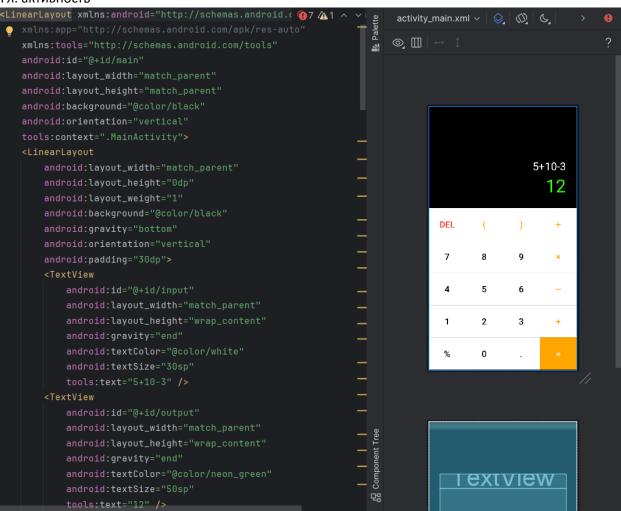
№9(Калькулятор)

1. Гл. активность



2. Добавляю библиотеку exp4j и ViewBinding

```
dependencies {
   implementation ("net.objecthunter:exp4j:0.4.8")
   implementation(libs.androidx.core.ktx)
   implementation(libs.androidx.appcompat)
   implementation(libs.material)
   implementation(libs.androidx.activity)
   implementation(libs.androidx.constraintlayout)
   testImplementation(libs.junit)
   androidTestImplementation(libs.androidx.junit)
   androidTestImplementation(libs.androidx.espresso.core)
```

3. MainActivity

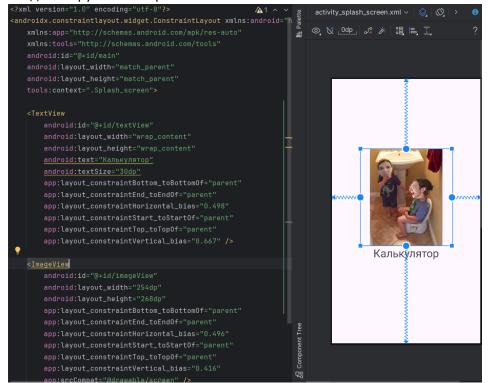
```
class MainActivity : AppCompatActivity() {
    private lateinit var <u>binding</u>: ActivityMainBinding
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        binding = ActivityMainBinding.inflate(layoutInflater)
        setContentView(binding.root)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        binding.buttonClear.setOnClickListener{
        binding.buttonBracketLeft.setOnClickListener {
            addToInputText( value: "(")
        binding.buttonBracketLeft.setOnClickListener {
            addToInputText( value: ")")
        binding.button0.setOnClickListener {
            addToInputText( value: "0")
        binding.button1.setOnClickListener {
            addToInputText( value: "1")
        binding.button2.setOnClickListener {
            addToInputText( value: "2")
        binding.button3.setOnClickListener {
            addToInputText( value: "3")
```

```
binding.button4.setOnClickListener {
    addToInputText( value: "4")
binding.button5.setOnClickListener {
    addToInputText( value: "5")
binding.button6.setOnClickListener {
    addToInputText( value: "6")
binding.button7.setOnClickListener {
    addToInputText( value: "7")
binding.button8.setOnClickListener {
    addToInputText( value: "8")
binding.button9.setOnClickListener {
    addToInputText( value: "9")
binding.buttonDot.setOnClickListener {
    addToInputText( value: ".")
binding.buttonDivision.setOnClickListener {
    addToInputText( value: "/")
binding.buttonMultiply.setOnClickListener {
    addToInputText( value: "x")
binding.buttonSubtraction.setOnClickListener {
    addToInputText( value: "-")
binding.buttonAddition.setOnClickListener {
    addToInputText( value: "+")
```

4. Создаю доп ветку в которой будет заставка



5. Создаю загрузочный экран



6. Редактирую манифест

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    xmlns:tools="http://schemas.android.com/tools">
    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="Pr9"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.Pr9"
        tools:targetApi="31">
        <activity
            android:name=".MainActivity"
            android:exported="false" />
        <activity
            android:name=".Splash_screen"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
    </application>
</manifest>
```

7. Результат

