

Clase básicamente de investigar por nuestra cuenta elementos de android studio utilizando Kotlin zzzzz

Intent

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

    /** Called when the user taps the Send button */
    fun sendMessage(view: View) {
        val editText = findViewById<EditText>(R.id.editTextTextPersonName)
        val message = editText.text.toString()
        val intent = Intent(this, DisplayMessageActivity::class.java).apply {
            putExtra(EXTRA_MESSAGE, message)
        }
        startActivity(intent)
    }
}
```

Spinner

```
val spinner: Spinner = findViewById(R.id.spinner)
// Create an ArrayAdapter using the string array and a default spinner layout
ArrayAdapter.createFromResource(
    this,
    R.array.planets_array,
    android.R.layout.simple_spinner_item
).also { adapter ->
    // Specify the layout to use when the list of choices appears
    adapter.setDropDownViewResource(android.R.layout.simple_spinner_dropdown_item)
    // Apply the adapter to the spinner
    spinner.adapter = adapter
}
```