

插入 Edittext

ID 為 editText1

插入 button

- Text 為 if_test
- On Click 為 btn_test1

插入 button

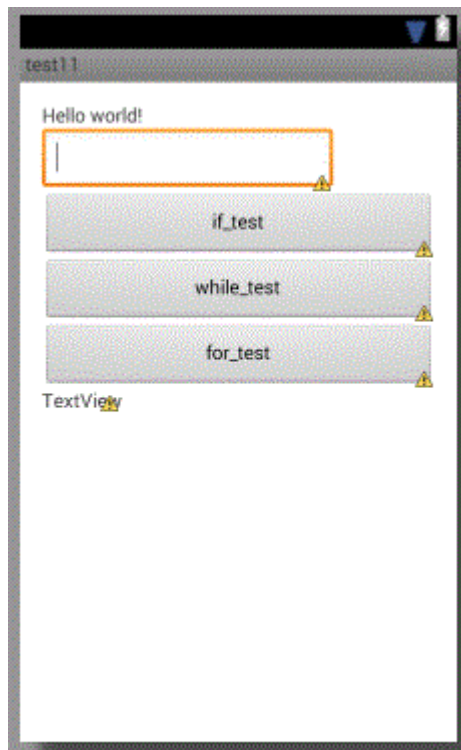
- Text 為 while_test
- On Click 為 btn_test2

插入 button

- Text 為 for_test
- On Click 為 btn_test3

插入 TextView

- ID 為 textView2



加入以下 code,按 ctrl+shift+o 自動補 import

```
public void btn_test1(View v){
    EditText edit1;
    String st1;
    int i1;
    edit1 = (EditText)findViewById(R.id.editText1);
    st1=edit1.getText().toString();
}
```

```
i1=Integer.valueOf(st1);
if (i1 < 5)
{
    Toast.makeText(this,"input is small than 5", 100).show();
}
if (i1 > 5)
{
    Toast.makeText(this,"input is large than 5", 100).show();
}
else
{
    Toast.makeText(this,"input is equal 5", 100).show();
}
}
public void btn_test2(View v){

    TextView tv1; //globe variable
    String st1;
    int i1;

    st1="";
    i1=10;
    while(i1>0)
    {
        st1=st1+Integer.toString(i1)+" ";
        i1--;
    }

    tv1=(TextView)findViewById(R.id.textView2); // set link between layout and code
    tv1.setText(st1);
}
public void btn_test3(View v){

    TextView tv1; //globe variable
    String st1;
    int i1;
```

```
st1="";
for (i1=0;i1<10;i1++)
{
    st1=st1+Integer.toString(i1)+" ";
}

tv1=(TextView)findViewById(R.id.textView2); // set link between layout and code
tv1.setText(st1);
}
```