Aρχείο: build.gradle

```
plugins {
    id 'com.android.application'
}
android {
    compileSdk 32
    defaultConfiq {
        applicationId "com.example.carpicker"
        minSdk 21
        targetSdk 32
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
    }
    buildTypes {
        release {
            minifyEnabled false
            proquardFiles getDefaultProquardFile('proquard-android-optimize.txt'), 'proquard-
rules.pro'
        }
    }
    compileOptions {
        sourceCompatibility JavaVersion.VERSION_1_8
        targetCompatibility JavaVersion.VERSION_1_8
    namespace 'com.example.carpicker'
}
dependencies {
    implementation 'com.squareup.okhttp3:okhttp:4.9.0'
    implementation 'com.squareup.picasso:picasso:2.5.2'
    implementation 'androidx.appcompat:1.4.1'
    implementation 'com.google.android.material:material:1.5.0'
    implementation 'androidx.constraintlayout:constraintlayout:2.1.3'
    testImplementation 'junit:junit:4.13.2'
    androidTestImplementation 'androidx.test.ext:junit:1.1.3'
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.4.0'
}
```