



UNIVERSITI MALAYSIA TERENGGANU

FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

SEMESTER 1 2023/2024

NATIVE MOBILE PROGRAMMING

CSM 3123

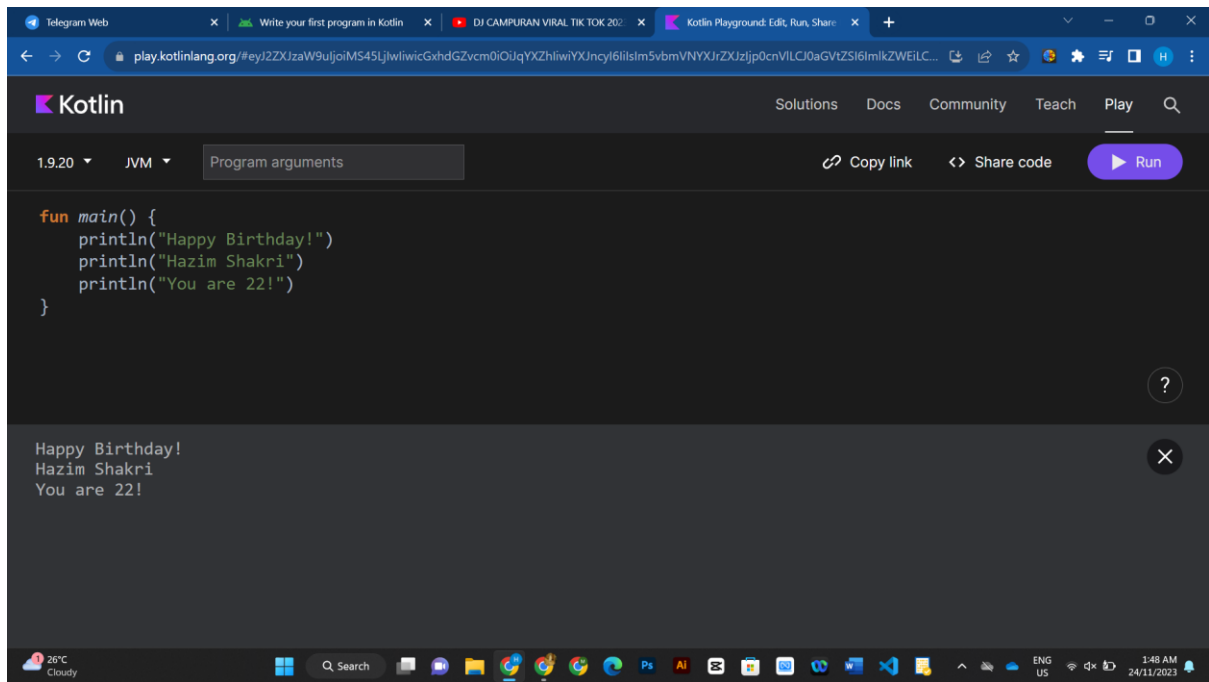
LAB 5 REPORT

PREPARED FOR:

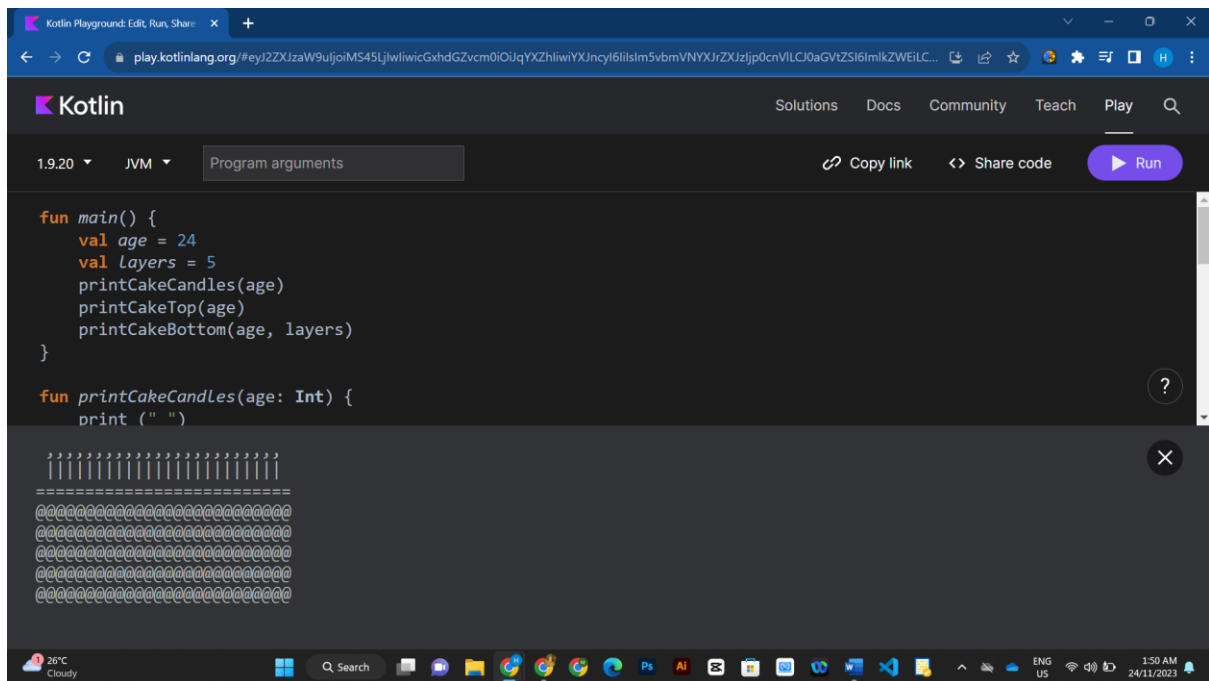
DR. RABIEI BIN MAMAT

PREPARED BY:

MOHAMAD HAZIM BIN MOHD SHAKRI (S61770)



(4)



## Quiz

Telegram Web

Introduction to Kotlin | Android D

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```
○ createMessage(Heather, "Haiti", 7)
```

### Results

You scored **5 out of 6**. Congratulations! You have passed this quiz.

You earned the **Introduction to Kotlin** badge!

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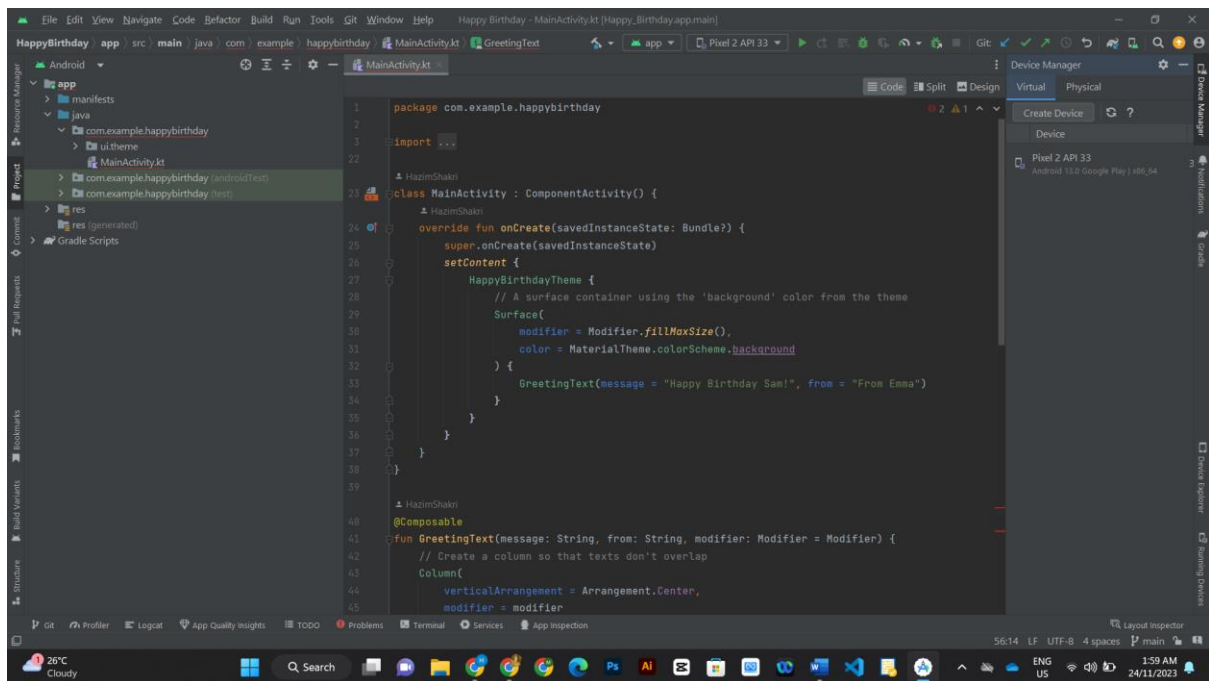
26°C Rain coming



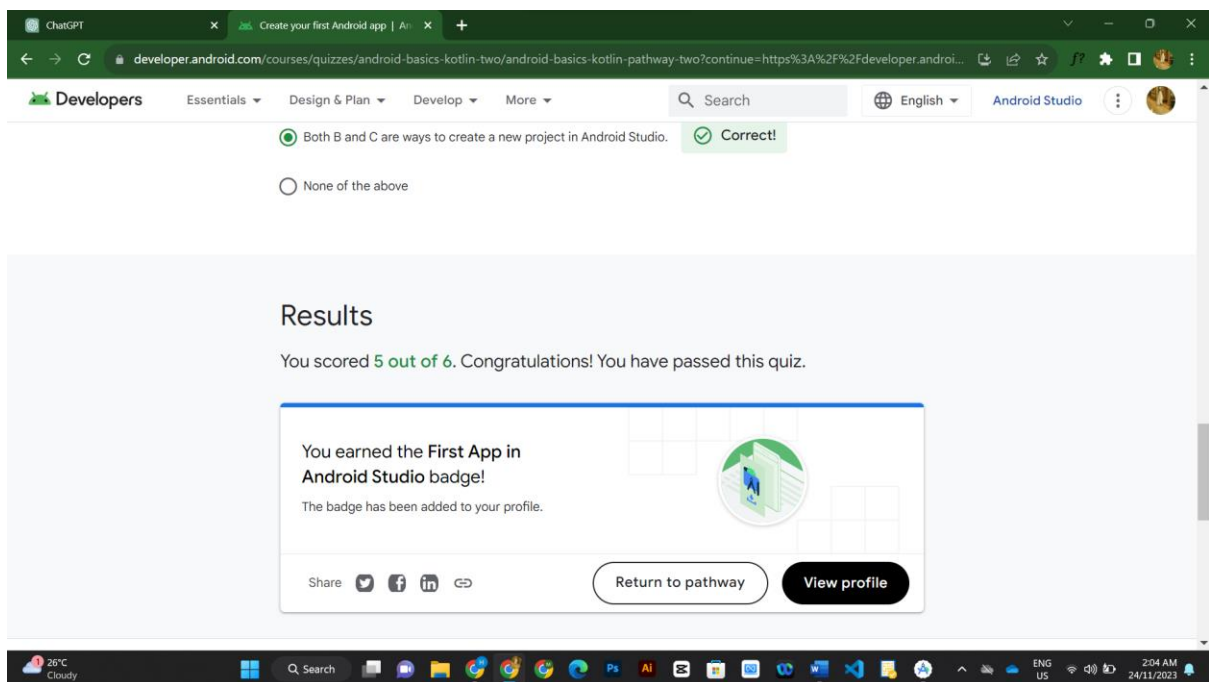
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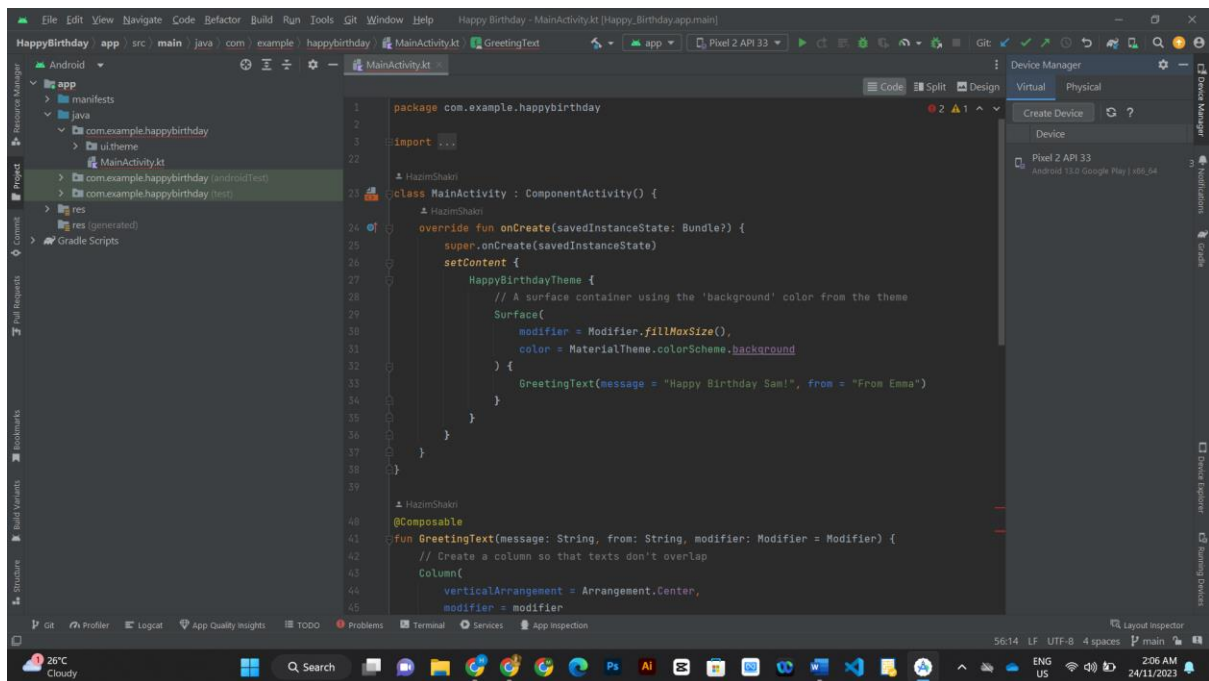
## Task 2 (1-5)



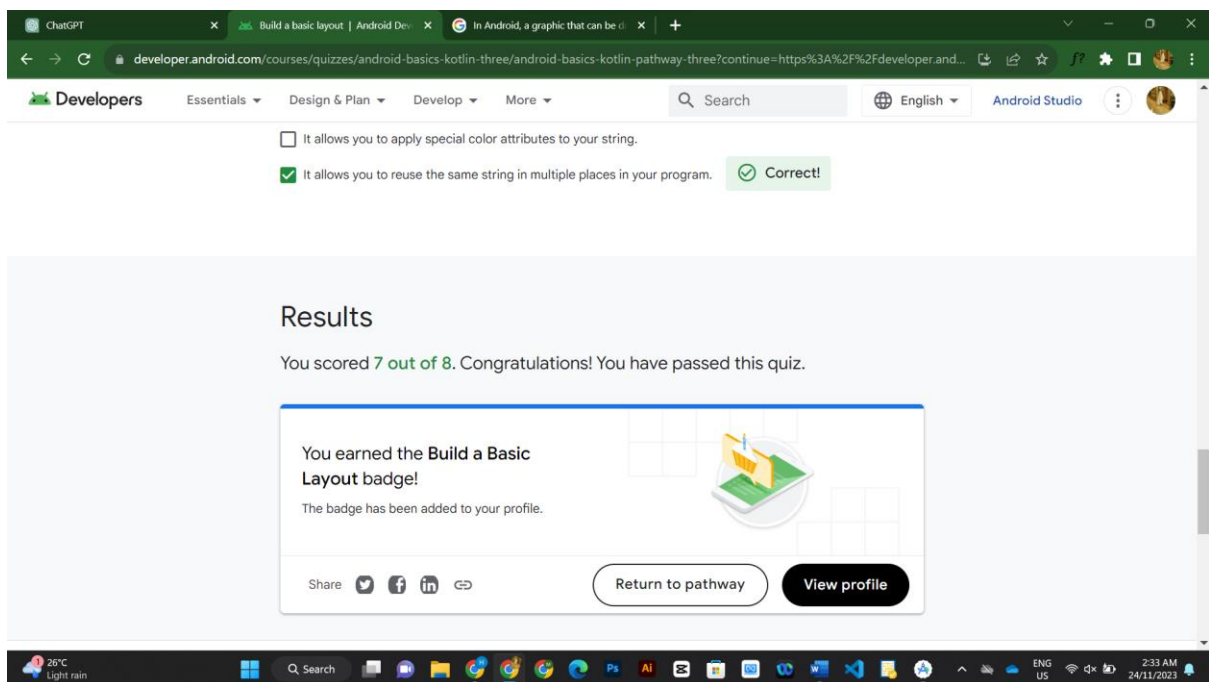
## Quiz



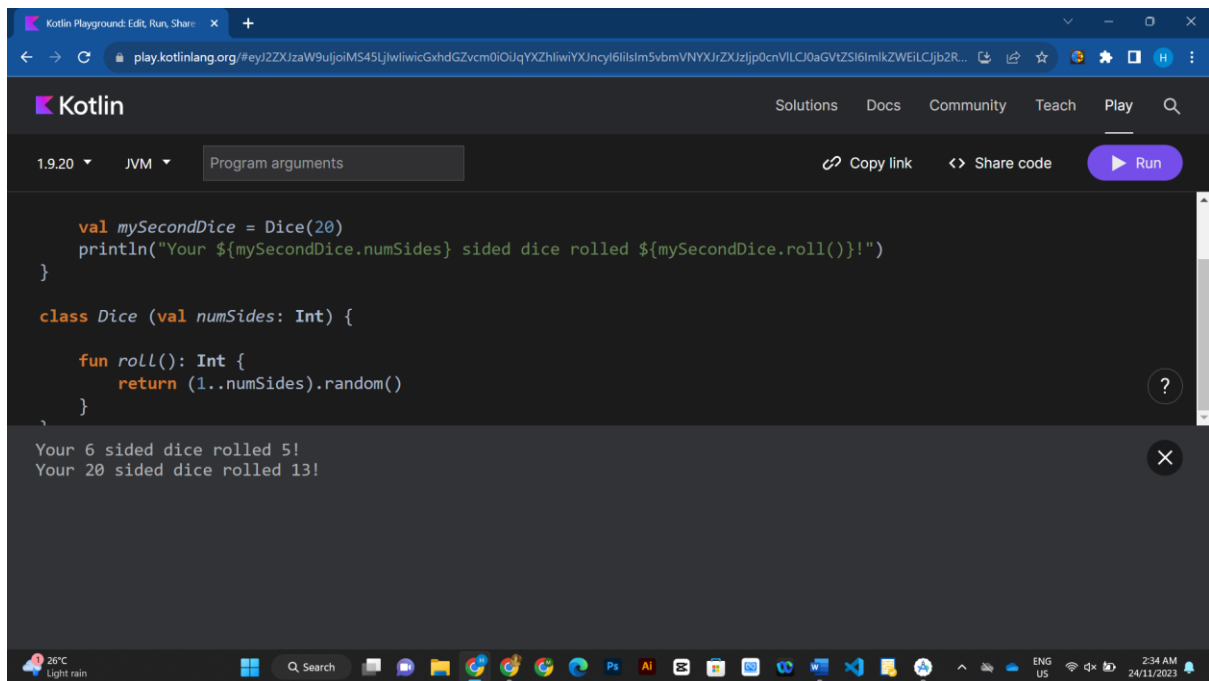
## Task 3



## Quiz



## Task 4 (1)



The screenshot shows the Kotlin Playground interface. The code defines a `Dice` class with a `roll()` function and a `main` function that creates a `Dice` object and prints the result of a roll. The output shows two rolls: a 6-sided die rolled 5 and a 20-sided die rolled 13.

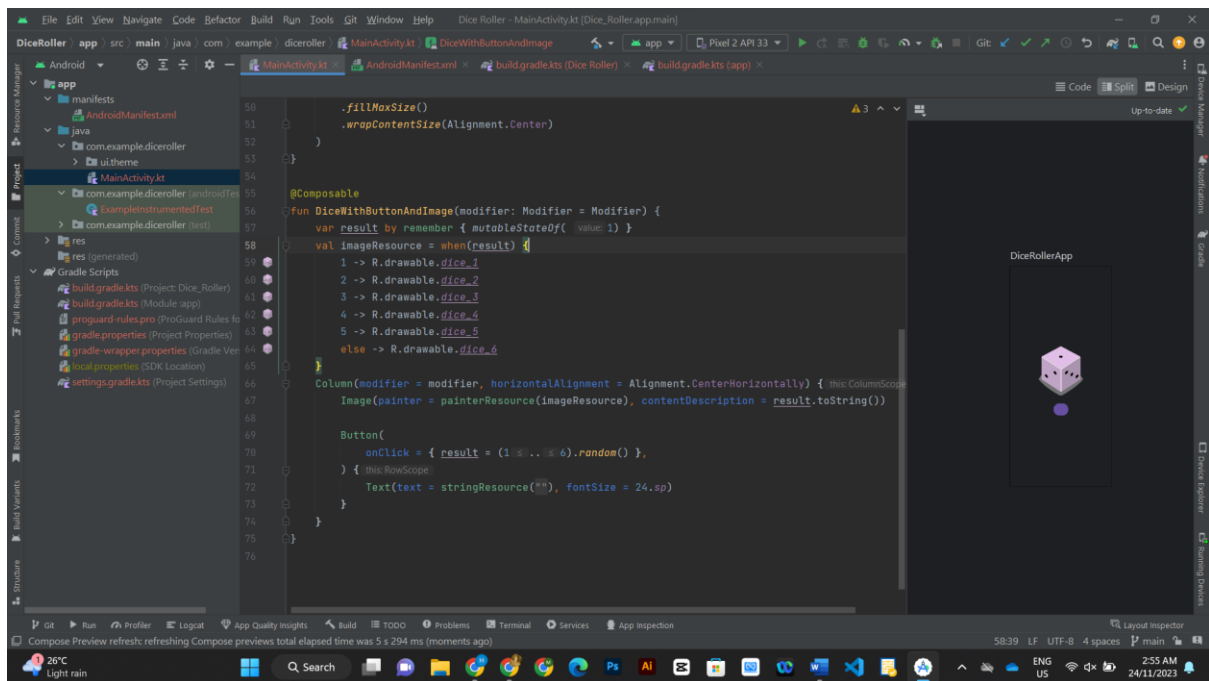
```
val mySecondDice = Dice(20)
println("Your ${mySecondDice.numSides} sided dice rolled ${mySecondDice.roll()}!")

}

class Dice (val numSides: Int) {

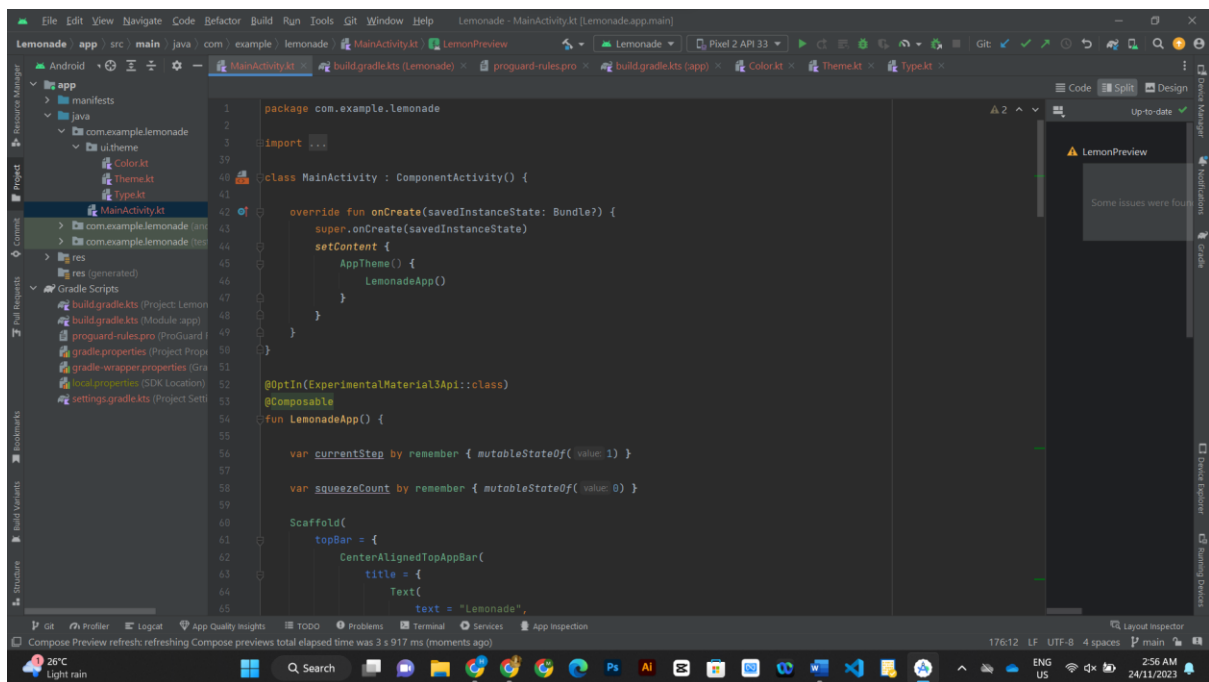
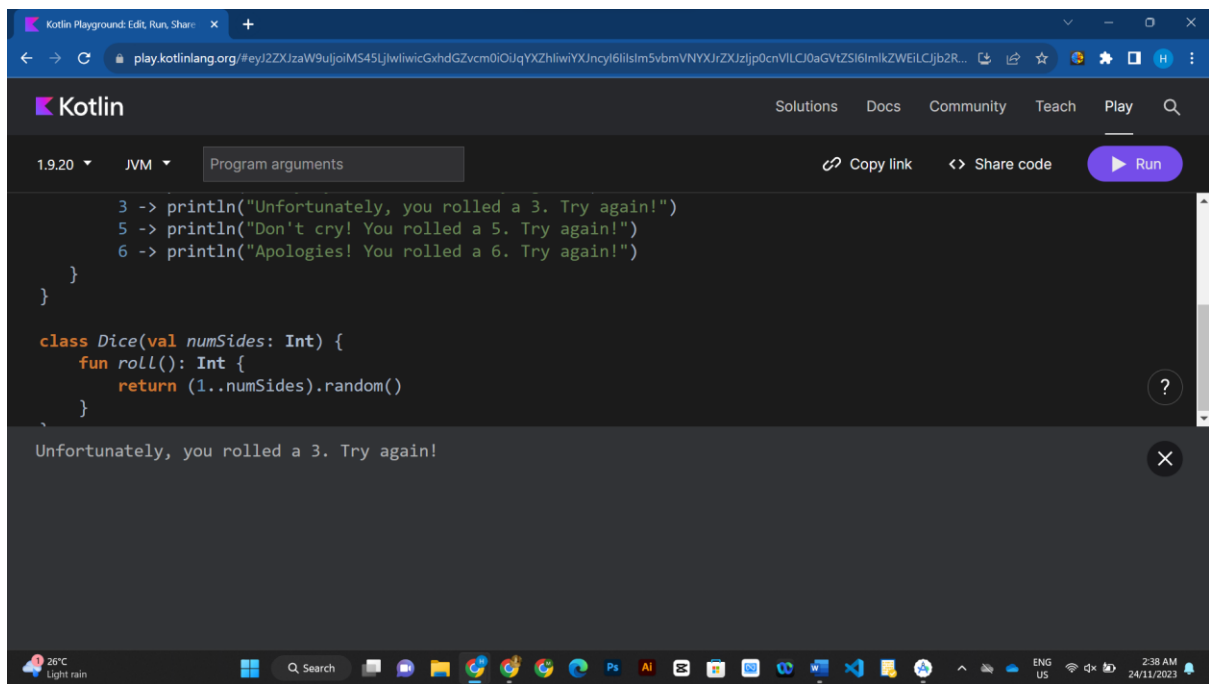
    fun roll(): Int {
        return (1..numSides).random()
    }
}
```

Your 6 sided dice rolled 5!  
Your 20 sided dice rolled 13!



The screenshot shows the Android Studio IDE with the `MainActivity.kt` file open. The code implements the `DiceRollerApp` by extending `AppCompatActivity` and using `Compose` for the UI. It includes a `DiceWithButtonAndImage` function that displays a random dice face and a button to roll the dice. The output window shows a 3D dice model.

```
50 .fillMaxSize()
51 .wrapContentSize(Alignment.Center)
52 )
53 }
54
55 @Composable
56 fun DiceWithButtonAndImage(modifier: Modifier = Modifier) {
57     var result by remember { mutableStateOf( value: 1) }
58     val imageResource = when(result) {
59         1 -> R.drawable.dice_1
60         2 -> R.drawable.dice_2
61         3 -> R.drawable.dice_3
62         4 -> R.drawable.dice_4
63         5 -> R.drawable.dice_5
64         else -> R.drawable.dice_6
65     }
66     Column(modifier = modifier, horizontalAlignment = Alignment.CenterHorizontally) {
67         Image(painter = painterResource(imageResource), contentDescription = result.toString())
68
69         Button(
70             onClick = { result = (1..6).random() },
71             { this: RowScope
72                 Text(text = stringResource(R.string.roll), fontSize = 24.sp)
73             })
74     }
75 }
76 }
```



Quiz

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☒ when ☒ Correct!


☐ repeat, finish





## Results

You scored **7 out of 9**. Congratulations! You have passed this quiz.

You earned the Dice Roller App badge!

The badge has been added to your profile.



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COMPLETE!

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PATHWAY 1	PATHWAY 2	PATHWAY 3	PATHWAY 4
			
COMPLETED 100%	COMPLETED 100%	COMPLETED 100%	COMPLETED 100%
<h3>Introduction to Kotlin</h3> <p>Learn to code in Kotlin, a modern programming language that makes coding clear and accessible.</p> <p>May 2020</p> <a href="#">Explore</a>	<h3>Create your first app</h3> <p>Learn to create Android apps using Android Studio in this introductory pathway.</p> <p>May 2020</p> <a href="#">Explore</a>	<h3>Build a basic layout</h3> <p>Learn how to add images and text to your Android apps.</p> <p>May 2020</p> <a href="#">Explore</a>	<h3>Add a button to an app</h3> <p>Learn how to use classes, objects, and conditionals to create an interactive app for your users.</p> <p>May 2020</p> <a href="#">Explore</a>

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GitHub Link:

<https://github.com/HazimShakri7/NativeLab>

## TASK 2