

I created multiple text views that started with no text in them until the player pressed the generate person button. When the button is pressed all the text fields are put into a Person class that has strings for first name, last name, address, city, state and zip code. These variables are then put into the empty text views by converting the strings into character arrays and setting the beginning of the array and the length of the array so the text view can then print them out.

8:12



## ViewsAndViewGroups

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Generate Person

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