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This post will briefly show how you can programmatically read the version of the application and then show in the app's preferences. The version is defined in the app's manifest.xml file. `<manifest xmlns:android=" package=foo android:versioncode=1 android:versionname="1.0"><manifest xmlns:android=" android:versionname="1.0">`Add a preference view. `<Preference android:key="@string/version_key" android:summary="@string/version_summary" android:title="@string/version_title"></Preference>` android:key="@string/version\_key" Summary="@string/version\_summary android:title="@string/version\_title"> Expand the piece and update version preference with the name of the app's version. Expansion of Public Class Preference (@Override Public Weight OnInstanceState) { Super Oncreate (ServiceInstance State); Addresssource (R.XML.pref); Findpresence (R.string.version\_key); SetSummary (getString (R.string.version\_summary, AppUtil.getApplicationVersionName(getActivity()))) } Public Class Preference provides the prevention of { Public Weight Oncreate (bundle saveinsten state) { super.onCreate (saveinstance state); addPreference (getString (R.string.version\_key)); SetSummary (getString (R.string.version\_summary, AppUtil.getApplicationVersionName(getActivity))); helper class to fetch the version of the app from code. public class apputil { public static String getApplicationVersionName (reference CTX) { string result = ; { Result = ctx.getPackageManager() getPackageInfo (ctx.getPackageName(), 0, versionName; } Catch (NameNotFoundException e) { Return Result; } } } } public static String getApplicationVersionName (reference ctx) { RESULT = ctx.getPackageManager().getPackageInfo (ctx.getPackageName(), 0, versionName; } Catch (NameNotFoundException e) { Public Static Into Gatapplit Verses (Reference ctx) { Result = ctx.getPackageManager() getPackageInfo (ctx.getPackageName(), 0, versioncode; } catch (NameNotFoundException e) { because XML is not flexible. Imagine the need to display a button that can be border, shadow, rounded corners, or any combination of them. The range can be dashed, the width and color are also decided by the server. Due to uncertainty, you may not be likely to create a bunch of XML files for all possible input. The most logical way is to dynamically create buttons. First create a button object inside onCreate(). We can set its width and height to some fixed value. To achieve the range, rounded corners, etc., we can create a gradientable object. The button is Set as . This is the background effect of the gradient draught, it's `<manifest></manifest><manifest>` We can control background color, corner radius, dashed border width, border color in code. (If you also want shadows, you need something more upfront.) Adding a view to the ViewGroup/Viewgroup is a view that can contain other views. Such as typical constraint layout, relative layout, linear layout. So let's create a barrier layout and set its width and height to fill the screen. Then add the button to the constraint layout. Setting the barrier programmatically we can set the obstacle using the constraintset, it is equal to xml we tie the top of this button to the top of the parent, remember that this obstacle applies to the parents view. Notice 1. The valid ID to use view must be view.getId(). The constraintset must clone the layout before connect. We must set the constraint after seeing the parent when the obstacle fails to take effect layoutSetContentView(R.layout.activity\_main\_layout); if we pass in a visual object to setContentView(), this activity will set the content to a clear view. Now there is no need to change our code and the difference on button properties will look based. Rounded corners + solid limits? Checkround corners + no limits? CheckNo Round Corner + Dashed Border? CheckWe can use the same concept to create more complex UI such as putting images in a recycler list, putting EditText into a scroll view, and more. All ideas, essentially, are Java objects that we can modify. Whatever we can describe in XML, we can create it in code. Full source code Kotlin apps/applicationmobile development Android This example shows how to get the IP address of the Android device using Kotlin. Step 1 - Create a new project in Android Studio, go to file => new project and fill in all the necessary details to create a new project. Step 2 - Add the following code to RE/Layout/activity\_main.xml. `<?xml version="1.0" encoding="utf-8" ><Step 3 - Src/MainActivity.kt import android.content.Context import android.net.wifi.WifiManager import android.os.Bundle import android.text. add the following code to format.Formatter import android.widget.TextView <?android:android:layout_width="match_parent" android:layout_height="layout_height" match_parent android:layout_margin="16dp android:orientation="vertical"><TextView android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_centerHorizontal="true" android:layout_marginTop="50dp" android:text="Tutorials Point" android:textAlignment="center" android:textColor="@android:color/holo_green_dark" android:textSize="32sp" android:textStyle="bold"><TextView android:id="@+id/getIPAddress" android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_centerParent="true" android:textAlignment="center" android:textColor="@android:color/background_dark" android:text="IP address of your Device" android:textSize="24sp" </RelativeLayout> android:android:appcompat.app.app.AppCompatActivity class MainActivity: AppCompatActivity() { override fun onCreate (savedInstanceState: Bundle?) { super.onCreate (savedInstanceState) setContentView (R.layout.activity_main) Title = KotlinApp Val TextView: TextView = findViewById (R.id.getIPAddress) val manager = applicationContext.getWifiManager Val Ipaddress as SystemService (Context.WIFI_SERVICE): String = Formatter.formatIpAddress (wifiManager.connectionInfo.ipAddress) TextView.text = "Your device IP address: $IpAddress" } } Step 4 - Add the following code to androidManifest.xml. <?xml version="1.0" encoding="utf-8" >Let's try to run your application. <manifest xmlns:android=" package=com.example.q11" >uses-permission android:name="android.permission.ACCESS_WIFI_STATE" </uses-permission> <application android:allowBackup="true" android:icon="@mipmap/ic_launcher" android:label="@string/app_name" android:roundIcon="@mipmap/ic_launcher_round" android:supportRtl="true" android:theme="@style/AppTheme" > <activity android:name=" MainActivity" > <intent-filter> <action android:name="android.intent.action.MAIN" > <category android:name="android.intent.category.LAUNCHER" > </category> </intent-filter> </application> </manifest> I think you're connected to your actual Android mobile device with your computer. To run the app from Android Studio, open one of your project's activity files and click on the Run icon from the toolbar. Select your mobile device as an option and then check your mobile device that will display your default screen published on 09-Jul-2020 11:23:34 Translation I want to retrieve SMS messages from the device and display them? All the answers I'm trying to create a piece of code that will work in multiple apps, I can't understand how to read it from within Java, though. Is it possible without a clearly revealed parse? I want to catch scheme1 and scheme2 with a few lines of code. EDIT: I mean how I'll use PackageManager to grab this information. <?activity android:name="urlHandlingBlah" > <intent-filter> <action android:name="android.intent.action.VIEW" > </action> <category android:name="android.intent.category.DEFAULT" > </category> <category android:name="android.intent.category.BROWSABLE" > </category> </data`

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