Practical 8: To implement concept of permission and perform request for permission to access different hardware components of mobile.

Code:

```
lass MainActivity : AppCompatActivity()
   override fun onRequestPermissionsResult(requestCode: Int,
           if (grantResults.isNotEmpty() && grantResults[0] ==
Granted", Toast.LENGTH SHORT) .show()
           if (grantResults.isNotEmpty() && grantResults[0] ==
           if (grantResults.isNotEmpty() && grantResults[0] ==
```

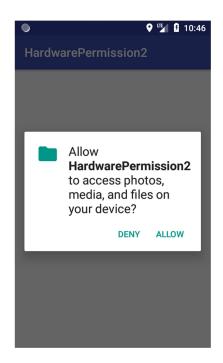
```
super.onCreate(savedInstanceState)
setContentView(R.layout.activity_main)

storageBtn.setOnClickListener {
checkPermission(Manifest.permission.WRITE_EXTERNAL_STORAGE_CODE)
}

gpsBtn.setOnClickListener {
checkPermission(Manifest.permission.ACCESS_COARSE_LOCATION, GPS_CODE) }

fun checkPermission(permission:String, requestCode: Int)
{
   if (ContextCompat.checkSelfPermission(this, permission) ==
PackageManager.PERMISSION_DENIED)
   {
        ActivityCompat.requestPermissions(this,
arrayOf(permission), requestCode)
        }else {
        Toast.makeText(this,"Permission already
granted", Toast.LENGTH_SHORT).show()
   }
}
```

Output 1:



Output 2:

