



UNIVERSIDAD DE COLIMA

Universidad de Colima

Facultad de Telemática

Ingeniería de software

Programación de Móviles

Aplicación móvil de calculadora utilizando un Spinner en Android Studio – Kotlinn

Segunda parcial

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5°D

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Codigo XML

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

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:orientation="vertical"
        android:padding="15dp">

        <TextView
            android:id="@+id/textView"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="Valor 1"
            android:textAppearance="@style/TextAppearance.AppCompat.Large" />

        <EditText
            android:id="@+id/et1"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:ems="10"
            android:inputType="numberDecimal"
            android:textAppearance="@style/TextAppearance.AppCompat.Large" />

        <TextView
            android:id="@+id/textView2"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="Valor 2"
            android:textAppearance="@style/TextAppearance.AppCompat.Large" />

        <EditText
            android:id="@+id/et2"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:ems="10"
            android:inputType="numberDecimal"
            android:textAppearance="@style/TextAppearance.AppCompat.Large" />

        <TextView
            android:id="@+id/textView3"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="Seleccione una de las operaciones"
            android:textAppearance="@style/TextAppearance.AppCompat.Body2" />

    <Spinner
```

```

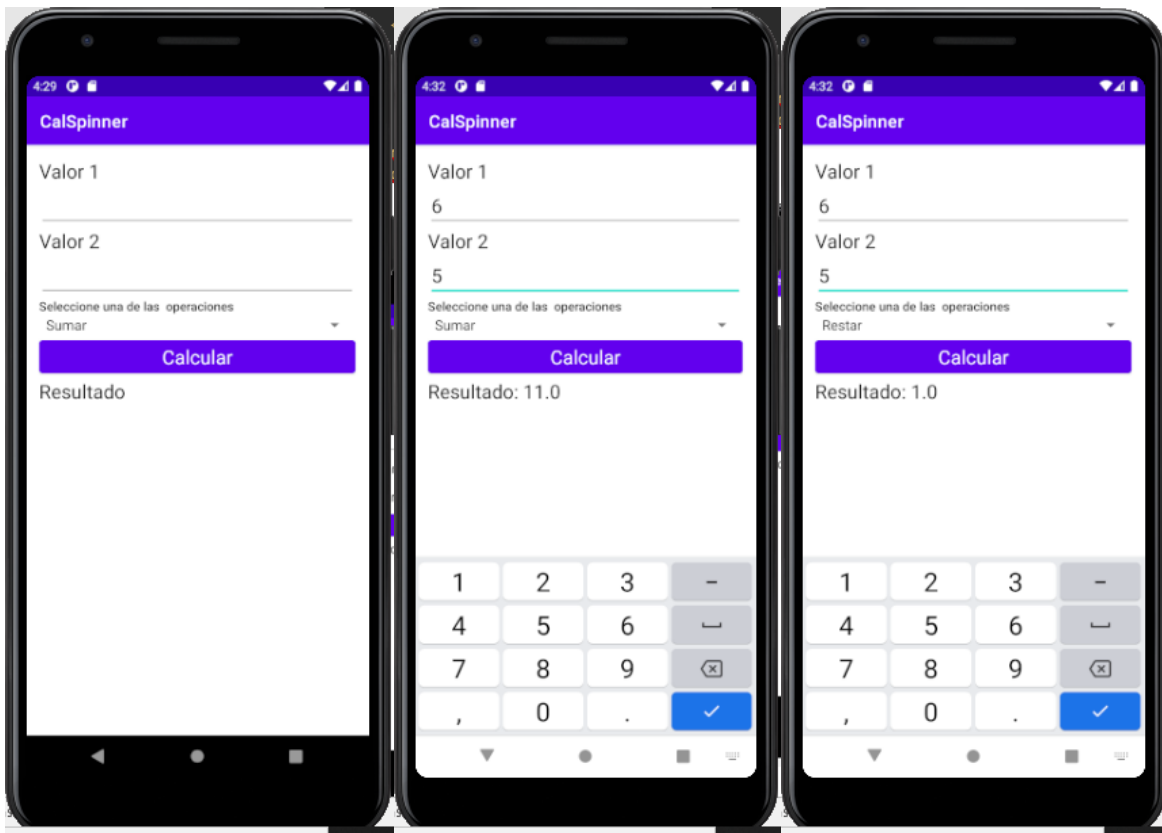
        android:id="@+id/spinner"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />

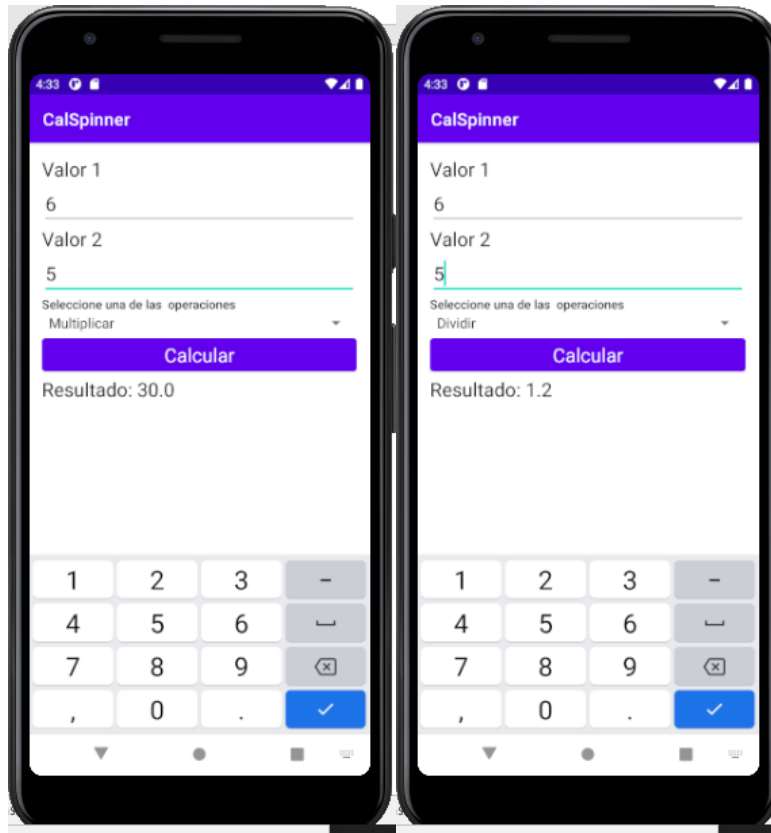
<Button
    android:id="@+id/button"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Calcular"
    android:textAppearance="@style/TextAppearance.AppCompat.Large" />

<TextView
    android:id="@+id/tv1"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Resultado"
    android:textAppearance="@style/TextAppearance.AppCompat.Large" />
</LinearLayout>
</androidx.constraintlayout.widget.ConstraintLayout>

```

Interfaz





Codigo Kotlin

```
import android.os.Bundle
import android.widget.ArrayAdapter
import kotlinx.android.synthetic.main.activity_main.*

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

        val lista = arrayOf("Sumar", "Restar", "Multiplicar", "Dividir")
        val adaptador1 = ArrayAdapter<String>(this,
        android.R.layout.simple_spinner_item, lista)
        spinner.adapter = adaptador1

        button.setOnClickListener {
            var num1=et1.text.toString().toFloat()
            var num2=et2.text.toString().toFloat()
            when (spinner.selectedItem.toString()) {
                "Sumar" -> tv1.text = "Resultado: ${num1 + num2}"
                "Restar" -> tv1.text = "Resultado: ${num1 - num2}"
                "Multiplicar" -> tv1.text = "Resultado: ${num1 * num2}"
                "Dividir" -> tv1.text = "Resultado: ${num1 / num2}"
            }
        }
    }
}
```

```
}  
}
```