

O ESCOM

Escuela Superior de Computo ESCOM ESCUELO SUperior de Computo

Tarea 32: Kotlin

Application Development for Mobile Devices

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3CM14

Profesor: Cifuentes Álvarez Alejandro Sigfrido

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### File Edit View Navigate Code Analyze Beflactor Buld Run Tools VCS Window Belp MyApplication-Userjava (MyApplication-Userjava (MyApplication-Userja
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Figura 1. Clase "User" creada

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| See Edit View Navigate Code Analyze Refactor Buld Run Jools VCS Wendow Belo My Application - Repository java | My Application | Repository | Repos
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Figura 2. Clase "Repository" creada

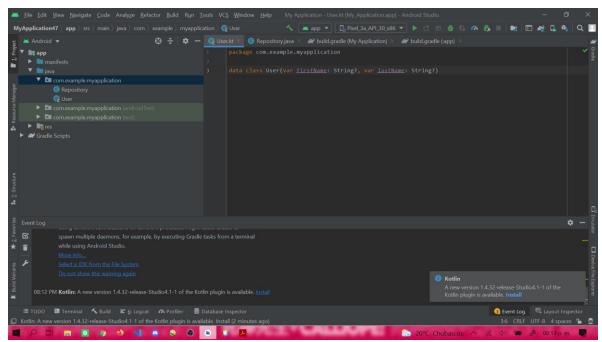


Figura 3. Clase "User" convertida a Kotlin

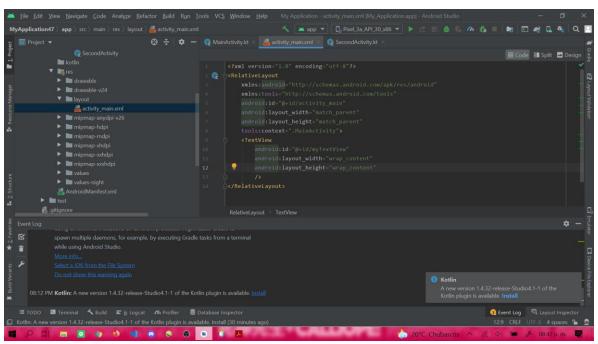


Figura 4. Layout de la actividad principal (XML)

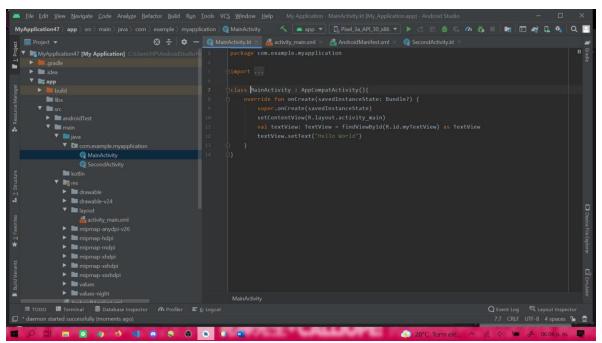


Figura 5. Código de la MainActivity en Kotlin.

