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COMPUTER SCIENCE & ENGINEERING

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Experiment-10

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AIM : Create an Android application for user registration that stores the user details in a database table.

Step by Step Implementation

Step 1: Create a New Project

To create a new project in Android Studio please refer to [How to Create/Start a New Project in Android Studio](#). Note that select Java as the programming language.

Step 2: Adding permissions to access the storage in the AndroidManifest.xml file

Navigate to the app > AndroidManifest.xml and add the below code to it.

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

Step 3: Working with the activity_main.xml file

Navigate to the app > res > layout > activity_main.xml and add the below code to that file. Below is the code for the activity_main.xml file.

```
<?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"  
tools:context=".MainActivity">
```

```
    <!--Edit text to enter course name-->
```

```
    <EditText android:id="@+id/idEdtCourseName"
```

```
android:layout_width="match_parent" android:layout_height="wrap_content"  
android:layout_margin="10dp" android:hint="Enter course Name" />
```

```
    <!--edit text to enter course duration-->
```

```
    <EditText android:id="@+id/idEdtCourseDuration"
```



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

```
android:layout_height="wrap_content" android:layout_margin="10dp" android:hint="Enter  
Course Duration" />
```

```
<!--edit text to display course tracks-->
```

```
<EditText android:id="@+id/idEdtCourseTracks"
```

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

```
android:layout_height="wrap_content" android:layout_margin="10dp" android:hint="Enter  
Course Tracks" />
```

```
<!--edit text for course description-->
```

```
<EditText android:id="@+id/idEdtCourseDescription"
```

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

```
android:layout_height="wrap_content" android:layout_margin="10dp"
```

```
android:hint="Enter Course Description" />
```

```
<!--button for adding new course-->
```

```
<Button android:id="@+id/idBtnAddCourse"
```

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

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

```
android:layout_margin="10dp" android:text="Add
```

```
Course" android:textAllCaps="false" />
```

```
</LinearLayout>
```

Step 4: Creating a new Java class for performing SQLite operations Navigate to the app > java > your app's package name > Right-click on it > New > Java class and name it as DBHandler and add the below code to it. Comments are added inside the code to understand the code in more detail.

```
//Java code import android.content.ContentValues; import
```

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

```
android.database.sqlite.SQLiteOpenHelper; public class DBHandler extends
```

```
SQLiteOpenHelper {
```

```
    // creating a constant variables for our database.
```

```
    // below variable is for our database name.
```



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```
private static final String DB_NAME = "coursedb";

// below int is our database version private static final int
DB_VERSION = 1;

// below variable is for our table name. private static final String
TABLE_NAME = "mycourses";

// below variable is for our id column.
private static final String ID_COL = "id";

// below variable is for our course name column private
static final String NAME_COL = "name";

// below variable id for our course duration column.
private static final String DURATION_COL = "duration";

// below variable for our course description column.
private static final String DESCRIPTION_COL = "description";

// below variable is for our course tracks column.
private static final String TRACKS_COL = "tracks";

// creating a constructor for our database handler. public
DBHandler(Context context) { super(context,
    DB_NAME, null, DB_VERSION);
}
// below method is for creating a database by running a sqlite query @Override
public void onCreate(SQLiteDatabase db) {
    // on below line we are creating
    // an sqlite query and we are
    // setting our column names // along
    // with their data types.
    String query = "CREATE TABLE " + TABLE_NAME + " ("
```



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```
+ ID_COL + " INTEGER PRIMARY KEY
AUTOINCREMENT, "
+ NAME_COL + " TEXT,"
+ DURATION_COL + " TEXT,"
+ DESCRIPTION_COL + " TEXT," +
TRACKS_COL + " TEXT)";

// at last we are calling a exec sql
// method to execute above sql query db.execSQL(query);
}
// this method is use to add new course to our sqlite database.
public void addNewCourse(String courseName, String courseDuration, String
courseDescription, String courseTracks) {

// on below line we are creating a variable for // our
sqlite database and calling writable method // as we are writing data
in our database.

SQLiteDatabase db = this.getWritableDatabase();

// on below line we are creating a //
variable for content values.

ContentValues values = new ContentValues();

// on below line we are passing all values // along with its key and value pair.
values.put(NAME_COL, courseName); values.put(DURATION_COL, courseDuration);
values.put(DESCRIPTION_COL, courseDescription); values.put(TRACKS_COL, courseTracks);

// after adding all values we are passing // content
values to our table.

db.insert(TABLE_NAME, null, values);

// at last we are closing our // database after
adding database.

db.close();
}
```



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@Override

```
public void onUpgrade(SQLiteDatabase db, int oldVersion, int
newVersion) {
    // this method is called to check if the table exists already.
    db.execSQL("DROP TABLE IF EXISTS " + TABLE_NAME); onCreate(db);
}
}
```

Step 5: Working with the MainActivity.java file

Go to the MainActivity.java file and refer to the following code. Below is the code for the MainActivity.java file. Comments are added inside the code to understand the code in more detail.

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

```
import android.widget.Toast; import
```

```
androidx.appcompat.app.AppCompatActivity; public class
```

```
MainActivity extends AppCompatActivity { // creating variables for our
```

```
edittext, button and dbhandler
```

```
private
```

```
EditText courseNameEdt, courseTracksEdt, courseDurationEdt,
courseDescriptionEdt; private Button addCourseBtn; private DBHelper
dbHandler;
```

```
@Override
```

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

```
super.onCreate(savedInstanceState); setContentView(R.layout.activity_main);
```

```
// initializing all our variables.
```

```
courseNameEdt = findViewById(R.id.idEdtCourseName); courseTracksEdt
= findViewById(R.id.idEdtCourseTracks);
```



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```
courseDurationEdt = findViewById(R.id.idEdtCourseDuration);
courseDescriptionEdt =
findViewById(R.id.idEdtCourseDescription); addCourseBtn =
findViewById(R.id.idBtnAddCourse);

// creating a new dbhandler class // and
passing our context to it.

dbHandler = new DBHandler(MainActivity.this);

// below line is to add on click listener for our add course button.
addCourseBtn.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {

        // below line is to get data from all edit text fields.
        String courseName =
courseNameEdt.getText().toString();

        String courseTracks =
courseTracksEdt.getText().toString();

        String courseDuration =
courseDurationEdt.getText().toString();

        String courseDescription =
courseDescriptionEdt.getText().toString();

        // validating if the text fields are empty or not.
        if (courseName.isEmpty() && courseTracks.isEmpty()
&& courseDuration.isEmpty() && courseDescription.isEmpty()) {

            Toast.makeText(MainActivity.this, "Please enter
all the data..", Toast.LENGTH_SHORT).show(); return; }

        // on below line we are calling a method to add new // course
to sqlite data and pass all our values to it.

        dbHandler.addNewCourse(courseName,
```



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```
courseDuration, courseDescription, courseTracks);
```

```
        // after adding the data we are displaying a toast  
message.
```

```
        Toast.makeText(MainActivity.this, "Course has been added.",  
Toast.LENGTH_SHORT).show(); courseNameEdt.setText(""); courseDurationEdt.setText("");  
courseTracksEdt.setText("");  
courseDescriptionEdt.setText(""); }  
    });  
}}
```

OUTPUT :

The screenshot shows the GFG App interface. At the top, there is a green header with the text "GFG App". Below the header, there are four text input fields with the following labels: "Enter course Name", "Enter Course Duration", "Enter Course Tracks", and "Enter Course Description". At the bottom of the form, there is a green button with the text "Add Course". The status bar at the top of the screen shows the time as 10:10 AM, the data speed as 2.0KB/s, and the battery level as 37%.



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