

* Explain Web View with example.

=> A Web view in Android Studio is a view that displays web pages or web content within your android application.

WebView is a subclass of the Android view class and provides method to load and display web content.

For access the internet, we need to add the Internet permission in 'AndroidManifest.xml' File.

<uses-permission

```
android:name="android.permission.  
INTERNET" />
```

In activity_main.xml File, we have to add the WebView element to display web content.

=> Example:

-> activity-main.xml:

```
<RelativeLayout
    >
    <WebView
        android:id="@+id/webView"
        android:layout-width="match-parent"
        android:layout-height="match-parent"
    />
</RelativeLayout>
```

-> MainActivity.java:

```
public class MainActivity extends
    AppCompatActivity
{
    protected void onCreate()
    {
        webView = findViewById(R.id.
            webView);
        private WebView webView;

        webView.getSettings().set
            JavaScriptEnabled(true);

        webView.loadUrl("https://thebrain
            spot.in");
    }
}
```


* Explain List view with example.

=> ListView is a widely used component in Android for displaying a scrollable list for item.

ListView efficiently manages memory by recycling views as they scroll off the screen.

For Display Item in Application, We have to create list_item.xml file.

In activity_main.xml file, we have to add ListView element.

=> Example:

-> activity_main.xml:

```
<RelativeLayout
```

```
>
```

```
<ListView
```

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

```
    android:layout-width="match-parent"
```

```
    android:layout-height="match-parent" />
```

```
</RelativeLayout>
```

-> ~~list~~ view list_item.xml:

<TextView

```
xmlns:android="http://schemas.android.com/apk/res/android"
android:id="@+id/itemtv"
android:layout_width="match_parent"
android:layout_height="match_content"
```

>

-> MainActivity.java:

```
public class MainActivity extends AppCompatActivity
```

```
{
```

```
    private ListView LV;
```

```
    protected void onCreate()
```

```
{
```

```
        LV = findViewById(R.id.lv);
```

```
        String[] items = {"Item 1", "Item 2", "Item 3", "Item 4", "Item 5"};
```

```
        ArrayAdapter<String> adapter = new ArrayAdapter<>(this, android.R.layout.simple_list_item_1, items);
```



```
LV.setAdapter(Adapter);
```

```
}
```

```
}
```

* Explain RecyclerView with example.

=> RecyclerView efficiently recycles items views as they scroll off the screen.

RecyclerView used to reducing memory usage and improving performance.

RecyclerView used to enhancing the user experience and visual appeal.

In 'activity_main.xml' File, we have to add RecyclerView element.

Using RecyclerView, we can add item in Android Application.

=> Example :

-> activity-main.xml :

```
<androidx.recyclerview.widget.  
RecyclerView
```

```
    android:id="@+id/rv"  
    android:layout_width="match-parent"  
    android:layout_height="match-content"
```

```
 />
```

-> MainActivity.java :

```
public class MainActivity extends  
AppCompatActivity
```

```
{
```

```
    private RecyclerView RV;
```

```
    protected void onCreate()
```

```
{
```

```
        RV = findViewById(R.id.rv);
```

```
        RV.setLayoutManager(new  
            LinearLayoutManager(this));
```

```
        String[] items = {"Item 1", "Item 2",  
            "Item 3"};
```



```
RV.setAdapter(new
    ArrayAdapter<>(this,
        android.R.layout.simple_list_
            item_1, items));
```

}

}

* Explain Spinner with example.

=> The Spinner in Android is used to create a dropdown list of item from which the user can select one.

It is commonly used for selecting options or choices in forms.

For use of Spinner, we have to add one spinner element in activity-main.xml file.

=> Example:

-> activity-main.xml:

```
<RelativeLayout
```

}

```
<Spinner
```

```

        android:id="@+id/spi"
        android:entries="@array/sp_item"
    />

```

```

</RelativeLayout>

```

-> Strings.xml:

```

<resources>

```

```

    <string-array name="sp_item">
        <item>Item 1</item>
        <item>Item 2</item>
    </string-array>

```

```

</resources>

```

-> Main Activity.xml:

```

public class MainActivity extends
    AppCompatActivity

```

```

{
    protected void onCreate()

```

```

    {
        Spinner spinner = findViewById
            (R.id.spi);

```

```

        ArrayAdapter<CharSequence>

```

```

        adapter = ArrayAdapter.create

```



```
FromResource<this, R.array.
```

```
sp_item, android.R.layout.simple  
sp_item);
```

```
adapter.setDropDownViewResource  
(android.R.layout.simple_spinner  
dropdown_item);
```

```
spinner.setOnItemSelectedListener  
(new AdapterView.OnItemClickListener  
SelectedListener())
```

```
{
```

```
public void onItemClick  
(AdapterView<?> parent,  
View view, int position,  
long id)
```

```
{
```

```
String selecteditem =  
parent.getItemAtPosition  
(position).toString();
```

```
Toast.makeText<this,  
selecteditem, Toast.  
LENGTH_SHORT>.show();
```

```
}
```

```
});
```

```
}
```

* Create Android App to play Audio and Video File.

```
=> public class MainActivity extends
    AppCompatActivity
```

```
    private MediaPlayer mp;
    private VideoPlayer video;
```

```
    protected void onCreate()
    {
```

```
        Button ab = findViewById(R.id.
            AB);
```

```
        Button vb = findViewById(R.id.
            VB);
```

```
        mp = MediaPlayer.create(this,
            R.raw.audio File);
```

```
        video = findViewById(R.id. VB);
```

```
        video.setVideoURI(Uri.parse
            ("android.resource://" +
            getPackageName() + R.raw.
            video File));
```

```
        ab.setOnClickListener(new
            View.OnClickListener()
            {
```

```
            public void onClick(View v)
            {
```



```

    ↵
    if (mp.isPlaying())
        mp.pause();
        mp.seekTo(0);
    else
        mp.start();
    }
}
});

```

```

vb.setOnClickListener(new
View.OnClickListener()

```

```

    ↵
    public void onClick (View v)
    ↵
        vb
        if (mp.isPlaying())
            mp.pause();
            mp.seekTo(0);
        else
            vb
            mp.start();
        }
    }
});

```

```

}

```