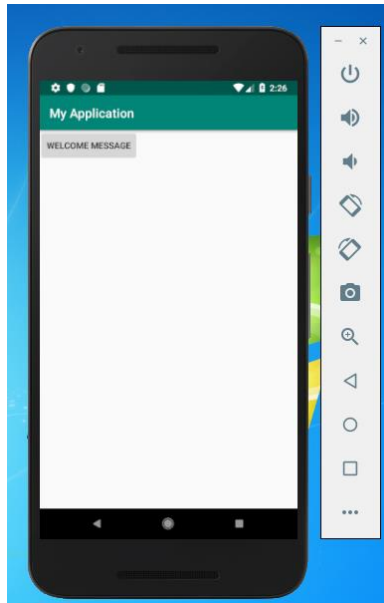


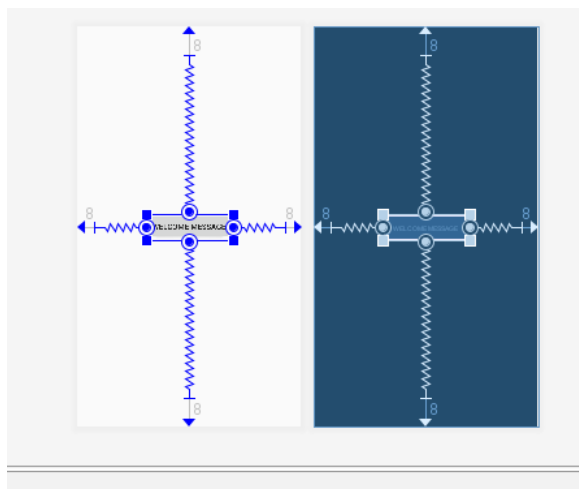
In the previous lecture, you learned the basic codes in Kotlin programming language. In this lecture, we are going to use those codes along with the other codes to design our first apps. Let's create a new project (Empty Activity) and name it Toast.

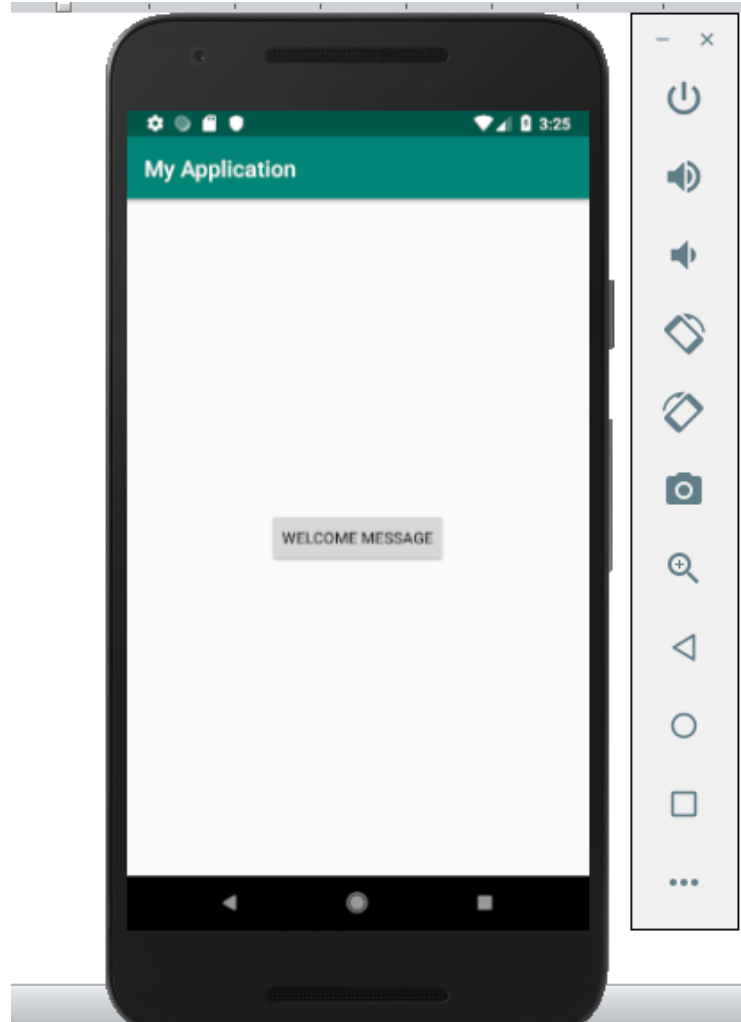
1. Toast: **Toast** in **Android** is used to display a piece of text (pop up message) for a short span of time. When **Toast** is made, the piece of text appears on the screen, stays there on the screen for about **2** or **3** to **5** seconds and disappears.

a. example: Add a button, change the text to “**welcome message**”.



b. Adjust the position of the button.





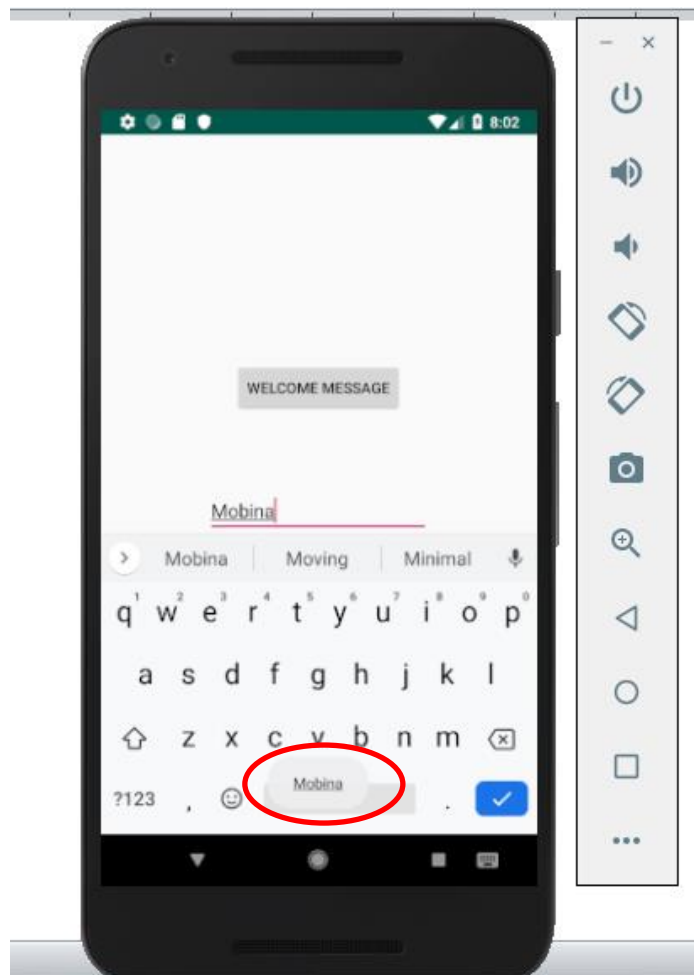
ButtonID.setOnClickListener {	→ When button clicked
Toast.makeText(this ,	→ create a message on the (this) current page
"Welcome to android studio" ,	→ message to display
Toast.LENGTH_LONG OR Toast.LENGTH_SHORT	→ duration of displaying the message
.show()	→ Display the message

2. Edit Text /Plain text: In android, **EditText** is a user interface control which is used to allow the user to enter or modify the text. While using **EditText** control in our android applications, we need to specify the type of data the text field can accept using **inputType** attribute.

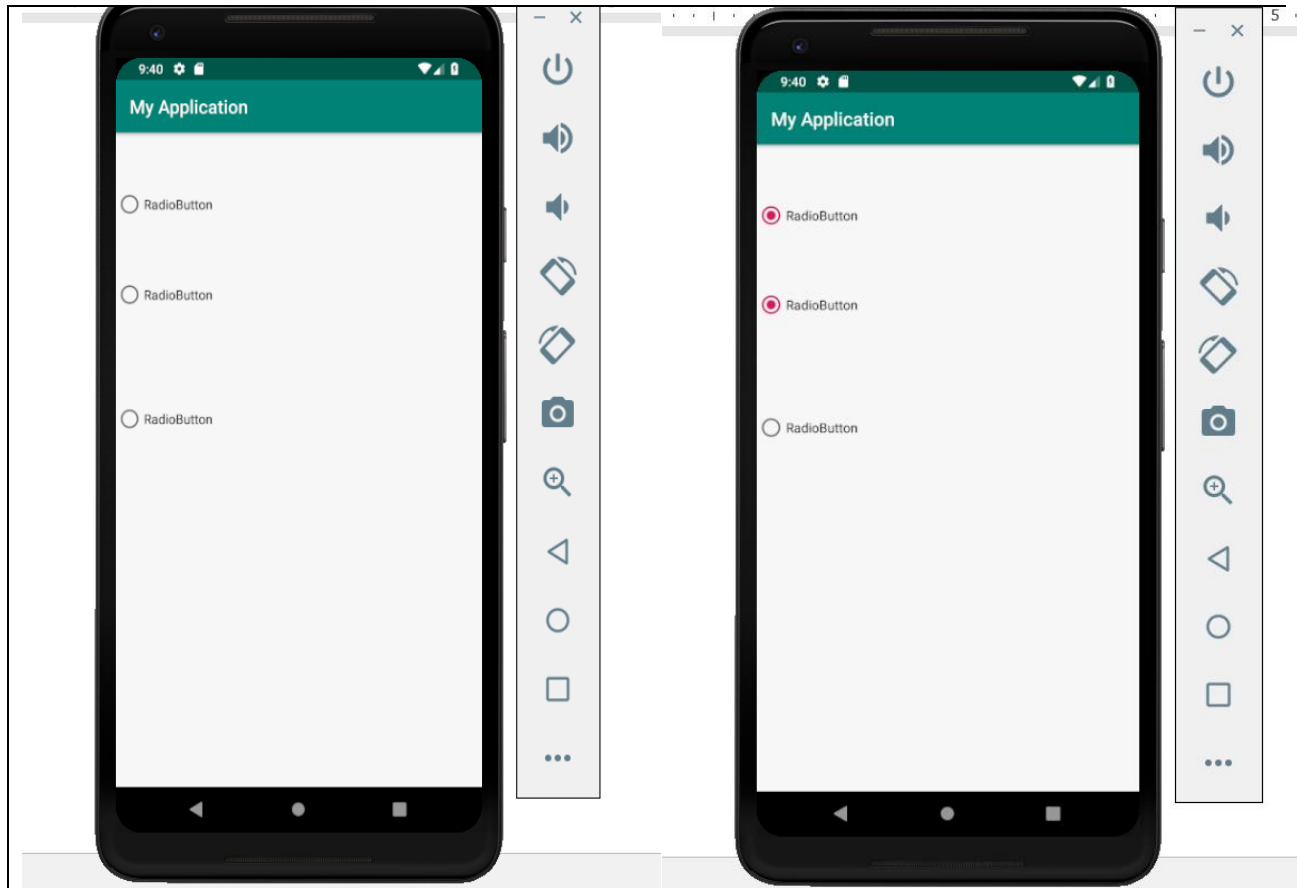
- a.** For example, if it accepts **plain text**, then we need to specify the inputType as “**text**”.
- b.** In case if **EditText** field is for the **password**, then we need to specify the inputType as “**textPassword**”.
- c.** In android, **EditText** control is an extended version of **TextView** control with additional features and it is used to allow users to enter input values.

edittextID.text	→ Read the text from edit text
Ex: var name = edittextID.text	→ You can assign the entered text into a variable

- d. **exercise:** Create a new project, add a button and a plain text, write a program to get the user' name and show it in the toast message when button clicked.

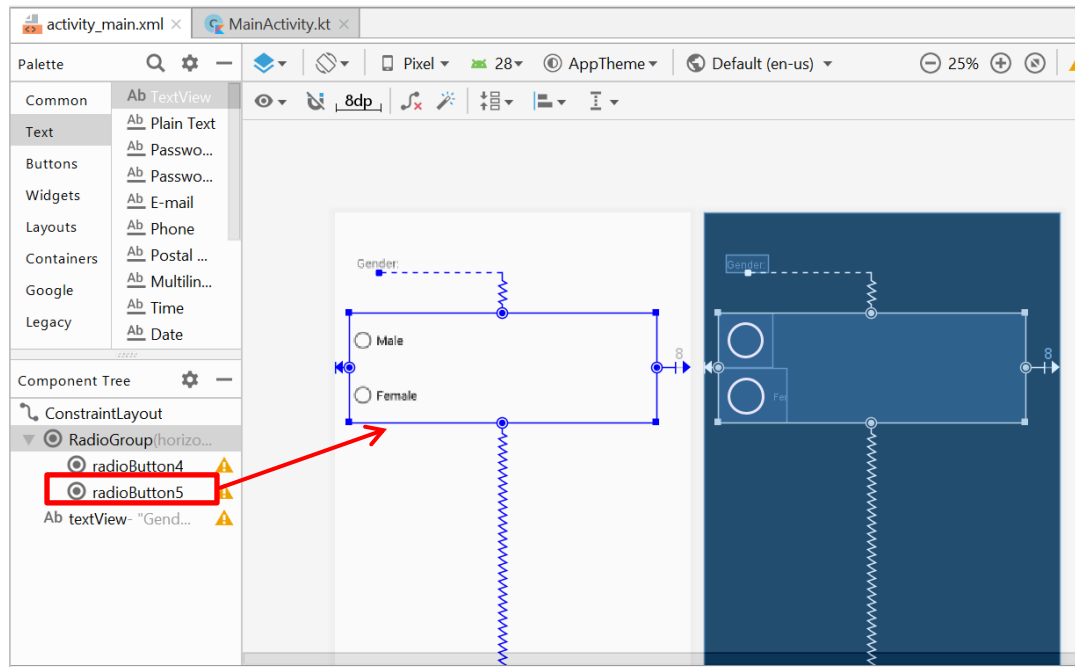


- 3. Radio Button:** In android studio, the **Radio button** is a widget which can have more than option to choose from and the user can choose only one option at a time.

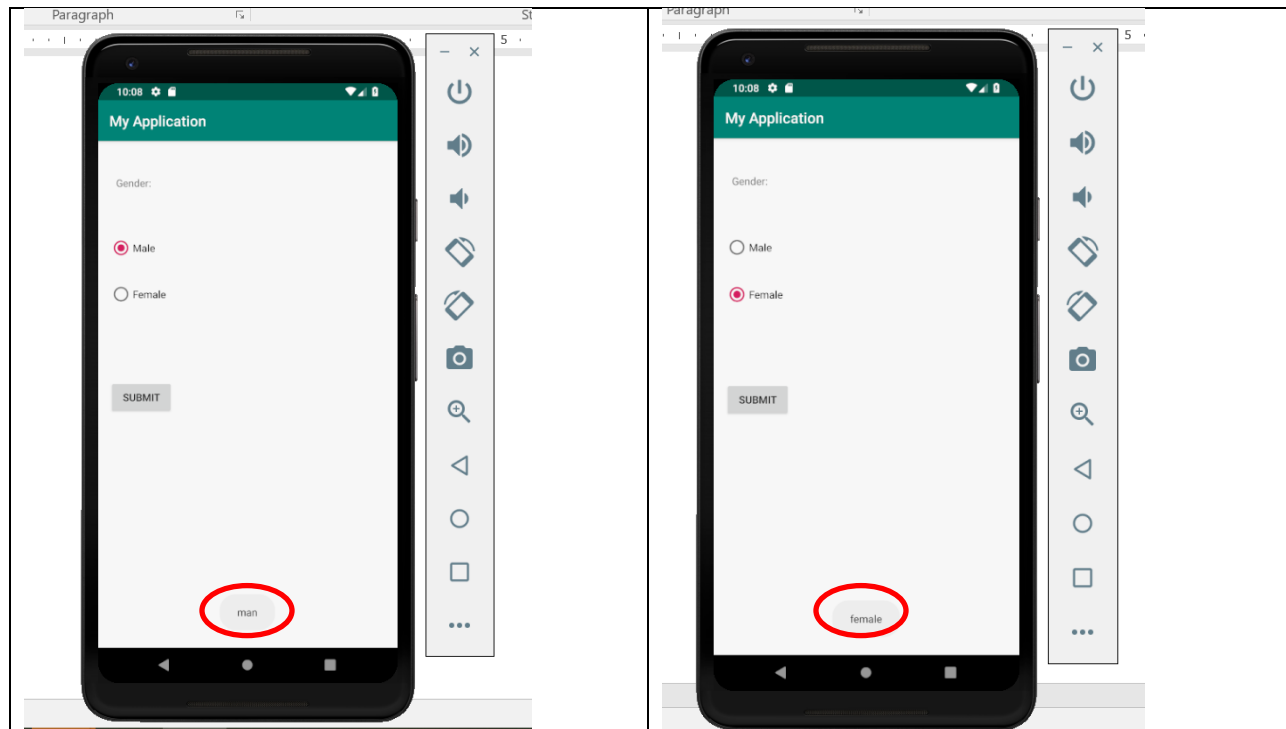


- a. Radio buttons** can be grouped by **android.widget.RadioGroup**.
- b.** If RadioButtons are in a group, when **one** RadioButton within a group is **selected**, all others are automatically **deselected**.

- c. example:** In this activity, user required to select an option to specify the gender, therefore we used Radio Group, drag two radio buttons in the radio group.



Output:

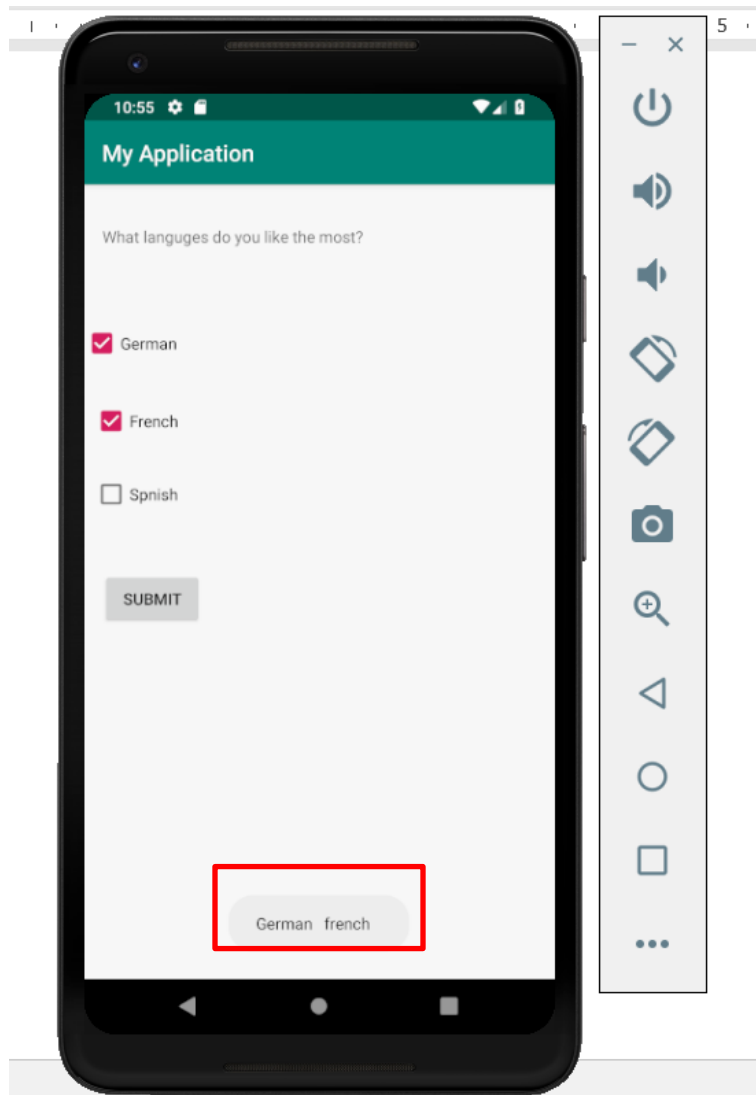


HINT CODE:

```
submit.setOnClickListener {  
    var result=""  
    if (man.isChecked == true)  
        result="man"  
    else if(women.isChecked==true)  
        result="female"  
    Toast.makeText(this, result,Toast.LENGTH_LONG).show()  
}
```

Exercise: Design an app to show different languages using the checkbox (English, French, German, Spanish), create a toast message to show the selected checkbox. (more than one option can be selected).

Output sample :



Sample Solution:

```
submit.setOnClickListener {  
    var result=""  
    if (german.isChecked == true)  
        result="German "  
  
    if(spanish.isChecked==true)  
        result+="spanish "  
  
    if(french.isChecked==true)  
        result+="french "  
  
    Toast.makeText(this, result ,Toast.LENGTH_LONG).show()  
}
```