Android EditText – Keyboard with only Numbers

While working with user specific or some of typical applications' fields whose value is a number or a string with only numbers, displaying Keyboard with only numbers is a good practice. It enables users with ease of providing input because of increased button space in the keyboard.

Kotlin Android – Keyboard with only Numbers

Keyboard appears when a user has to provide an input in EditText field. In this Android Tutorial, we shall look into some of the ways possible to display a numbered keyboard when an Edit Text is focused.

Using phone inputType

EditText has an attribute called `android:inputType`. Providing `android:inputType` with value `phone` can display numbered keyboard when the EditText gets focus.

Create an Android Project and replace layout (activity_main.xml) and Kotlin file (MainActivity.kt) with the following code.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <LinearLayout
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="match_parent">
    <TextView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Numbered Input Keyboard" />
    <EditText
        android:id="@+id/phone"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:hint="Enter your age"
        android:inputType="phone" />
    </LinearLayout>

</android.support.constraint.ConstraintLayout>
```

MainActivity.kt

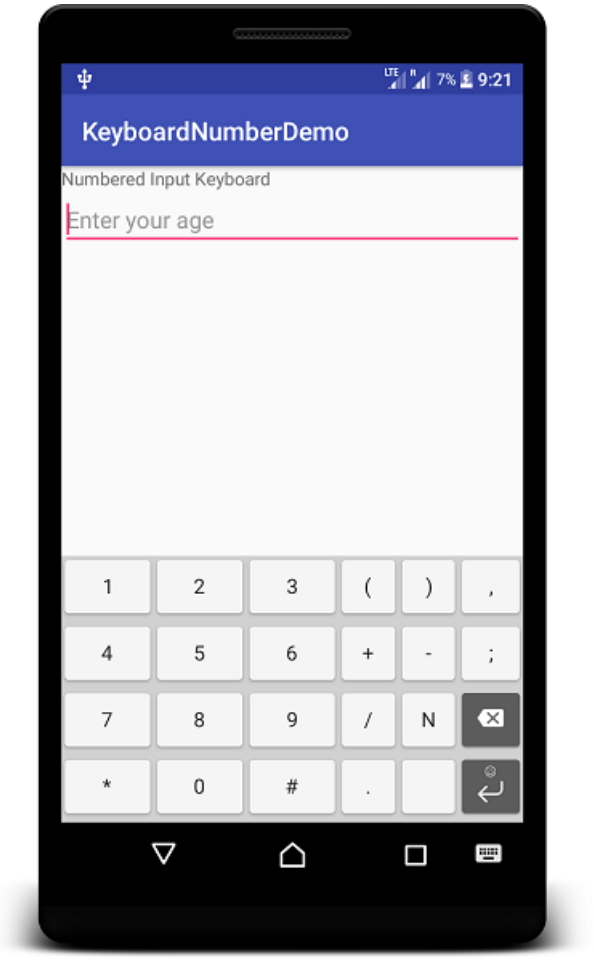
```
package com.tutorialkart.keyboardnumberdemo

import android.support.v7.app.AppCompatActivity
import android.os.Bundle

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

Output



Getting Started with Android

- Kotlin Android Tutorial
- Create Android Application with Kotlin Support
- Walk Through Android Studio
- Convert Java Files to Kotlin Files
- Kotlin vs Java
- Use Java 8 in Android
- Add External Jar to Android Dependencies

Android TextView

- Android TextView
- Android TextView - Basic Example
- Android TextView - Create programmatically
- Android TextView - OnClickListener
- Android TextView - Justify Text
- Android TextView - Italic
- Android TextView - Bold

Android Button

- Android - New Button programmatically
- Android Button - OnClickListener
- Android Button - Disable All Caps
- Android Button - Custom Background
- Android Button - Change background programatically

Android Toast

- Android Toast - Example

Android EditText

- Android EditText - Create programmatically
- Android EditText - On Text Change - Listener
- Android TextInputLayout - Floating Label in EditText
- Android EditText - Keyboard with only Numbers
- Android EditText - Show/Hide Password

Android ImageView

- Android ImageView - OnClickListener

Android Radio Buttons

- Android RadioGroup - RadioButtons Create programmatically

Android SeekBar

- Android SeekBar - Example
- Android SeekBar Set Custom Range

Android Intent

- Android - Start Another Activity
- Android - Open URL in Browser Activity

Android AlertDialog

- Android AlertDialog - Example

Android WebView

- Android WebView - Example

Android ProgressBar

- Kotlin Android - Inderterminate ProgressBar

Android Snackbar

- Android Snackbar - Example
- Android Snackbar - Set Action

- Android Snackbar - Change Text Color, Background Color

Android ListView

- Android ListView Example
- Android Refresh ListView

Android Device Parameters

- Android Get Screen Width and Height Programatically

Android Canvas

- Draw Rect / Oval to Canvas
- Android Draw Circle Border
- Android Draw SVG to Canvas

Android Programming - Other

- Android - Access View Programmatically using findViewById
- Android runOnUiThread

Android Game Development

- Android Game Development
- Detect Collisions between two Sprites (Bitmaps)

Android Text To Speech

- Android Text To Speech - Kotlin Example

Fix Errors

- Android - Minimum supported Gradle version
- Android - All support libraries must use the exact same version specification

Example Applications

- Android - Login Form
- Android - Color Picker
- Kotlin Android Game Development

Kotlin - Java

- Kotlin Tutorial

Useful Resources

- How to Learn Programming