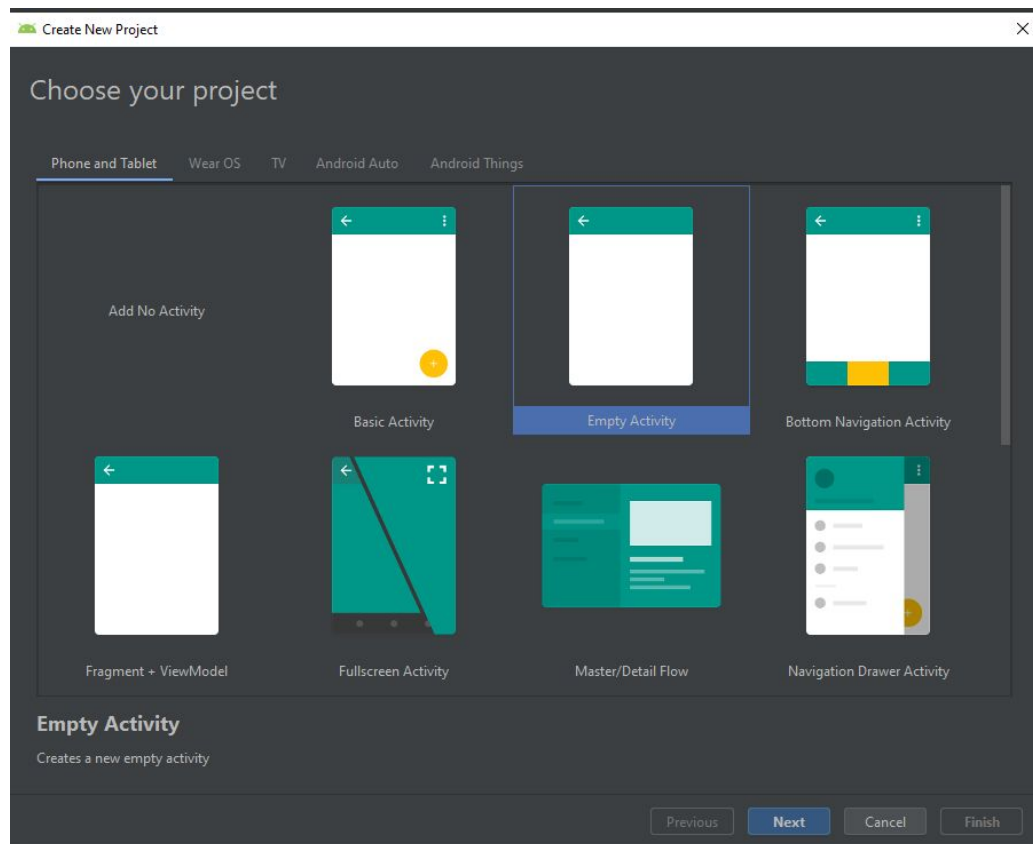
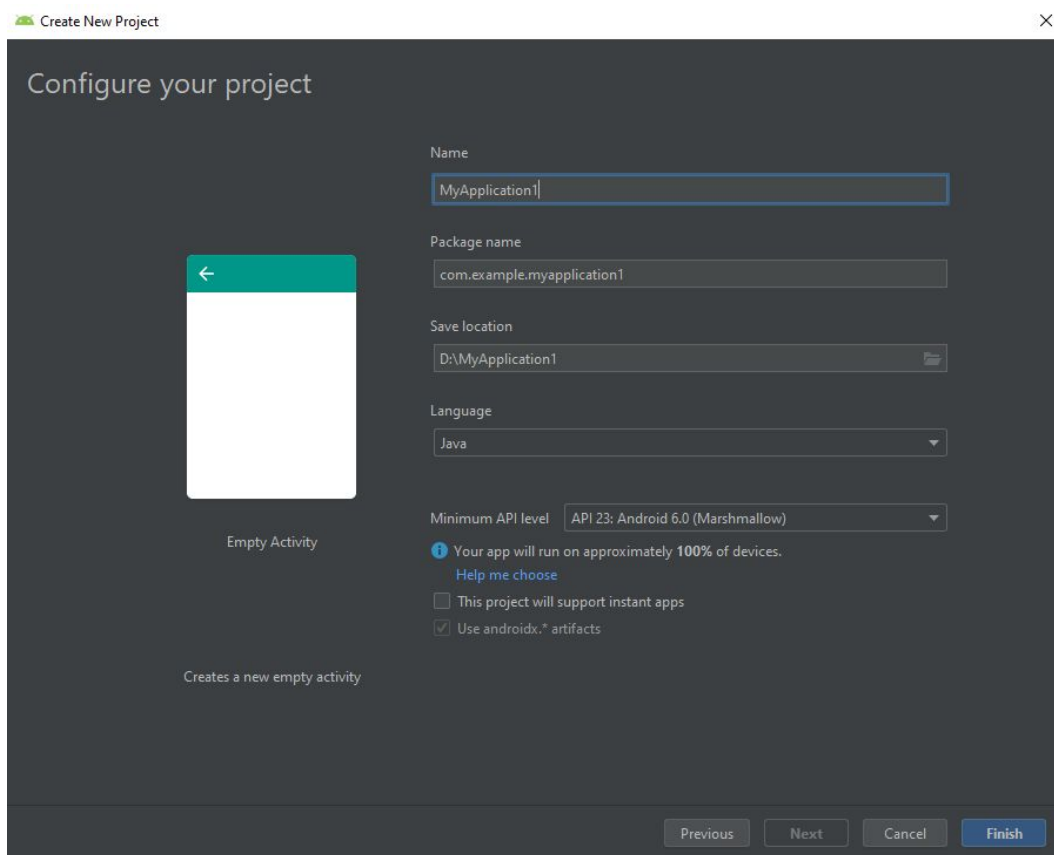


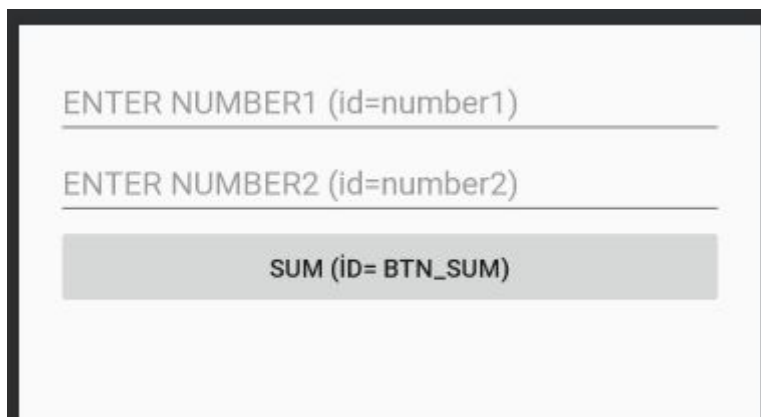
First we have to create a new project.



You can only use English and few selected Special characters (like " _ " this one) for the Name and Save Location of your project.



We are going to do the program's design page as seen under this sentence.
(xml page)



We have to add "layout(vertical)" first to do this, after adding that then we need to add 2 numbers from the section called "Text" and after that we need to add a "Button" from the section called "common" under it in to the "layout(vertical)" section and a "TextView" from the **Text** menu (you can find the "layout(vertical)" section on down left screen you have to add all items inside of it).

After doing those you can change every specs of the items you've added like their id numbers (the names of the added things that only the programmer sees), the space between the items (Margin)

and it's content (the words that are inside of the item) etc. If you want to make your design look exactly like on the shown picture above and work perfectly with the code below you have to change it's id numbers, content and add hints (to be able to make those gray sentences, also those gray sentences will be gone when you type something in those places) as seen on the above picture. You can also find the id numbers and contents of the items you have to change for the each item on the above picture. To be honest learning programming is kinda hard by only reading but that's why we are here, right ? ;)

Program's Java code(You can copy and paste it to the page called MainActivity.java).

```
package com.example.sum;

import androidx.appcompat.app.AppCompatActivity;

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

public class MainActivity extends AppCompatActivity {

    EditText java_number1,java_number2;
    Button java_btn_sum;
    TextView java_result;
    Double java_sum;

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

        java_number1=findViewById(R.id.number1);
        java_number2=findViewById(R.id.number2);
        java_btn_sum=findViewById(R.id.btn_islem);
        java_result=findViewById(R.id.result);

        java_btn_sum.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {

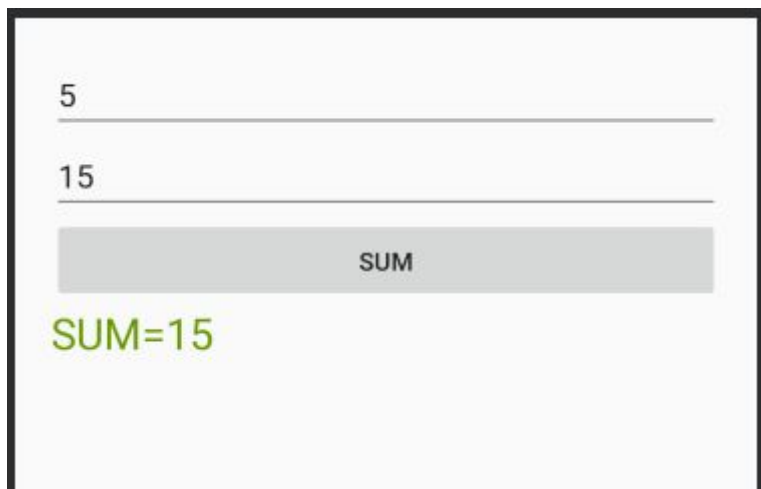
                java_sum=Double.parseDouble(java_number1.getText().toString())+
```

```
Double.parseDouble(java_number2.getText().toString());
    java_result.setText("Sum="+java_sum);

    }
});

}
}
```

At last we are going to run the program. Run key shortcut (Shift+F10)



The screenshot shows a Java Swing window with a light gray background. It contains two text input fields at the top. The first field has the number '5' entered, and the second field has the number '15' entered. Below these fields is a gray rectangular button with the text 'SUM' in black. At the bottom of the window, the text 'SUM=15' is displayed in a green font.