



UNIVERSIDAD DE COLIMA

Universidad de Colima

Facultad de Telemática

Ingeniería de software

Programación de Móviles

Aplicación móvil para sumar y/o restar dos números utilizando CheckBox en Android Studio – Kotlin

Segunda parcial

Almno. Angel Isaac Bejarano Flores

5°D

Mtro. Armando Román Gallardo

domingo 15 de noviembre de 2020. Manzanillo, Col.

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" />

        <CheckBox
            android:id="@+id/cb1"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="Sumar"
            android:textAppearance="@style/TextAppearance.AppCompat.Large" />

    <CheckBox
```

```

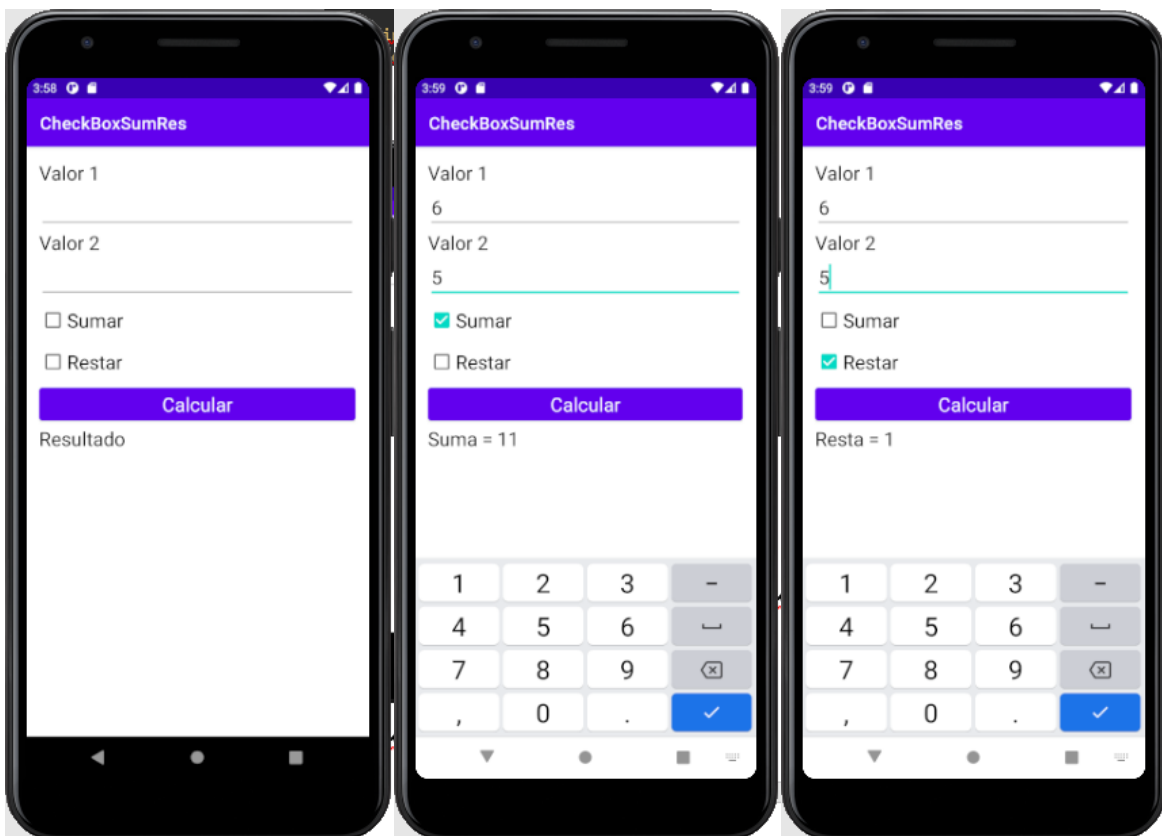
        android:id="@+id/cb2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Restar"
        android:textAppearance="@style/TextAppearance.AppCompat.Large" />

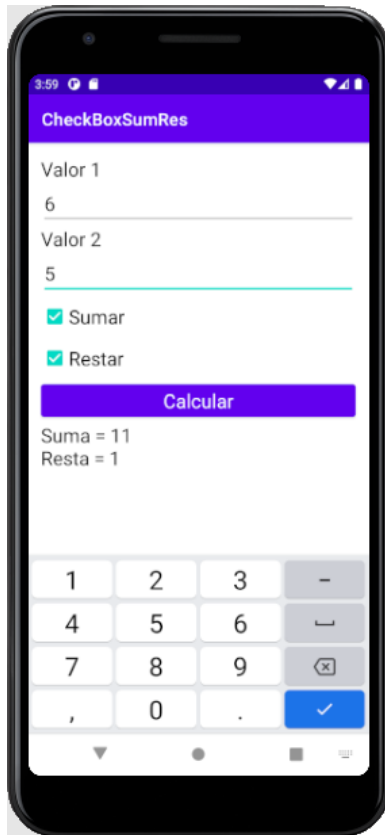
<Button
    android:id="@+id/button"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Calcular"
    android:textAppearance="@style/TextAppearance.AppCompat.Large" />

<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

```
package com.example.checkboxsumres

import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import kotlinx.android.synthetic.main.activity_main.*

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

        button.setOnClickListener {
            var resultado=""
            var num1=et1.text.toString().toInt()
            var num2=et2.text.toString().toInt()
            if (cb1.isChecked)
                resultado = "Suma = ${ num1 + num2} \n"
            if (cb2.isChecked)
                resultado += "Resta = ${num1 - num2}"
            tv1.text = resultado
        }
    }
}
```