Android programming          Practical list

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| 1 | Create "hello world" application to display "hello world" in the middle of the screen in the emulator as well as android phone |
| 2 | Create an android app to display various android lifecycle phases. |
| 3 | Create an android app with first activity having edittext and send button. On click of send button, use explicit intent to send the text within edittext to a second activity and displayed within textview |
| 4 | Create an android app with first activity having edittext and send button. On click of send button, use implicit intent that uses send action, and let user select app from app chooser and navigate to that application. |
| 5 | Create a calculator app that performs addition, subtraction, division and multilpication operation on numbers. |
| 6 | Create a spinner application with strings taken from resource directory res/values/strings.xml and on changing the spinner value, image will change. Image is saved in the drawable directory. |
| 7 | Create an app that uses radiobutton group which calculates discount on shopping bill amount. Use ediitext to enter bill amount and select one of three radio buttons to determine a discount for 10, 15, or 20 percent.the discount is calculated upon selection of one of the buttons and displayed in a textview control. |
| 8 | Create an app that uses radiobutton group of all courses in your college. On selecting one of the buttons, the TIC of that course should be displayed in a textview control at the bottom of the screen. |
| 9 | Create an application that uses checkbox for construction of a shopping list so the user can check off items as they are picked up. The checked items should be displayed in a textview control. |
| 10 | Create a login application to verify username and password. Create a registration page to register a user. On successful login, "welcome user" should appear as a pop-up message. |
| 11 | Create a login application to verify username and password.  On successful login, redirect to another activity that has a textview to display "welcome user"  with logout button. On click of logout button, a dialog should appear with ok and cancel buttons. On click of oK button, go back to the login activity and on click of cancel button, stay on the same activity. |
| 12 | Create a menu with 5 options. The selected option should appear in the textbox. |
| 13 | Use linear layout to create a simple application that will take the contents of a predefined textview and use a button to cause the application to take that text, convert it to uppercase, and display it in an edittext field |
| 14 | When working with edittext controls on the screen, create an application to respond to a particular keystroke rather than requiring the user to touch a button using keyevent. |
| 15 | Create an application that uses tablelayout with textview, edittext and buttons. Also, create ur own styles.xml file within res/values directory, to style text of textview control. |
| 16 | Create an application to perform the operations of create, insert, delete, view and update, using sqlite database. |
| 17 | Create an app to display 3 button controls vertically aligned. On selecting a button, the color of the screen will change. |