

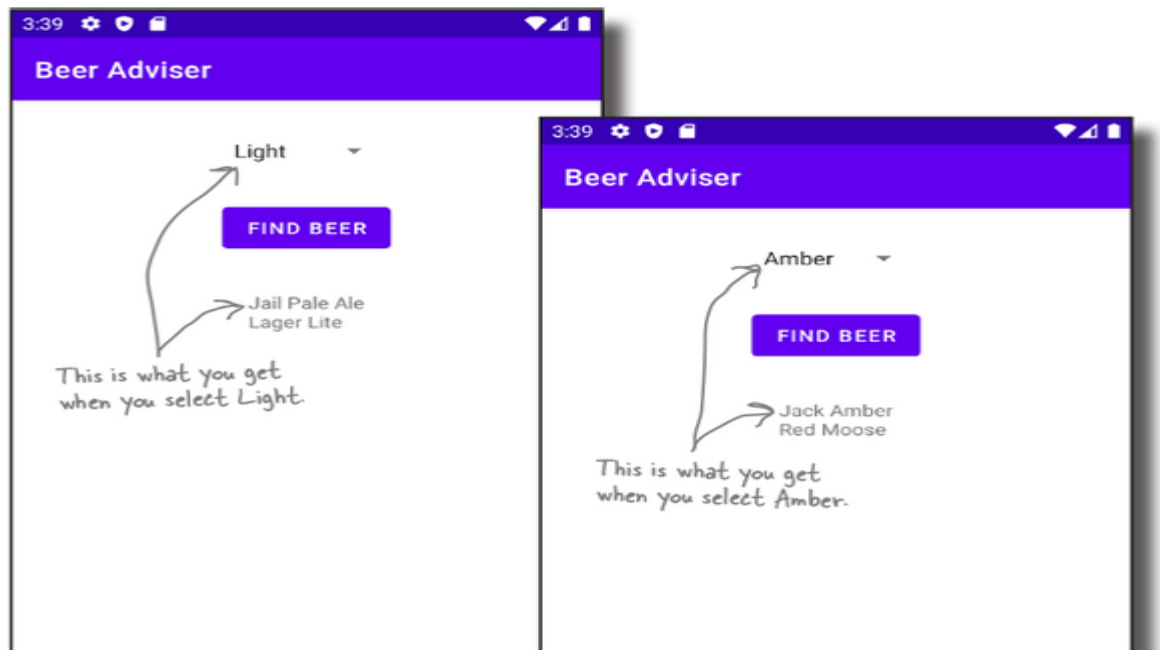
Exercises

1. Simple **Beer Adviser app** where users can select the color of beer they enjoy most, click a button, and get back a list of tasty beers to try out. Use Spinner **component in your xml** since it provides a drop-down list of values, **Button** and **Text View**. And Use **Either** Linear Layout or Relative Layout or Constraint Layout as View Group.

The color lists are as follows -> Light, Amber, Brown, Dark

- . If the color is Light it should list of "Jail Pale Ale" and "Lager Lite".
- . If the color is Amber it should list of "Jack Amber" and "Red Moose".
- . If the color is Light it should list of "Brown Bear Beer" and "Lager Lite".
- . If the color is Light it should list of "Gout Stout" and "Dark Daniel".

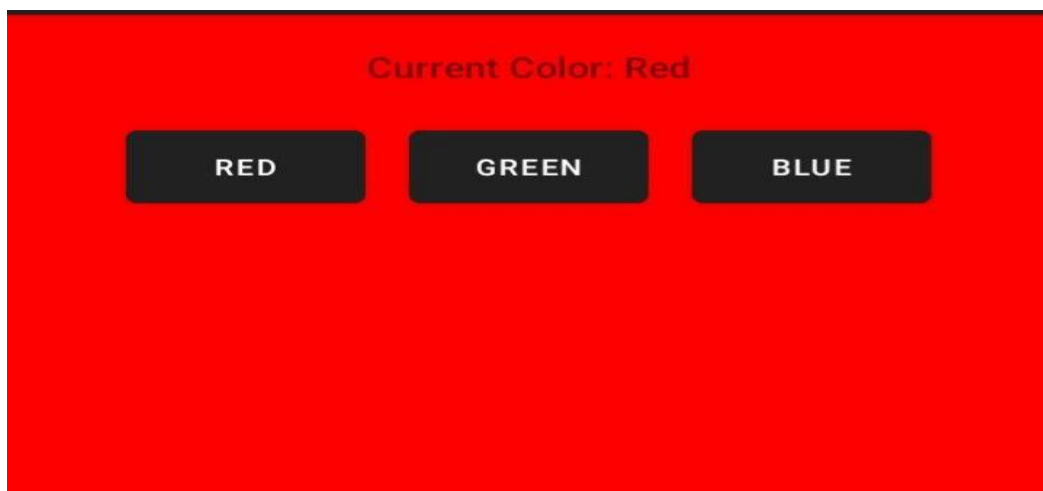
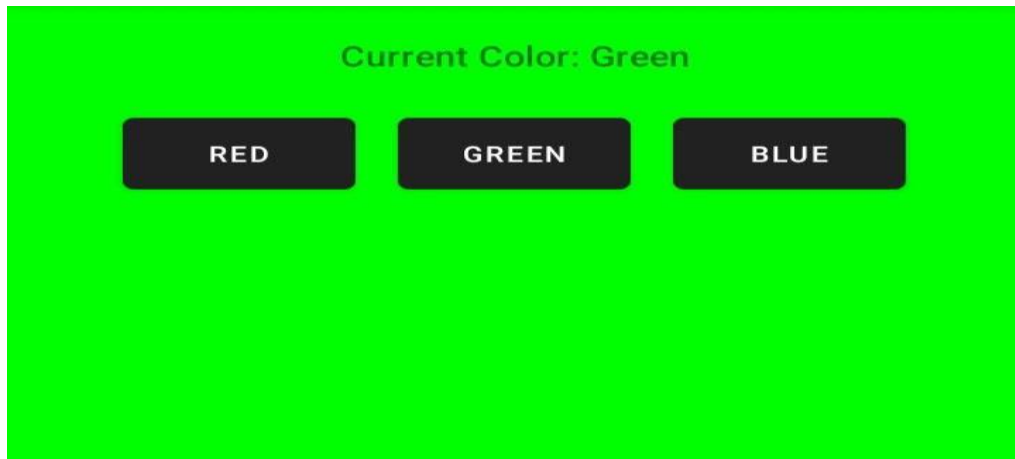
Sample Output



2. Color Changer

Build an app with three buttons labeled **"Red"**, **"Green"**, and **"Blue"**. When a button is clicked, it changes the background color of the screen to the respective color. Display the current color name in a `TextView`.

Sample Output



3. Motivational Quotes App (Using Collections)

Create a **Motivational Quotes App** where a user clicks a button, and a random motivational quote is displayed.

Button to fetch a new quote.

TextView to display the quote.

LinearLayout / ConstraintLayout as ViewGroup.

Use a predefined **list of quotes** and use **Random built in library** to pick a random quote.

Sample Output

KotTest

Believe you can and you're halfway there.

GET QUOTE

KotTest

Act as if what you do makes a difference. It does.

GET QUOTE

4. Rock, Paper, Scissors Game

Create a **Rock, Paper, Scissors Game** where the user selects one of the three options, and the app randomly generates a response.

Buttons: Rock, Paper, Scissors.

TextView: Display the result (Win, Lose, Draw).

LinearLayout / ConstraintLayout: As ViewGroup.

Library: **Random** for generating the computer's choice.

Sample Outputs

Score: You 1 – 0 Computer

You Win! Rock beats Scissors.

ROCK

PAPER

SCISSORS

RESET GAME

Score: You 1 – 1 Computer

You Lose! Rock beats Scissors.

ROCK

PAPER

SCISSORS

RESET GAME

Score: You 2 – 1 Computer

It's a Draw! You both chose Paper.

ROCK

PAPER

SCISSORS

RESET GAME