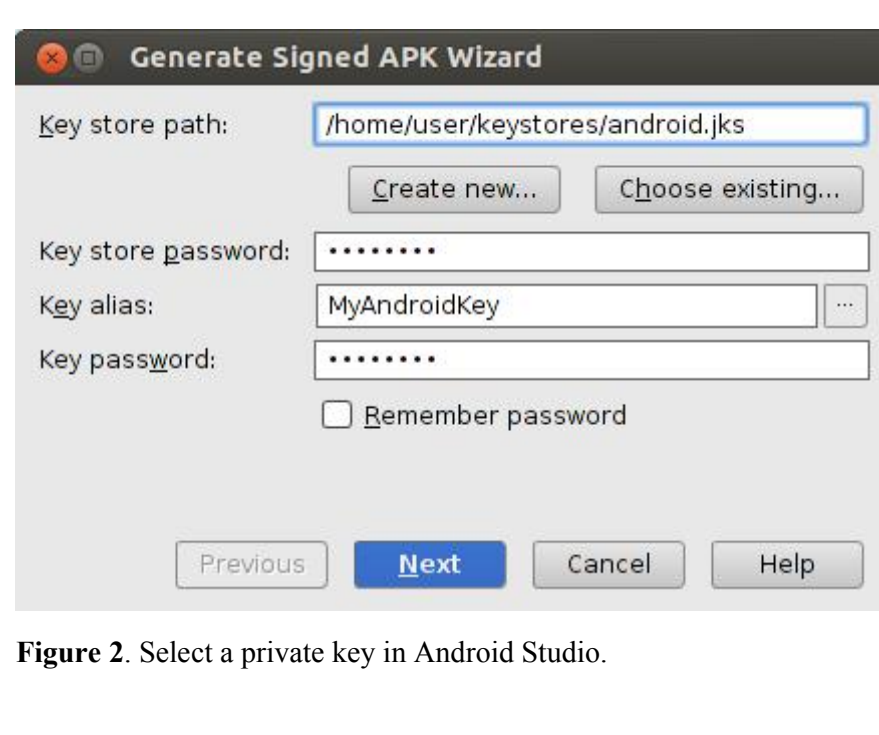


Figure 2. Select a private key in Android Studio.

7. On the next window, select a destination for the signed APK and click **Finish**.

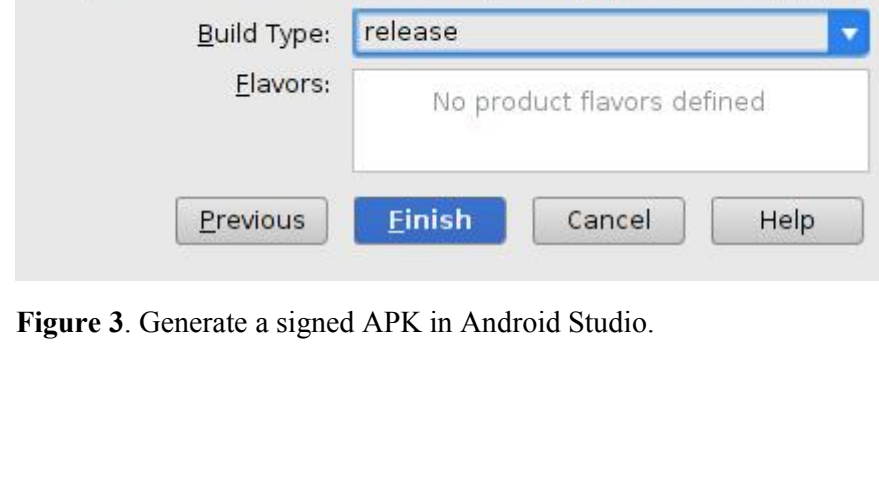


Figure 3. Generate a signed APK in Android Studio.





**COURSE TITLE : SMART DEVICE PROGRAMMING LAB**

**COURSE CODE : 6138**

**COURSE CATEGORY : A**

**PERIODS/WEEK : 5**

**PERIODS/SEMESTER : 75**

**CREDITS : 5**

**General Outcomes:**

1. To install software tools required for mobile technologies
2. To develop simple android applications
3. To design and implement user interfaces
4. To develop applications using data storage
5. To develop mobile applications using HTML 5.0 and JavaScript

**Specific Outcomes:**

- 1.1 Install Android studio
- 1.2 Install android sdk
- 1.3 Configure Android Studio for android
- 1.4 Create android virtual device(Emulator)
  
- 2.1 Create Hello World application
- 2.2 Create activity based applications
- 2.3 Implement programs for linking Activities with intents
- 2.4 Implement for Passing Data to the Target Activity
- 2.5 Implement program for Calling Built-In Applications Using Intents
  
- 3.1 Implement program using UI components
  1. To Create three pages using layout system - Linear Layout, Relative Layout and Table Layout respectively.
  2. To Navigate to these screen from the home page that you created In module 1
  3. Implement country listing simple list view.
  4. Include custom list view.
  5. Include a website inside android application using web view.
- 4.1 Write applications utilising Shared Preferences and file system
  1. Save data using shared preference
  2. To create a application to save data to a file in internal storage.
- 4.1 Write applications utilising database and SQLite commands
  1. To Create a SQLite database and perform query operations.
  2. To Insert data in database table
  3. To Retrieve and display details in screen
- 4.2 Create an android application with login page and a home page
- 4.3 Compile and debug the application.
- 4.4 Install application in emulator .
- 5.1 Design and Develop mobile application using HTML 5.0 and JavaScript
- 5.2 Build HTML 5.0 – android application.
  - Create HTML5 helloworld application.
  - To include use of local storage in HTML5 applications.
- 5.3 Install an application on a mobile device
- 5.4 Generate signed apk for play store submission.



## **References**

1. <http://developer.android.com/training/index.html>
2. Beginning Android Application Development- Wei-Meng Lee- Wrox-First Edition.
3. HTML 5 Mobile Application Development- SAMS publications- Jennifer Kyrmin Jennifer Kyrmin.-First Edition