UNIVERSITI MALAYSIA TERENGGANU

FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

SEMESTER 1 2023/2024

NATIVE MOBILE PROGRAMMING

CSM 3123

LAB 3 REPORT

PREPARED FOR:

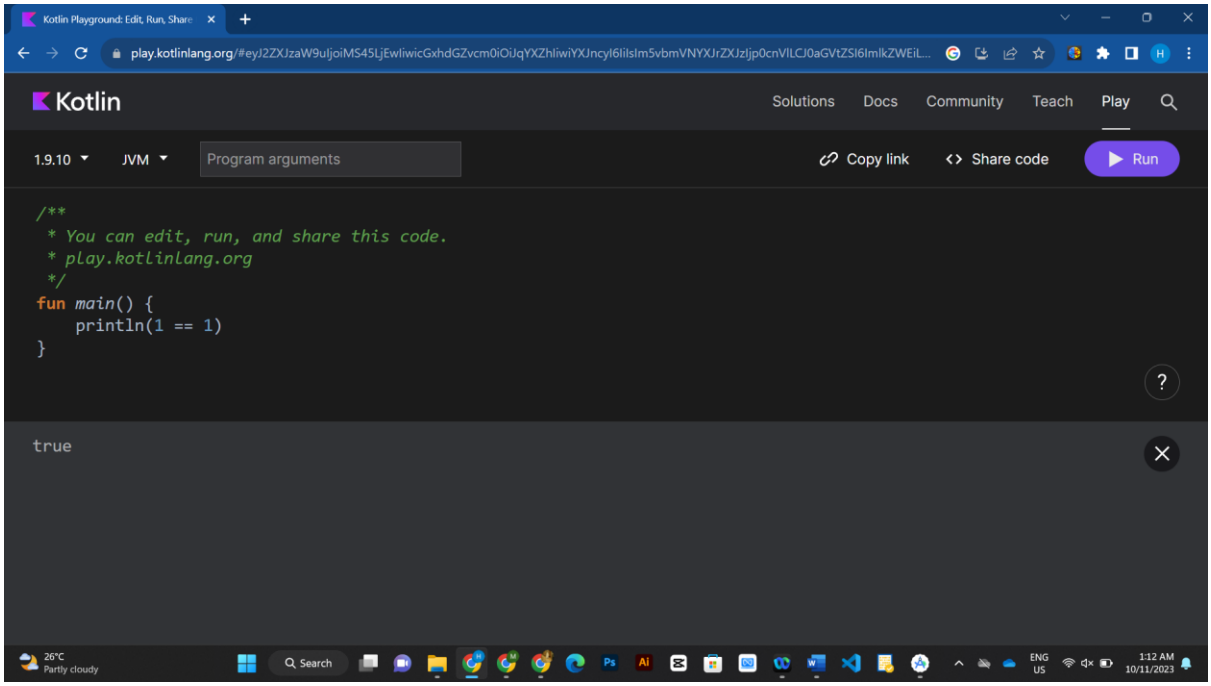
DR. RABIEI BIN MAMAT

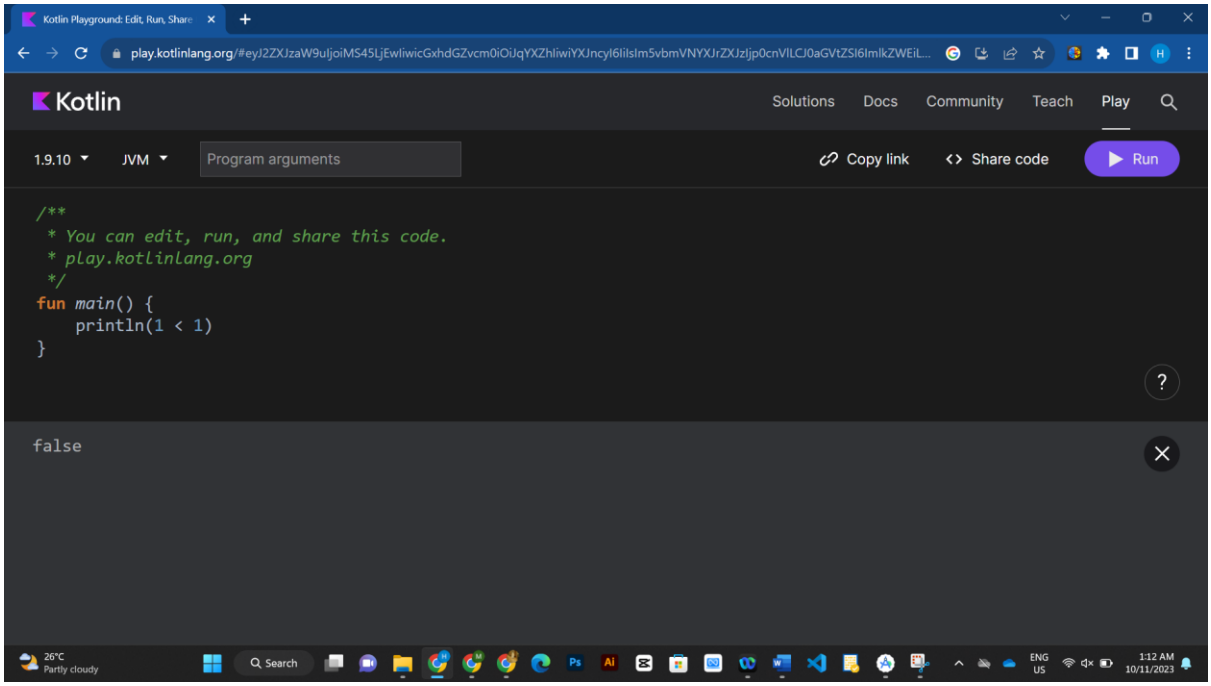
PREPARED BY:

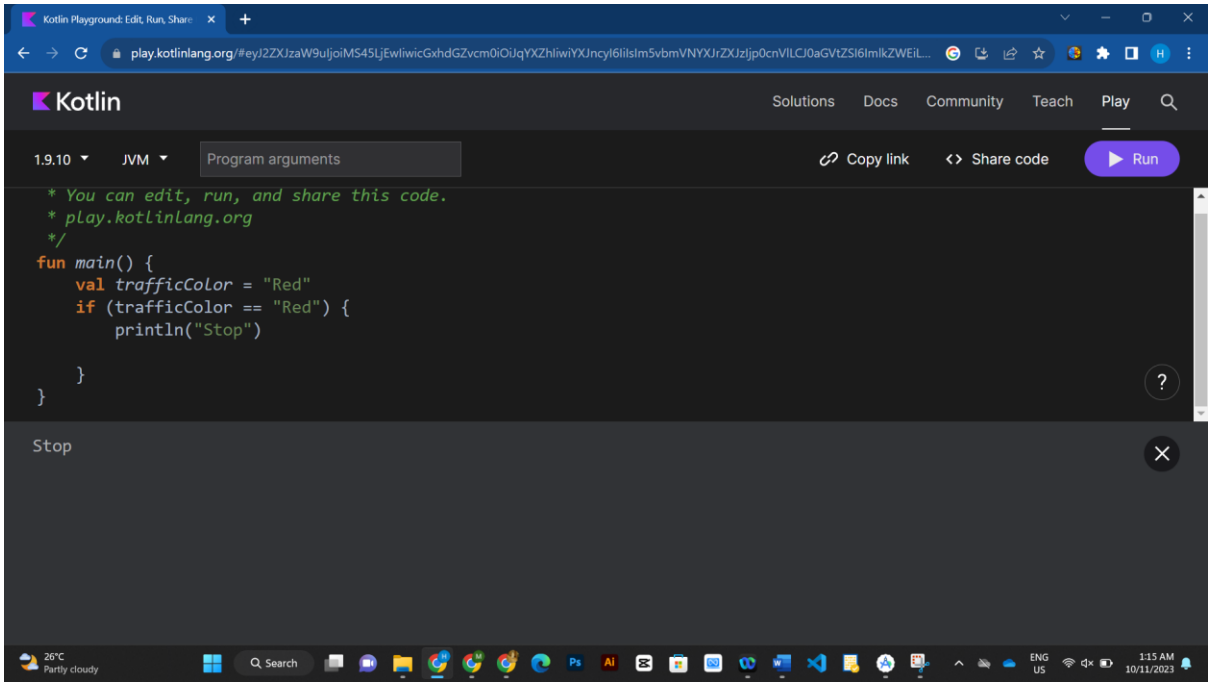
MOHAMAD HAZIM BIN MOHD SHAKRI (S61770)

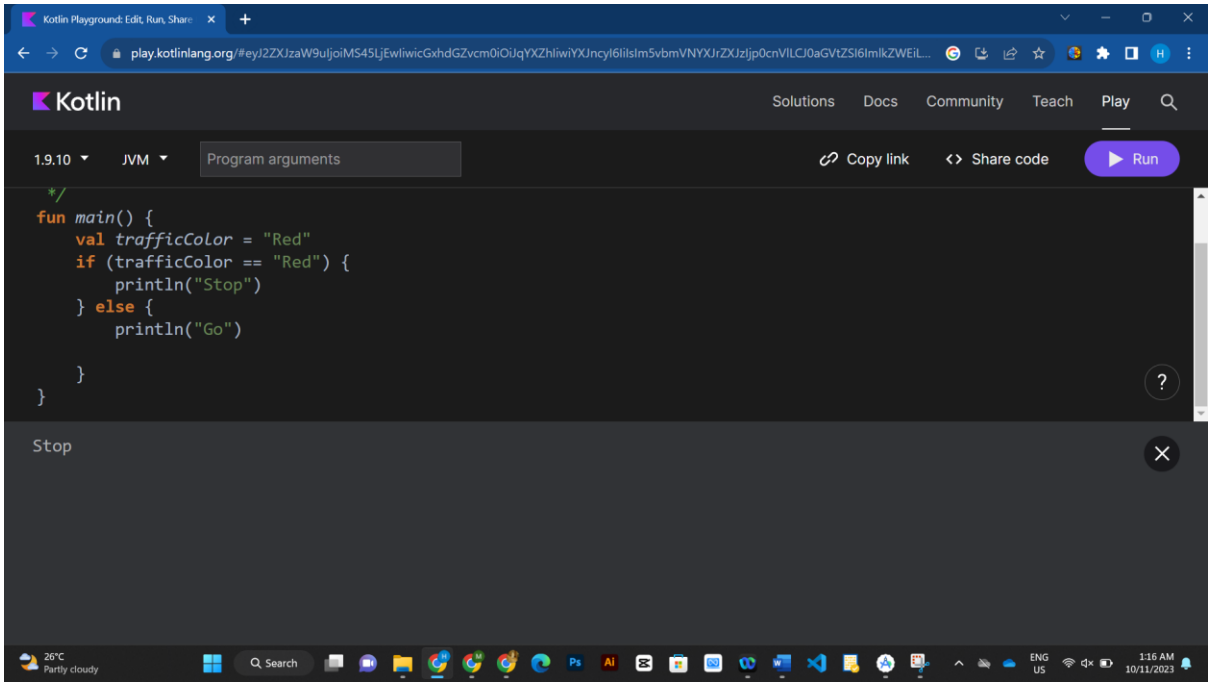
3. WRITE CONDITIONALS IN KOTLIN

(USE IF/ELSE STATEMENTS TO EXPRESS CONDITIONS)






Kotlin Playground: Edit, Run, Share
play.kotlinlang.org
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
* You can edit, run, and share this code.
* play.kotlinlang.org
*/
fun main() {
val trafficColor = "Red"
if (trafficColor == "Red") {
println("Stop")
}
}
Stop
26°C
Partly cloudy
Search
ENG
US
1:15 AM
10/11/2023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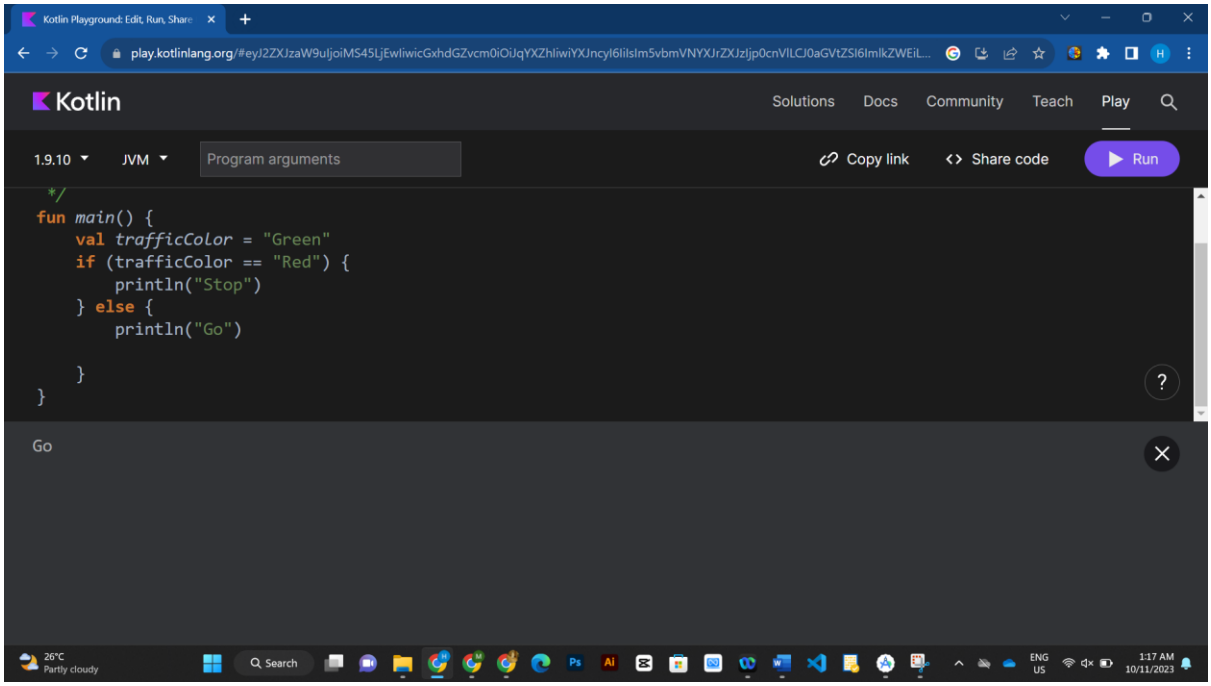
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
*/
fun main() {
val trafficColor = "Red"
if (trafficColor == "Red") {
println("Stop")
} else {
println("Go")
}
}
Stop
26°C
Partly cloudy
Search
ENG
US
1:16 AM
10/11/2023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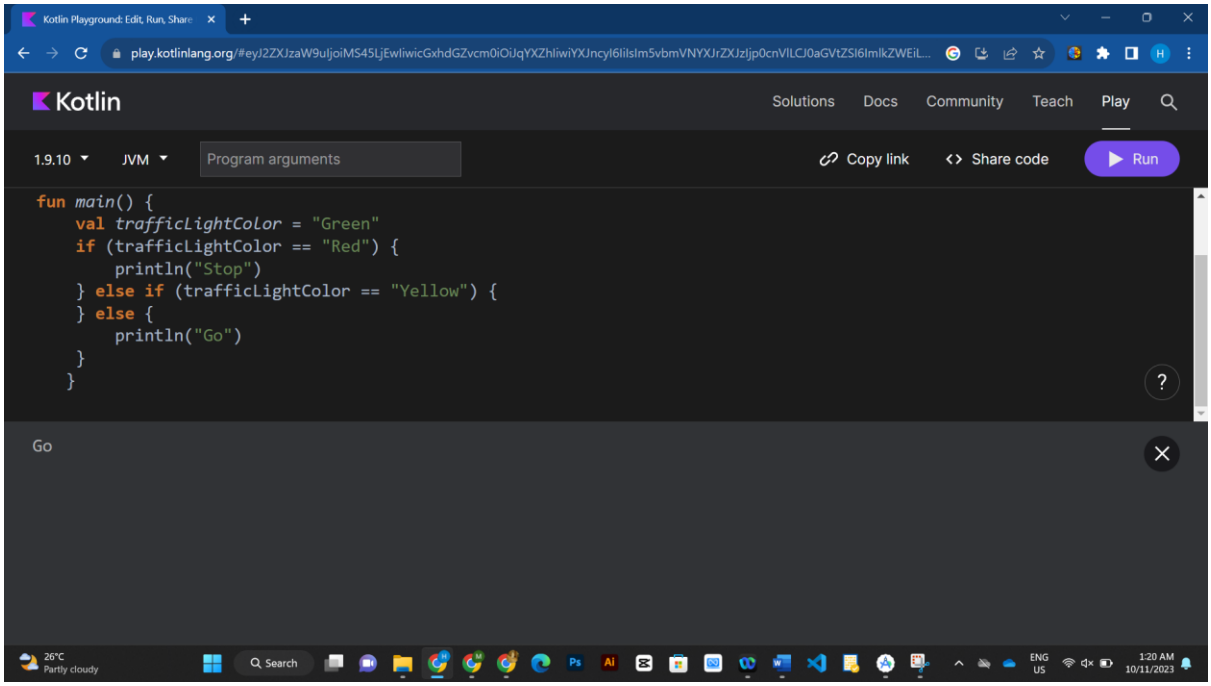
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
*/
fun main() {
val trafficColor = "Green"
if (trafficColor == "Red") {
println("Stop")
} else {
println("Go")
}
}
Go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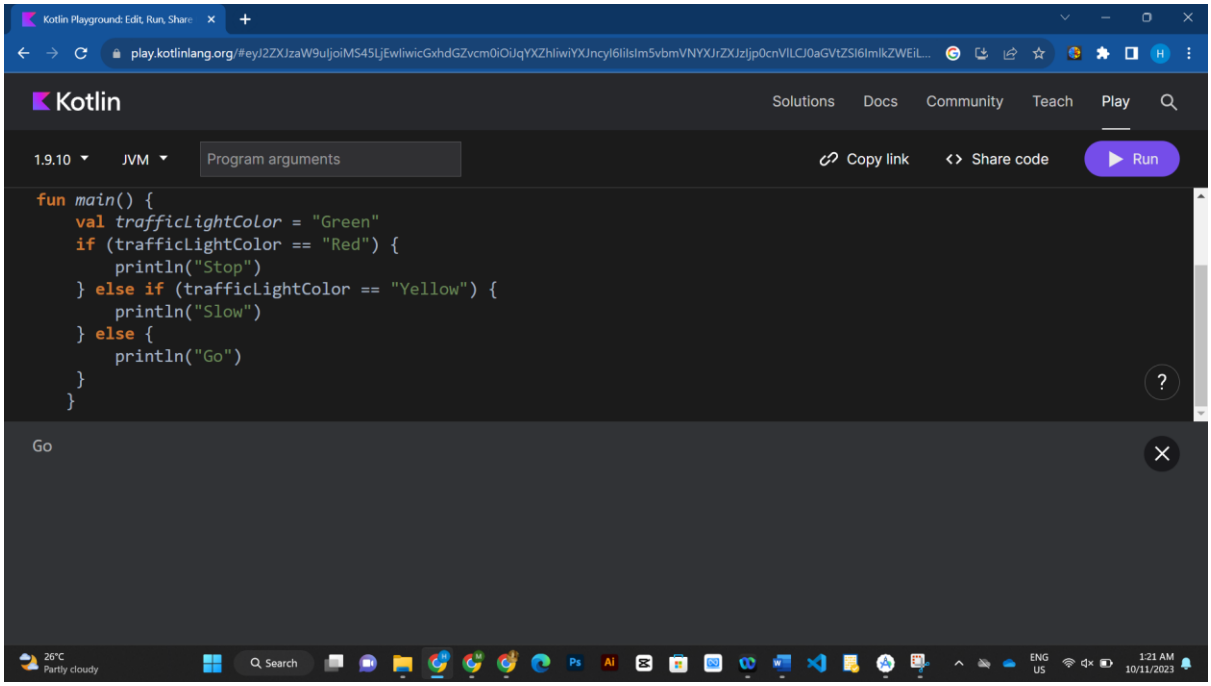
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Green"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
} else {
println("Go")
}
}
Go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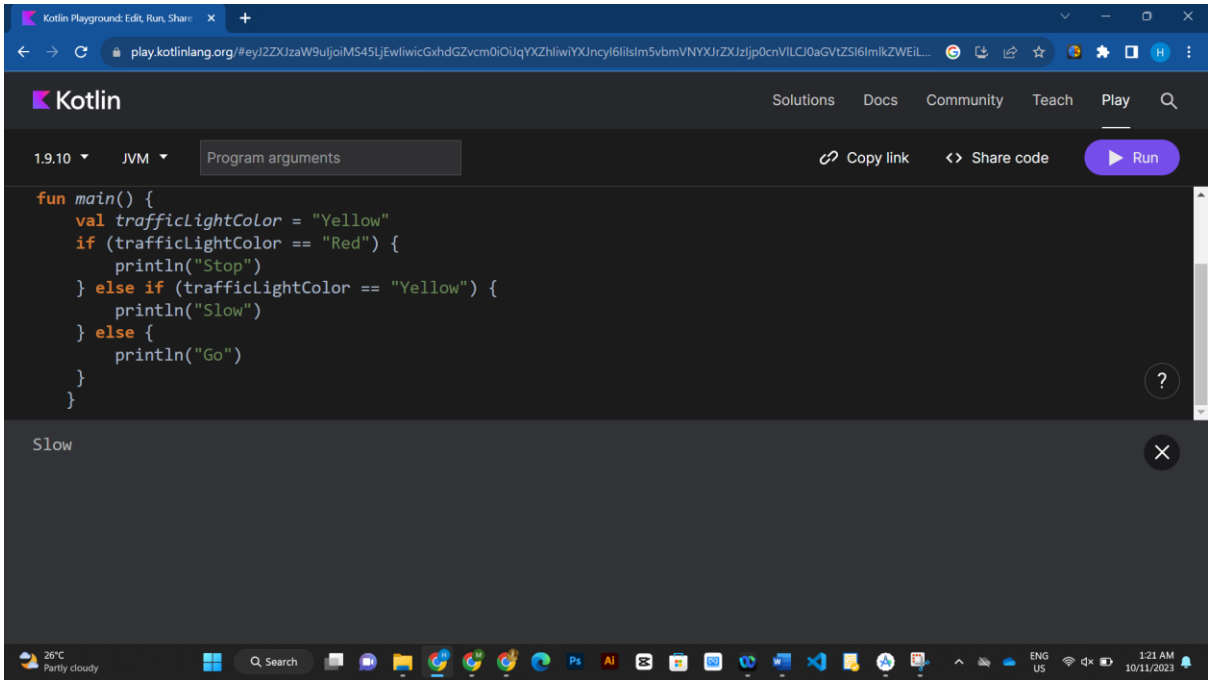
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Green"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
println("Slow")
} else {
println("Go")
}
}
Go
26°C
Partly cloudy
Search
ENG
US
1:21 AM
10/11/2023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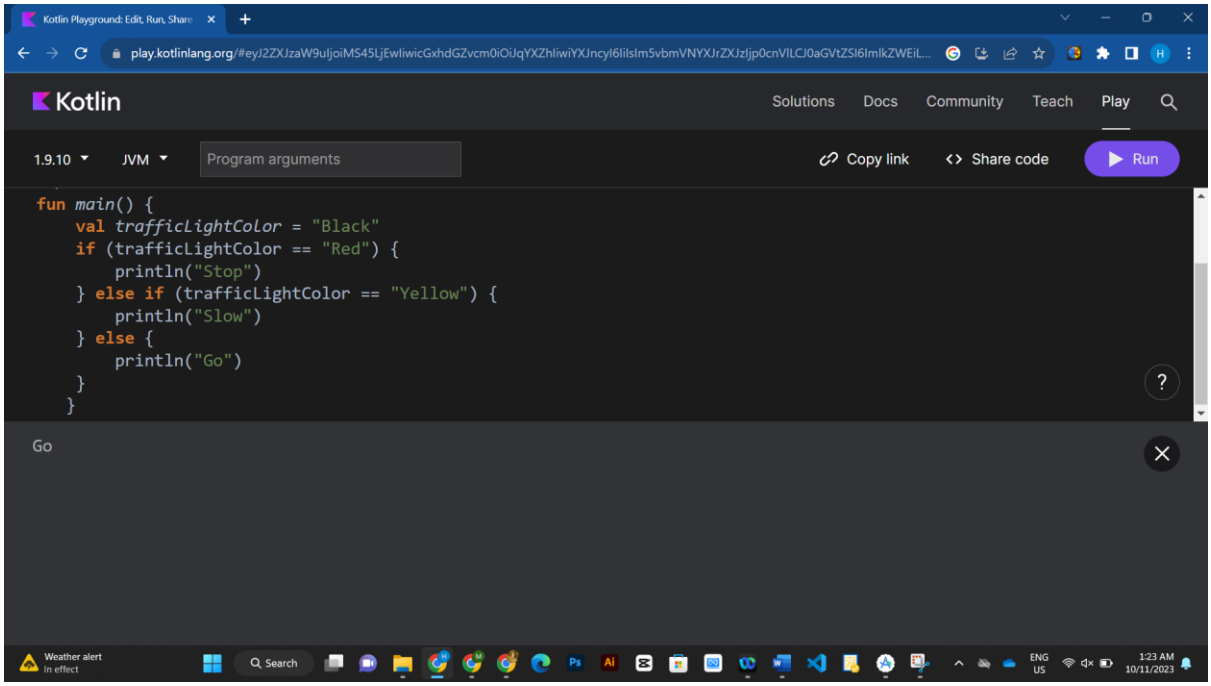
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Yellow"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
println("Slow")
} else {
println("Go")
}
}
Slow
26°C
Partly cloudy
Search
ENG
US
1:21 AM
10/11/2023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Solutions
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Community
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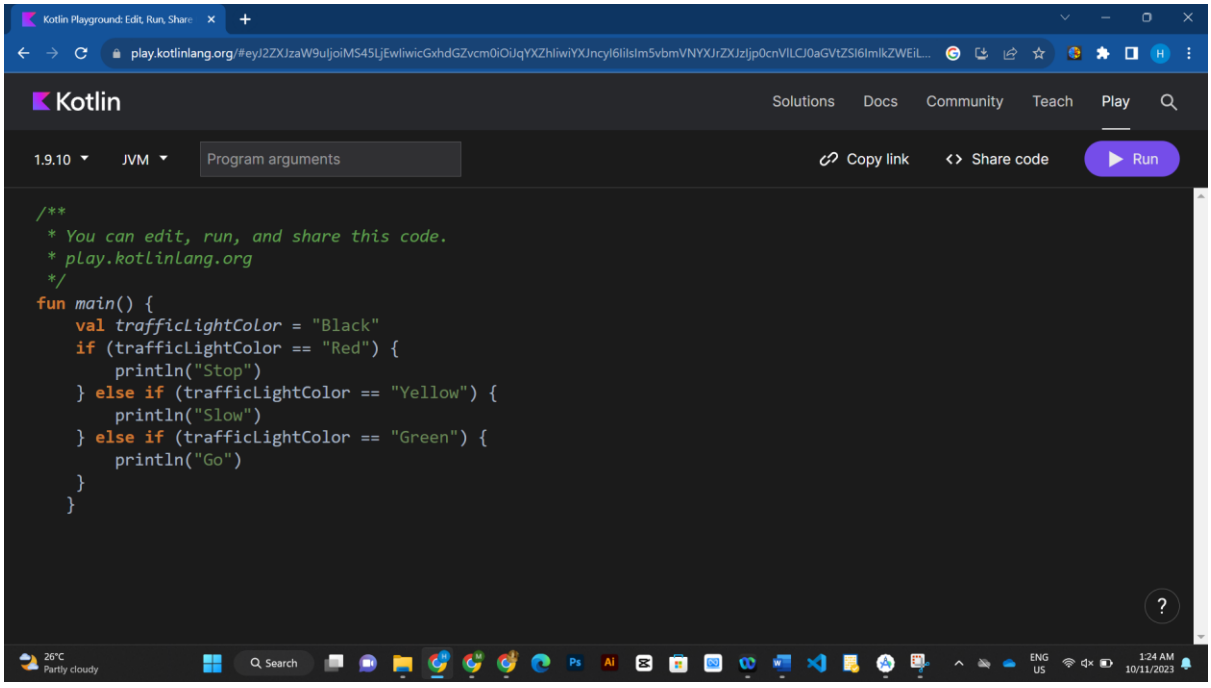
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Black"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
println("Slow")
} else {
println("Go")
}
}
Go
Weather alert
In effect
Search
ENG
US
1:23 AM
10/11/2023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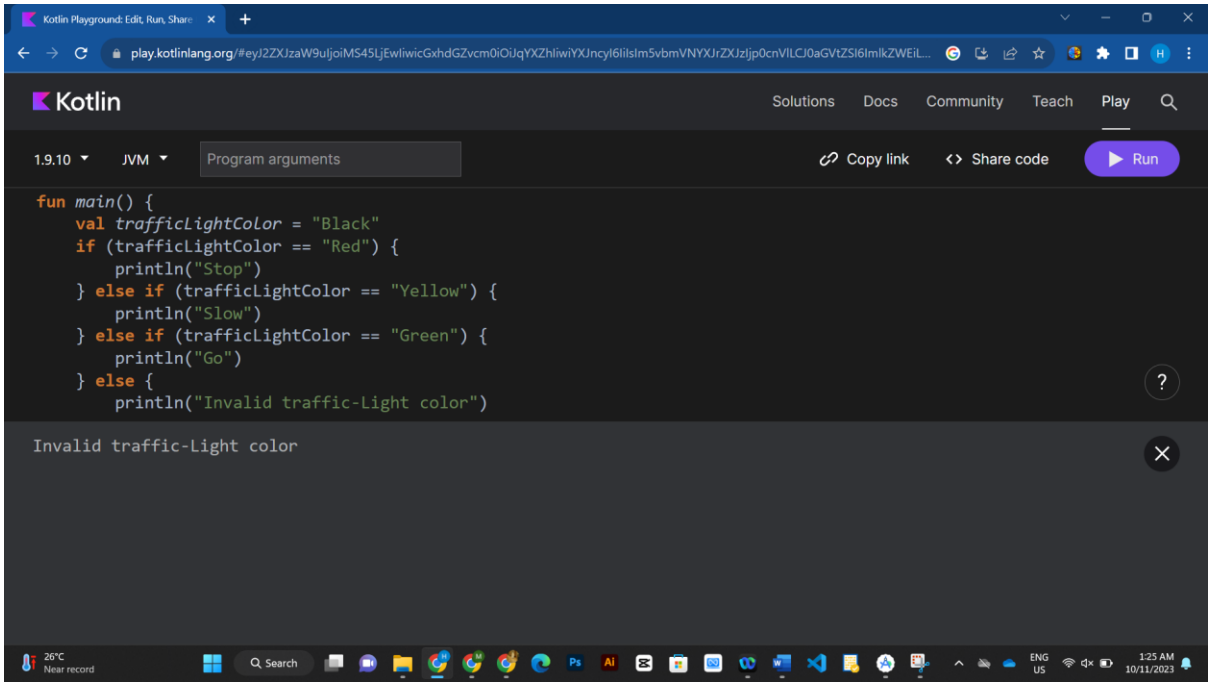
play.kotlinlang.org
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
/**
* You can edit, run, and share this code.
* play.kotlinlang.org
*/
fun main() {
val trafficLightColor = "Black"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
println("Slow")
} else if (trafficLightColor == "Green") {
println("Go")
}
}
26°C
Partly cloudy
Search
ENG
US
1:24 AM
10/11/2023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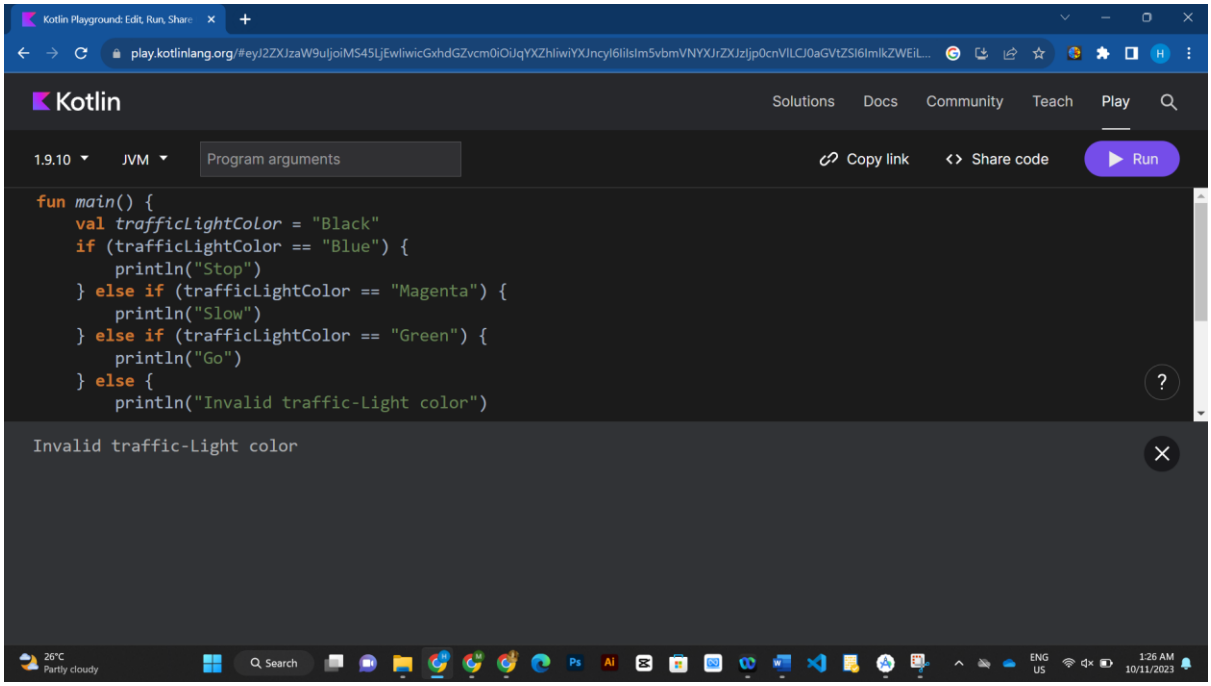
play.kotlinlang.org/#eyJ2ZXJzaW9uIjoiMS45LjEwIiwicGxhdGZvcm0iOiJqYXZhIiwiYXJncyI6IiIsIm5vbmVNYXJrZXJzIjp0cnVlLCJ0aGVtZSI6ImlkZWEiL...
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Black"
if (trafficLightColor == "Red") {
println("Stop")
} else if (trafficLightColor == "Yellow") {
println("Slow")
} else if (trafficLightColor == "Green") {
println("Go")
} else {
println("Invalid traffic-Light color")
Invalid traffic-Light color
26°C
Near record
Search
ENG
US
1:25 AM
10/11/2023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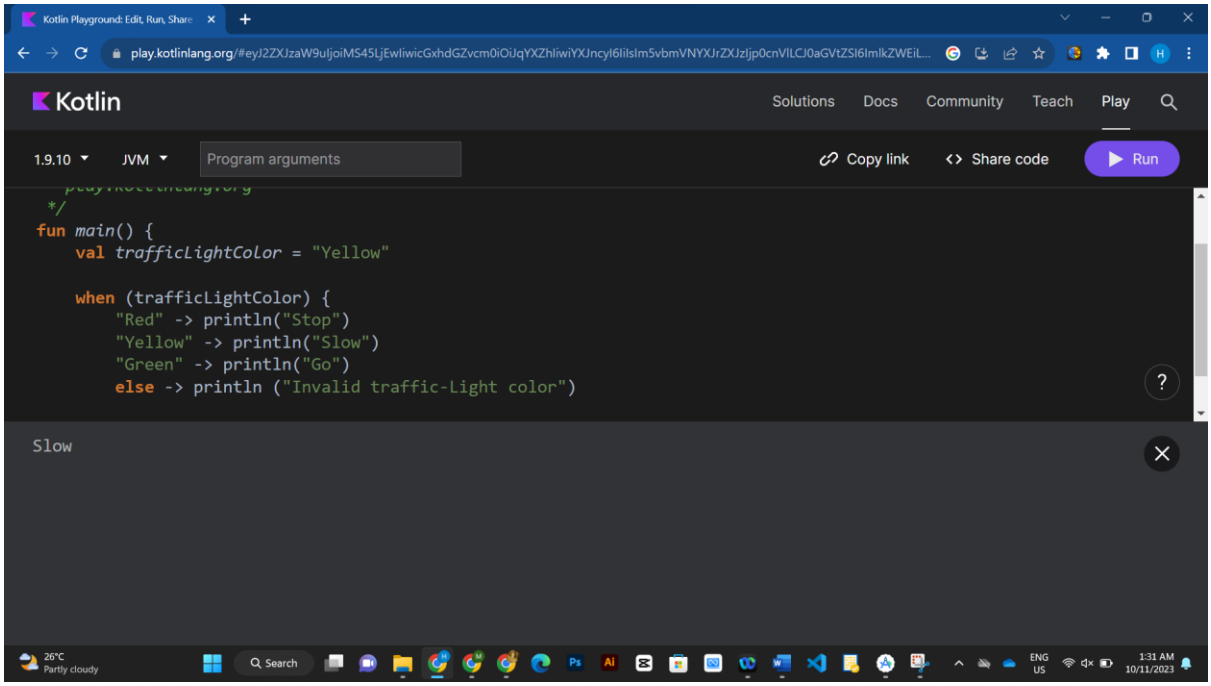
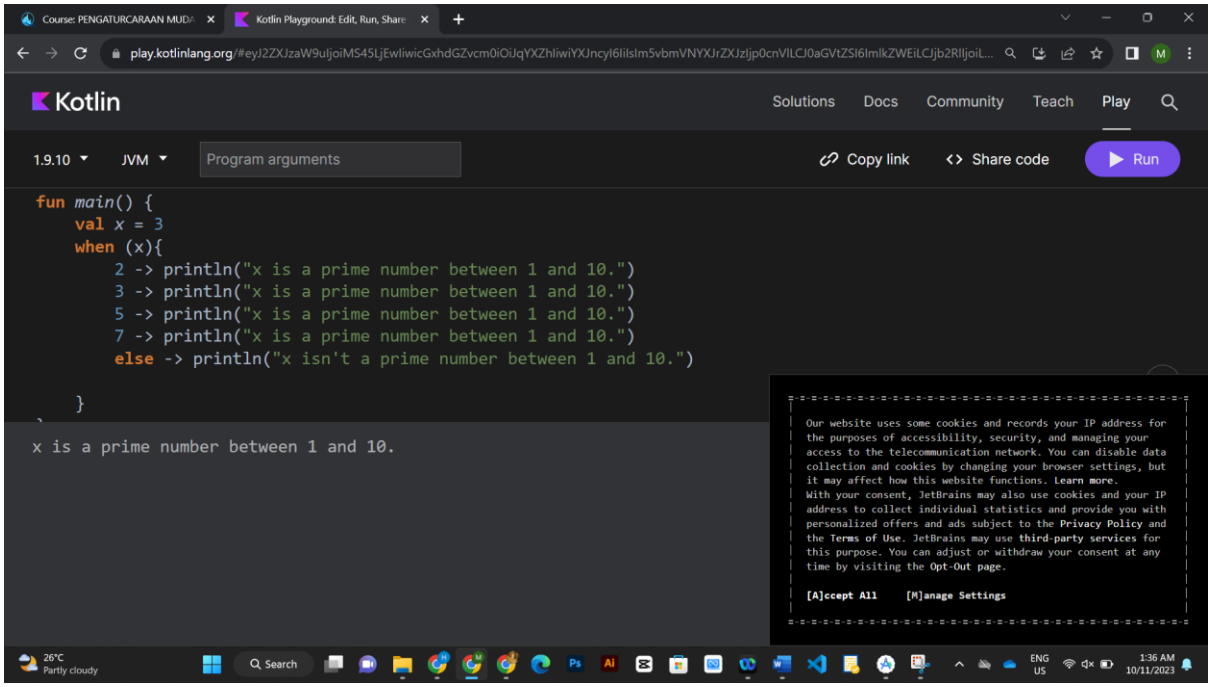
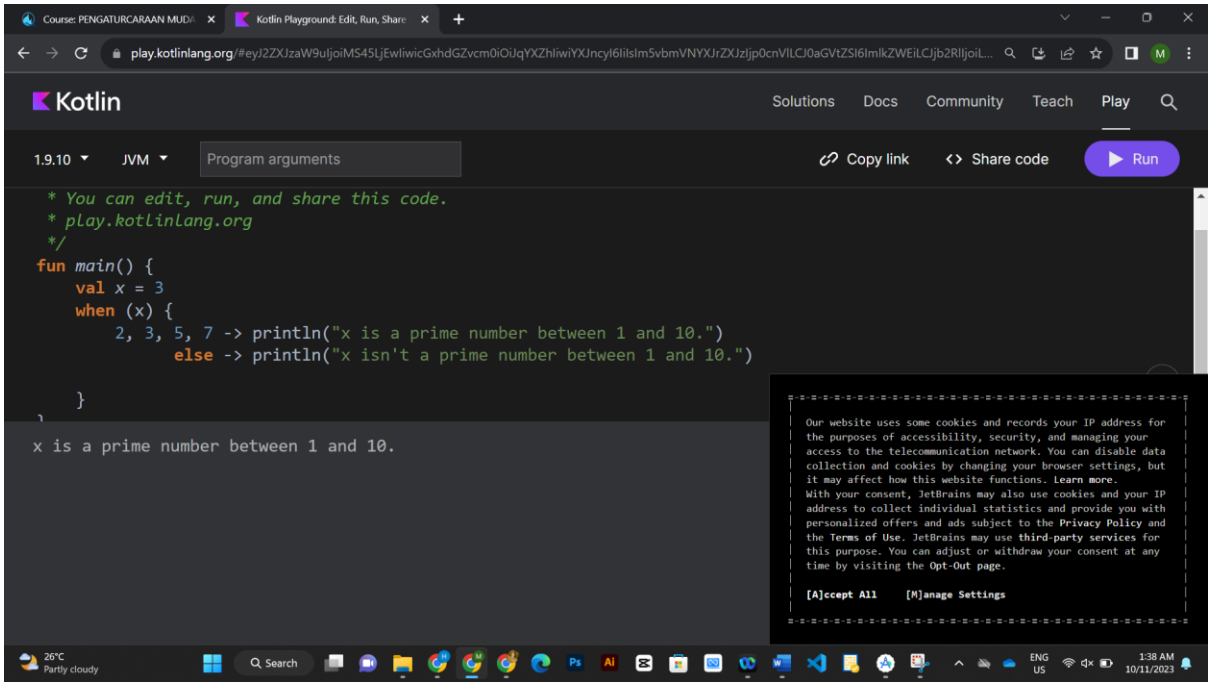
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val trafficLightColor = "Black"
if (trafficLightColor == "Blue") {
println("Stop")
} else if (trafficLightColor == "Magenta") {
println("Slow")
} else if (trafficLightColor == "Green") {
println("Go")
} else {
println("Invalid traffic-Light color")
Invalid traffic-Light color
26°C
Partly cloudy
Search
ENG
US
1:26 AM
10/11/2023

USE A WHEN STATEMENT FOR MULTIPLE BRANCHES



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Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
* You can edit, run, and share this code.
* play.kotlinlang.org
*/
fun main() {
val x = 3
when (x) {
2, 3, 5, 7 -> println("x is a prime number between 1 and 10.")
else -> println("x isn't a prime number between 1 and 10.")
}
}
x is a prime number between 1 and 10.
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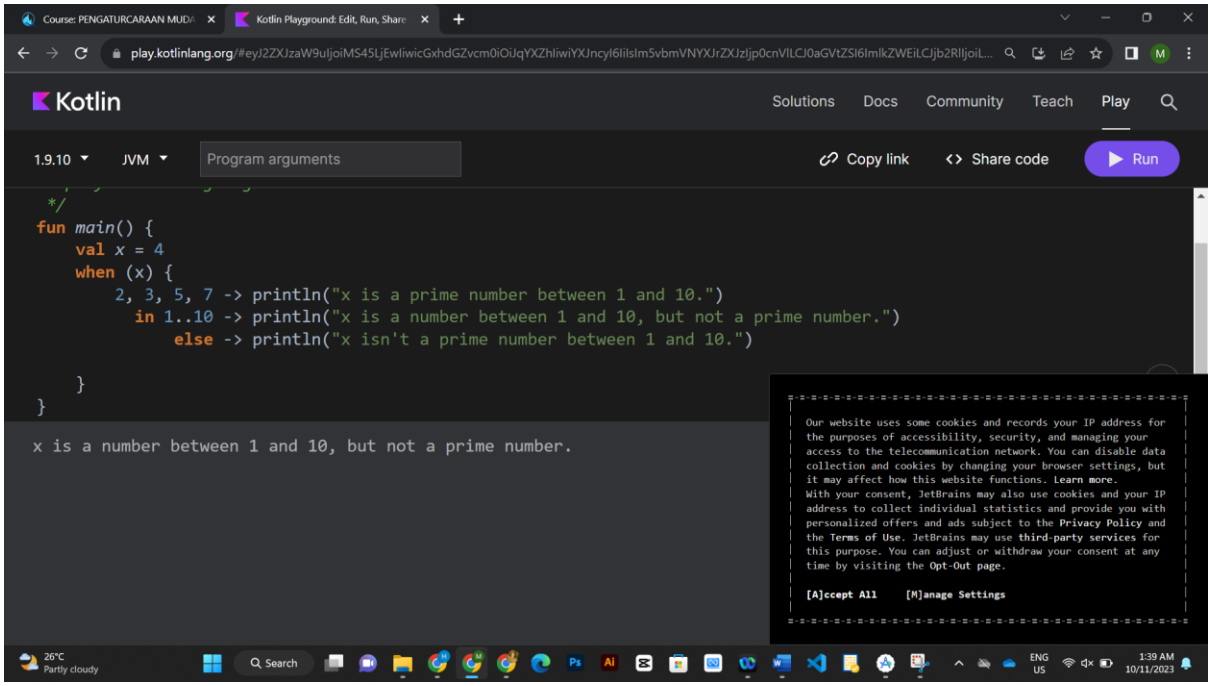
[A]ccept All
[M]anage Settings
26°C
Partly cloudy
Search
ENG
US
1:38 AM
10/11/2023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Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
*/
fun main() {
val x = 4
when (x) {
2, 3, 5, 7 -> println("x is a prime number between 1 and 10.")
in 1..10 -> println("x is a number between 1 and 10, but not a prime number.")
else -> println("x isn't a prime number between 1 and 10.")
}
}
x is a number between 1 and 10, but not a prime number.
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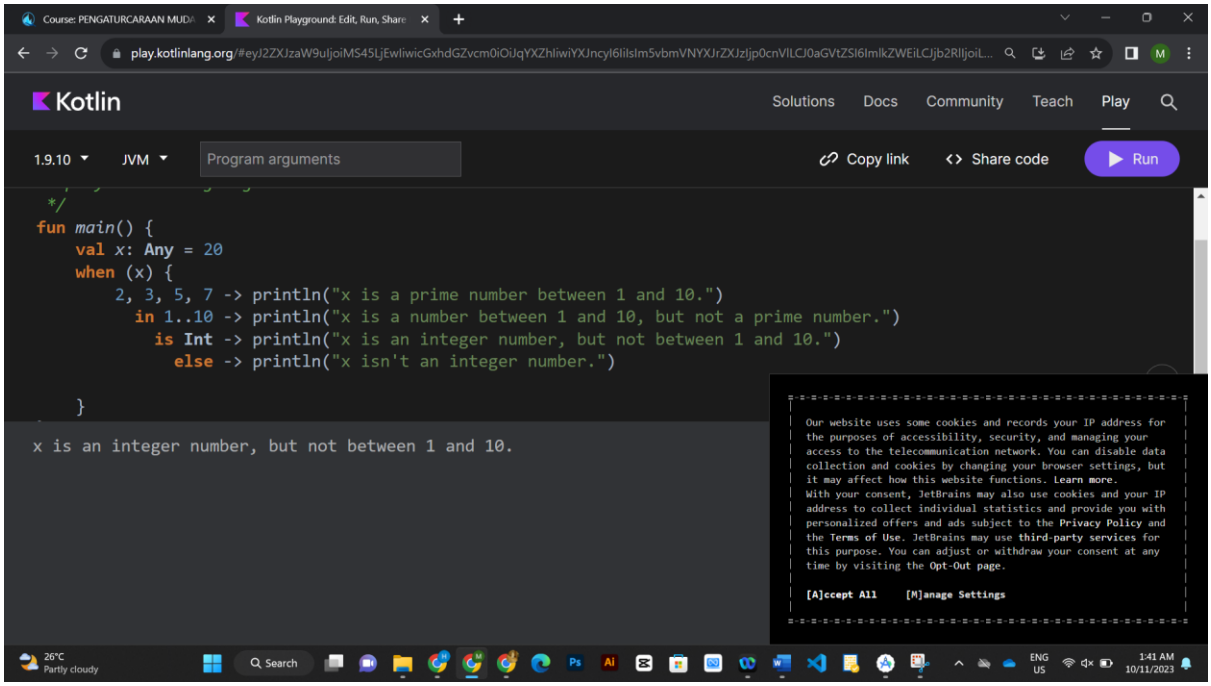
[A]ccept All
[M]anage Settings
26°C
Partly cloudy
Search
ENG
US
1:39 AM
10/11/2023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Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
*/
fun main() {
val x: Any = 20
when (x) {
2, 3, 5, 7 -> println("x is a prime number between 1 and 10.")
in 1..10 -> println("x is a number between 1 and 10, but not a prime number.")
is Int -> println("x is an integer number, but not between 1 and 10.")
else -> println("x isn't an integer number.")
}
x is an integer number, but not between 1 and 10.
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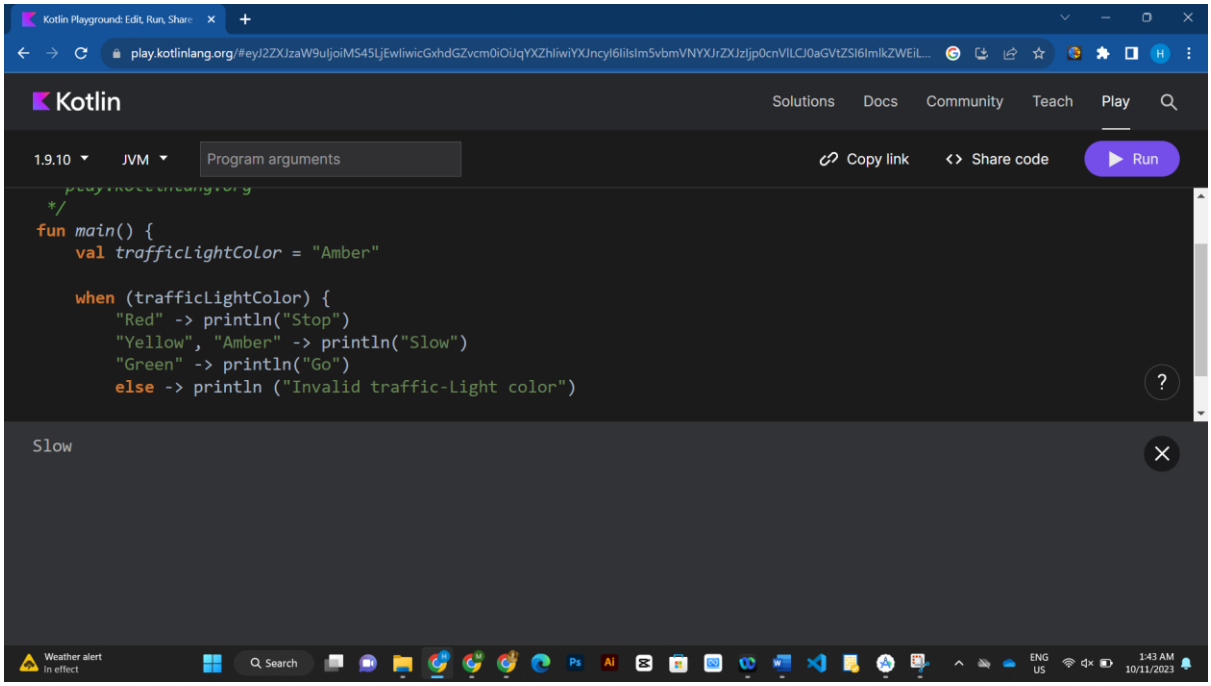
[A]ccept All
[M]anage Settings
26°C
Partly cloudy
Search
ENG
US
1:41 AM
10/11/2023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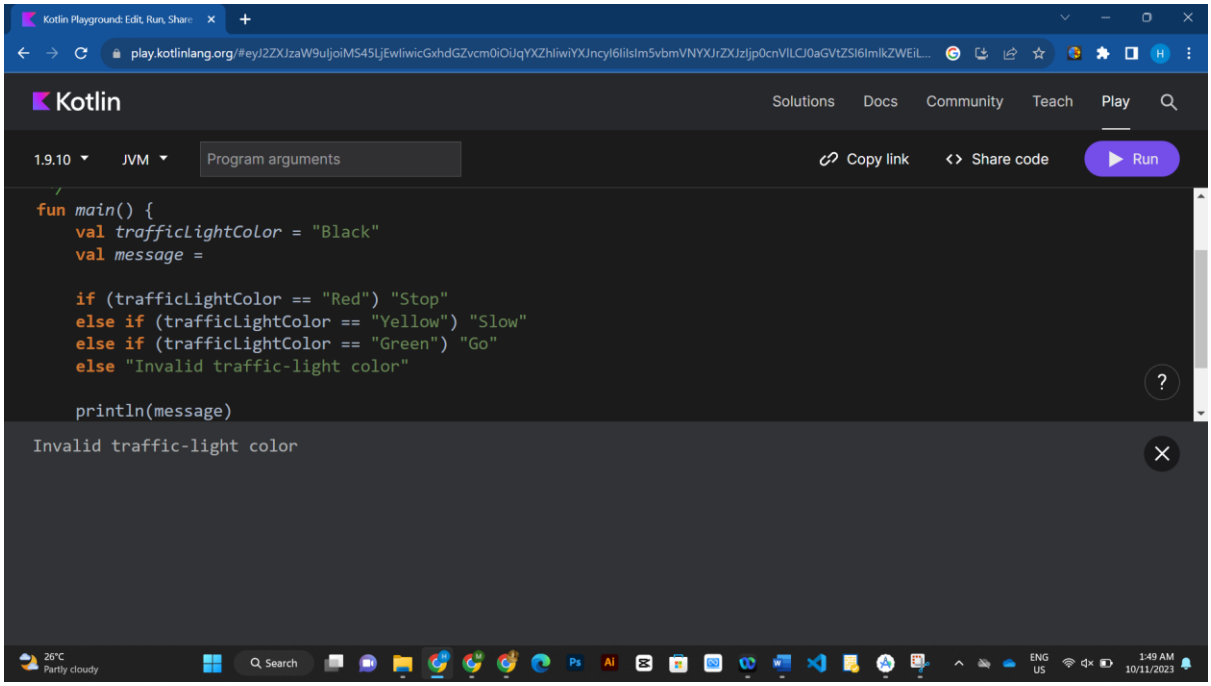
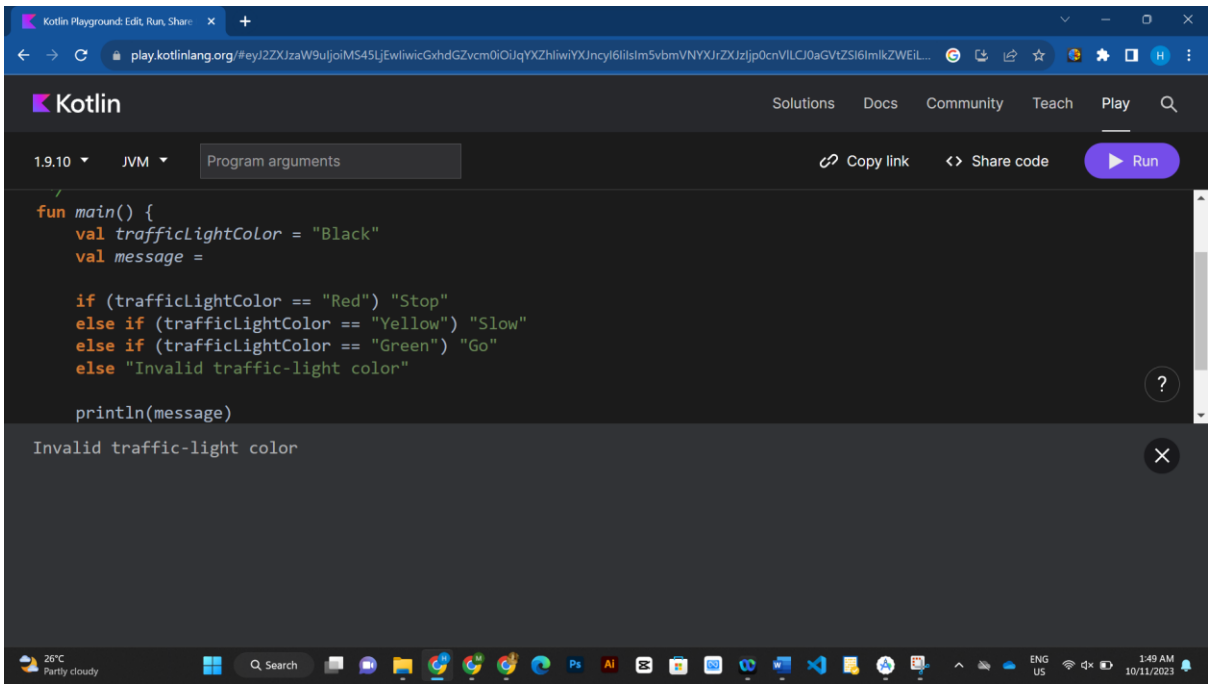
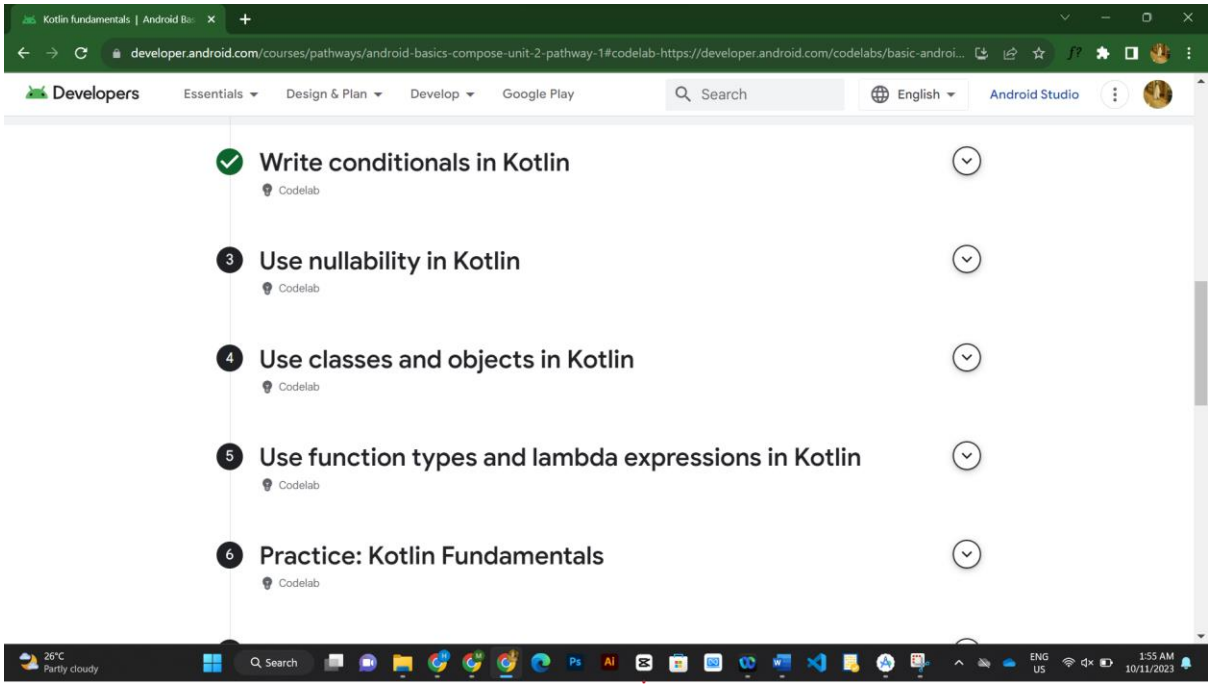
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
*/
fun main() {
val trafficLightColor = "Amber"
when (trafficLightColor) {
"Red" -> println("Stop")
"Yellow", "Amber" -> println("Slow")
"Green" -> println("Go")
else -> println ("Invalid traffic-Light color")
}
Slow
Weather alert
In effect
Search
ENG
US
1:43 AM
10/11/2023

USE IF/ELSE AND WHEN AS EXPRESSIONS



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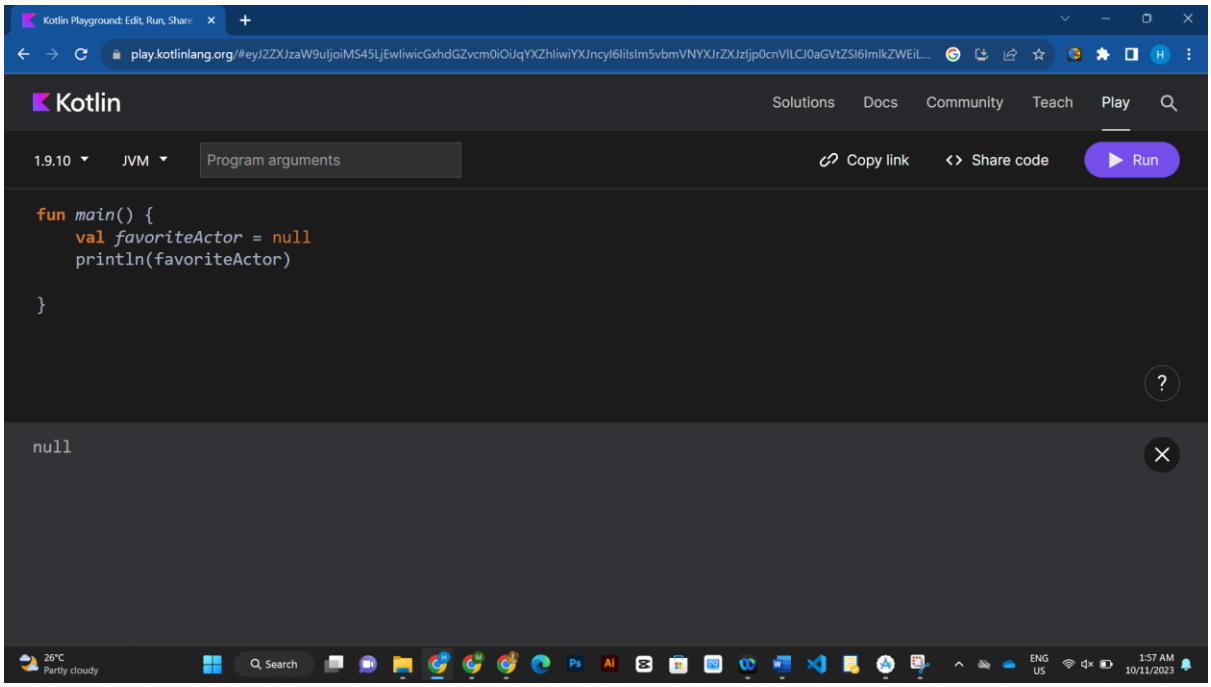
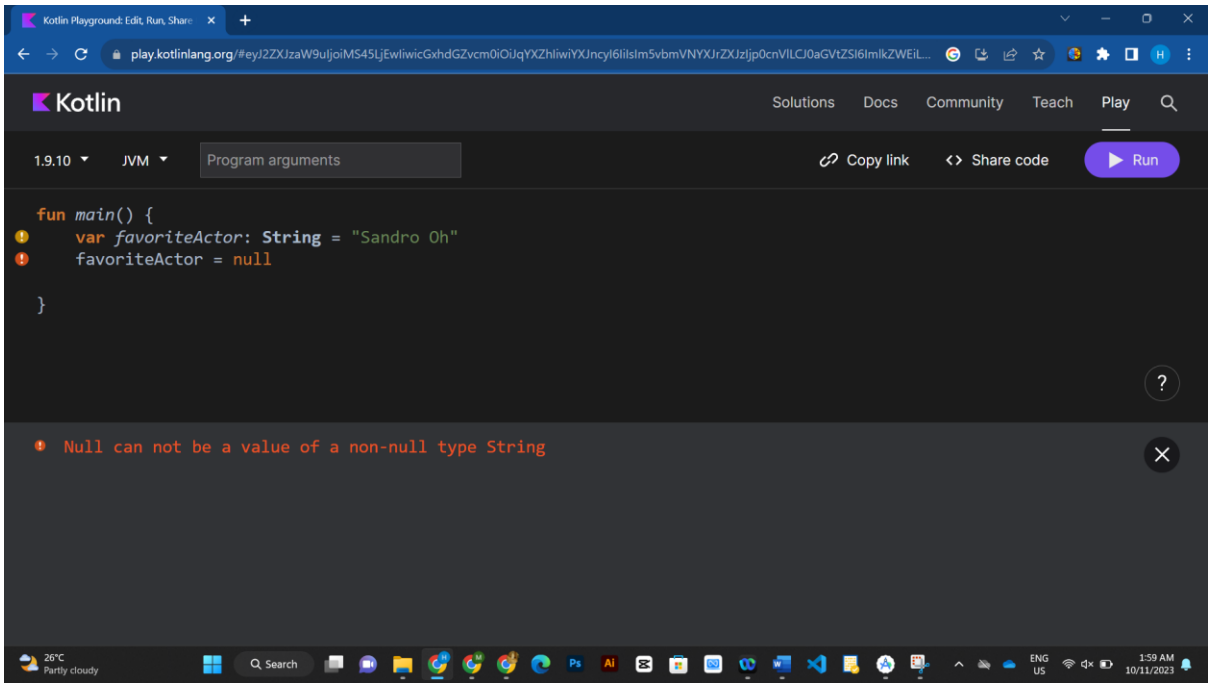
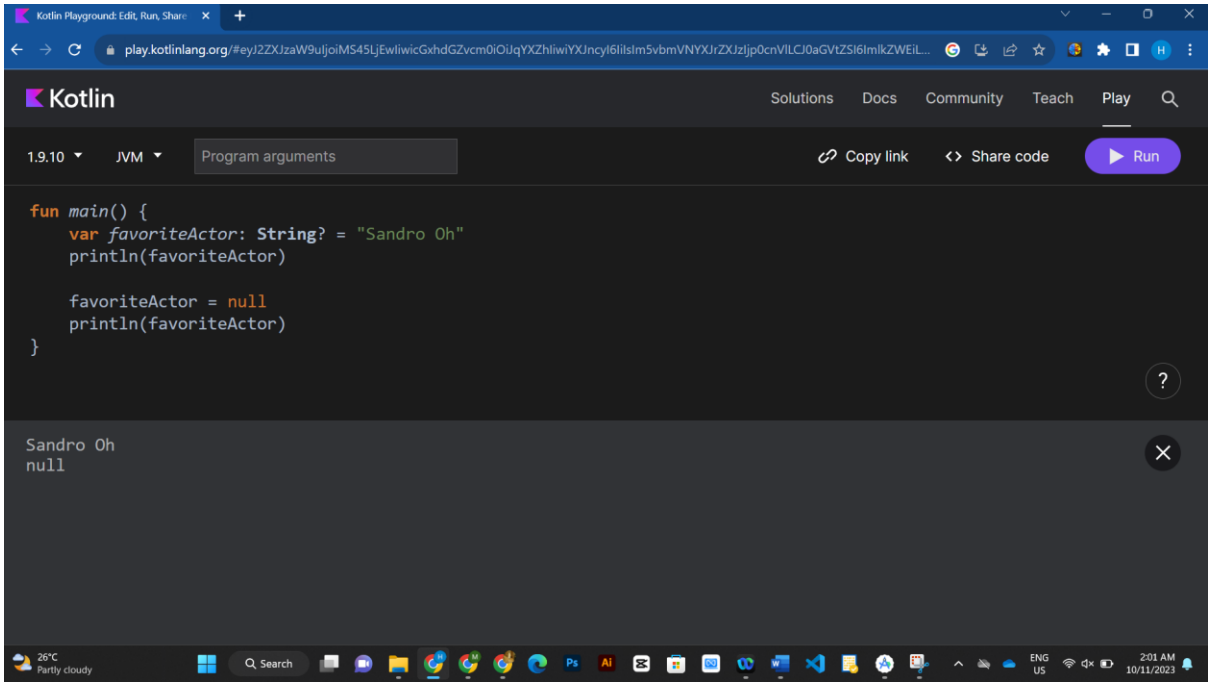
Develop
Google Play
Search
English
Android Studio
Write conditionals in Kotlin
Codelab
3 Use nullability in Kotlin
Codelab
4 Use classes and objects in Kotlin
Codelab
5 Use function types and lambda expressions in Kotlin
Codelab
6 Practice: Kotlin Fundamentals
Codelab
26°C
Partly cloudy
Search
ENG
US
1:55 AM
10/11/2023

4. USE NULLABLE IN KOTLIN

USE NULLABLE VARIABLES



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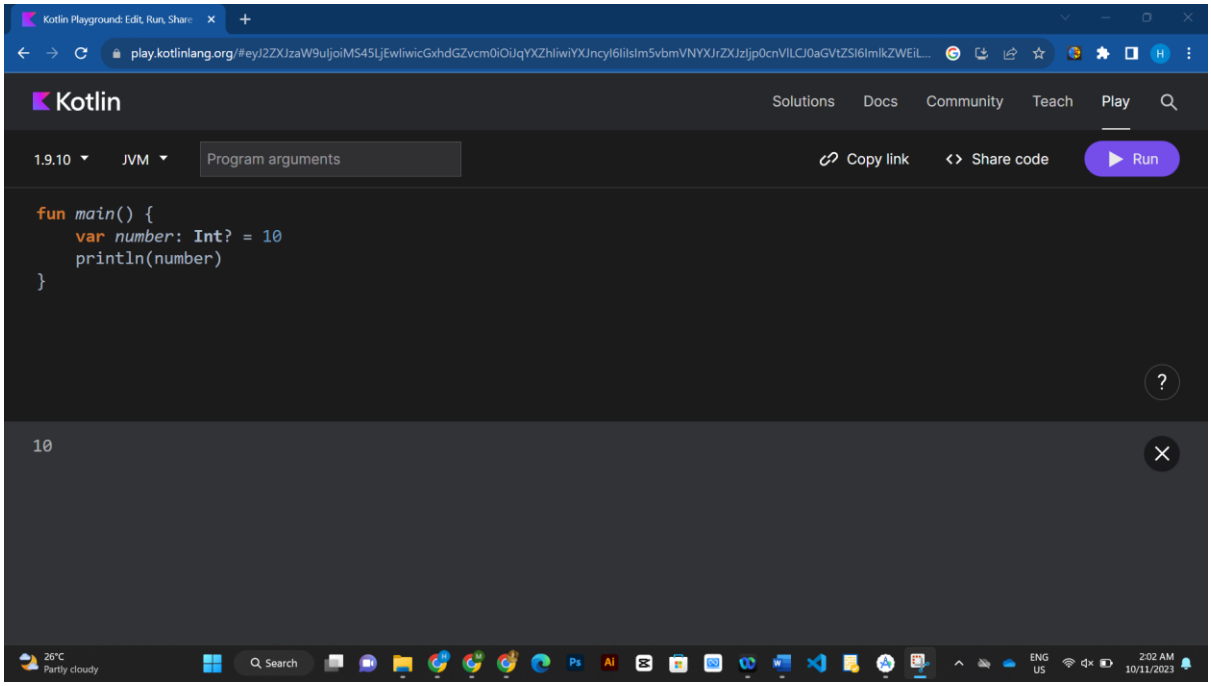
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = "Sandro Oh"
println(favoriteActor)
favoriteActor = null
println(favoriteActor)
}
Sandro Oh
null
26°C
Partly cloudy
Search
ENG
US
2:01 AM
10/11/2023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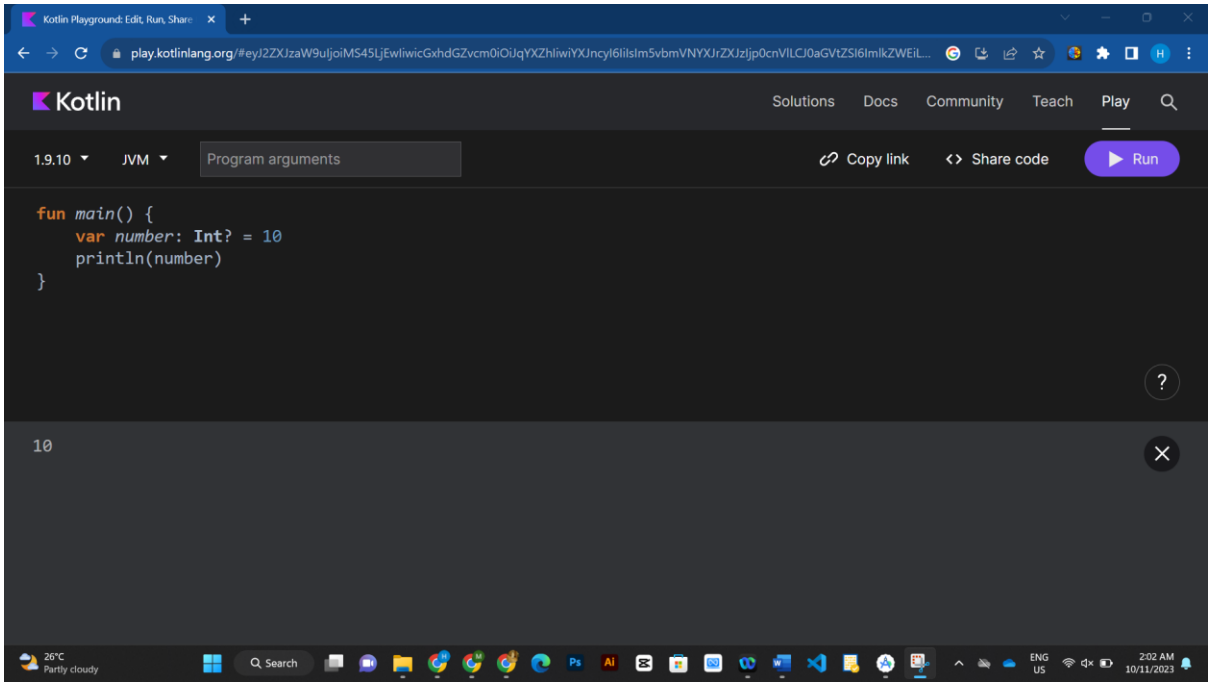
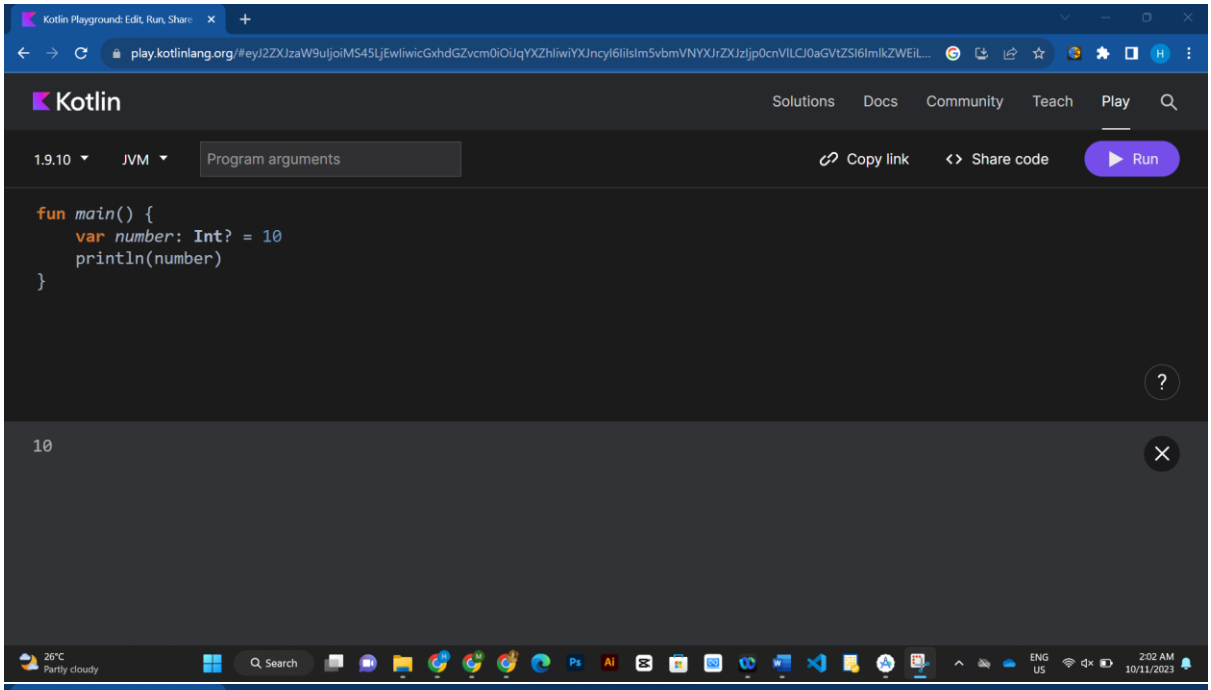
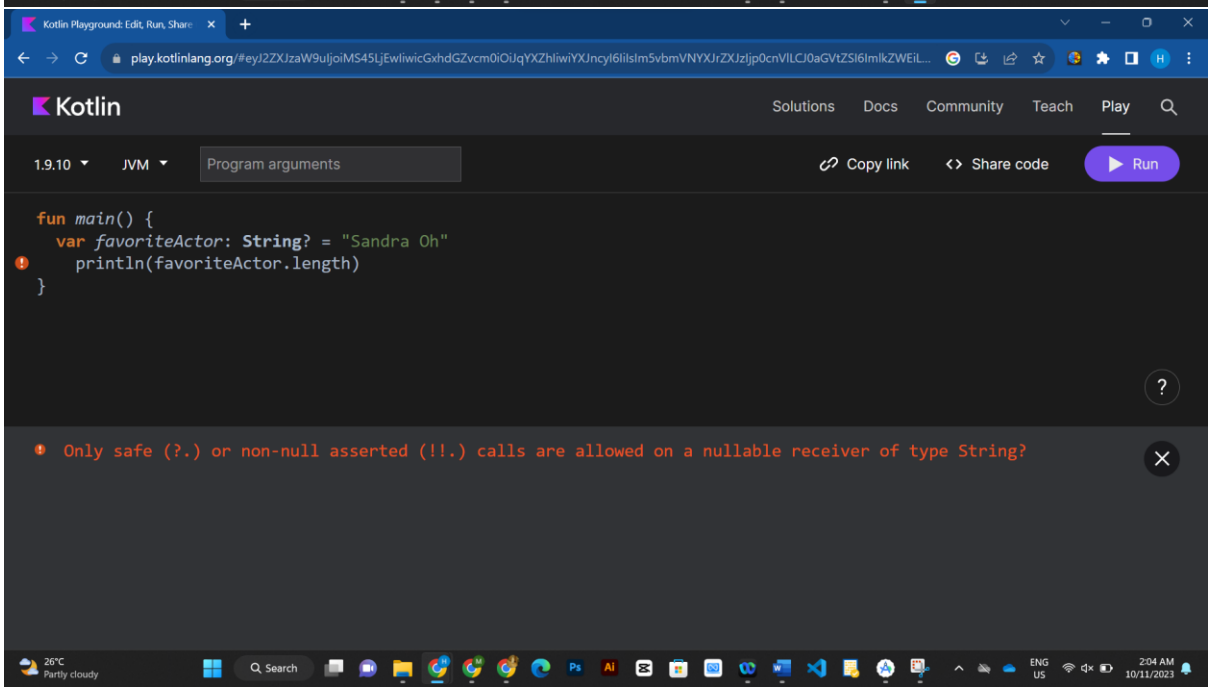
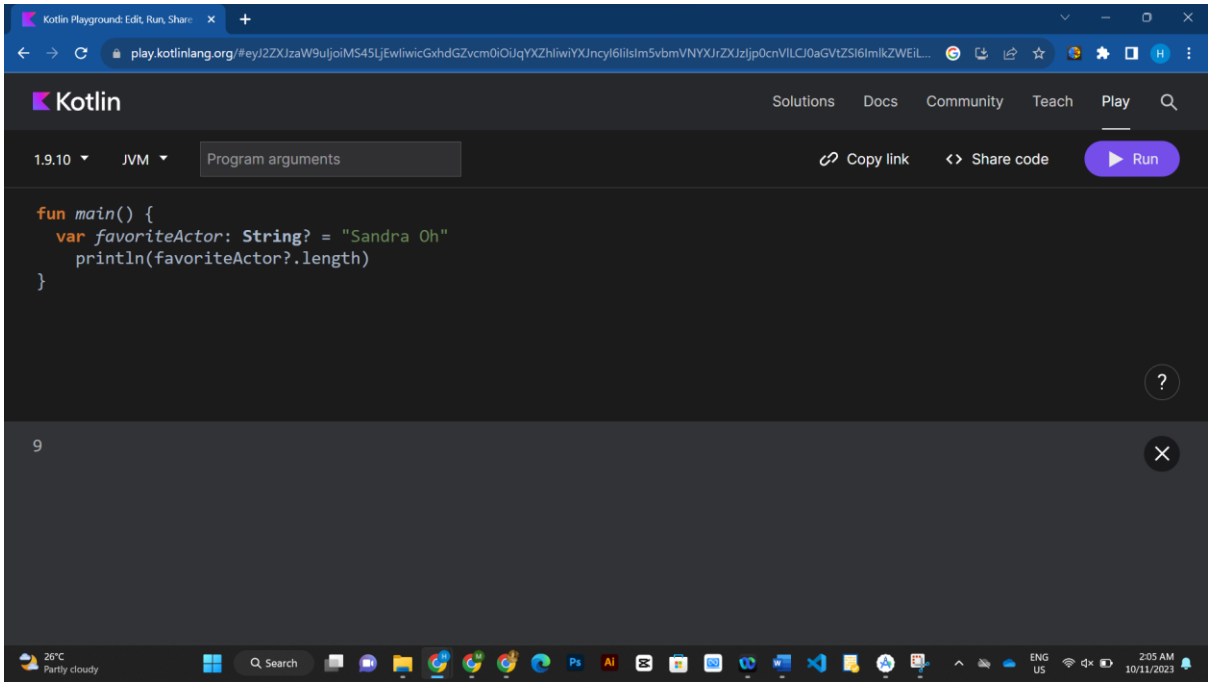
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var number: Int? = 10
println(number)
}
10
26°C
Partly cloudy
Search
ENG
US
2:02 AM
10/11/2023


Kotlin Playground: Edit, Run, Share
play.kotlinlang.org/#eyJ2ZXJzaW9uIjoiMS45LjEwIiwicGxhdGZvcm0iOiJqYXZhIiwiYXJncyI6IiIsIm5vbmVNYXJrZXJzIjp0cnVlLCJ0aGVtZSI6ImlkZWEiL...
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var number: Int? = 10
println(number)
}
10
26°C
Partly cloudy
Search
ENG
US
2:02 AM
10/11/2023

HANDLE NULLABLE VARIABLES



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1.9.10
JVM
Program arguments
Copy link
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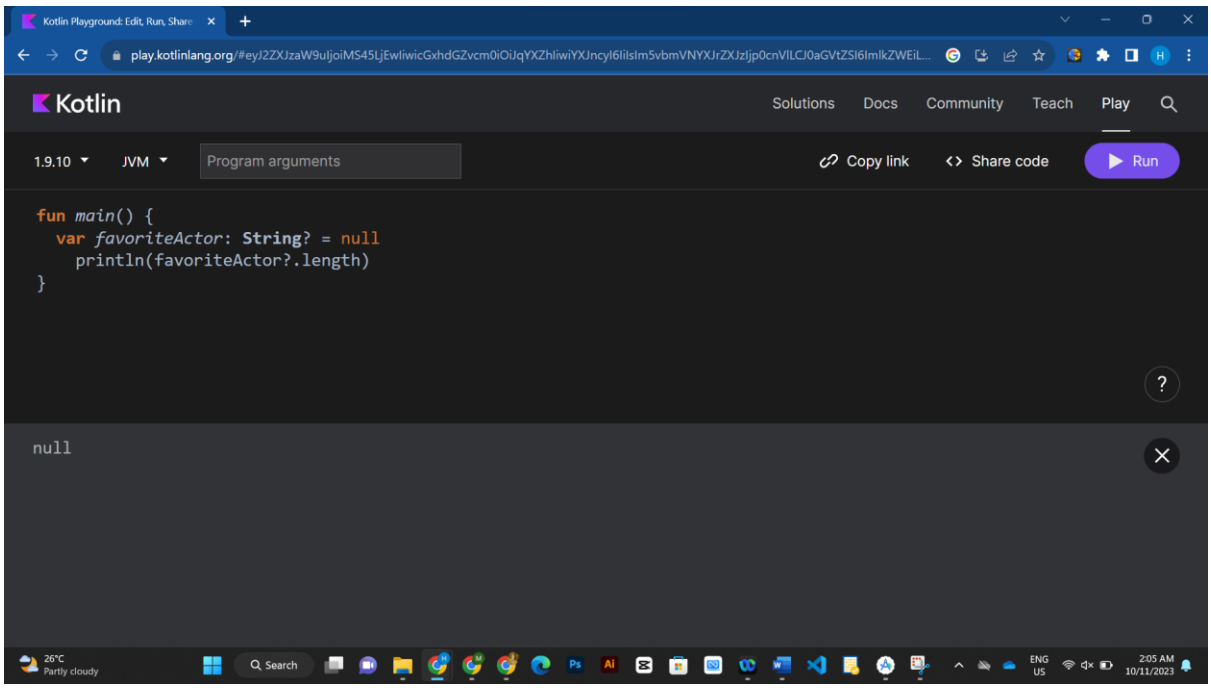
Run
fun main() {
var favoriteActor: String? = "Sandra Oh"
println(favoriteActor?.length)
}
9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JVM
Program arguments
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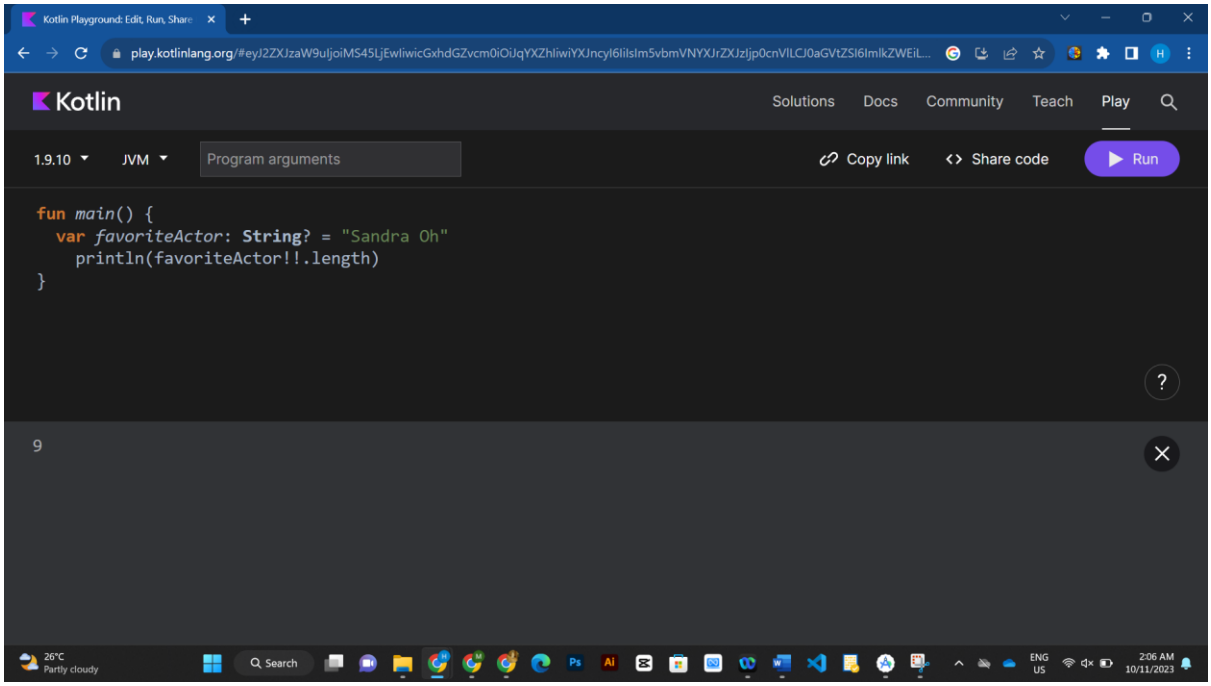
Run
fun main() {
var favoriteActor: String? = null
println(favoriteActor?.length)
}
null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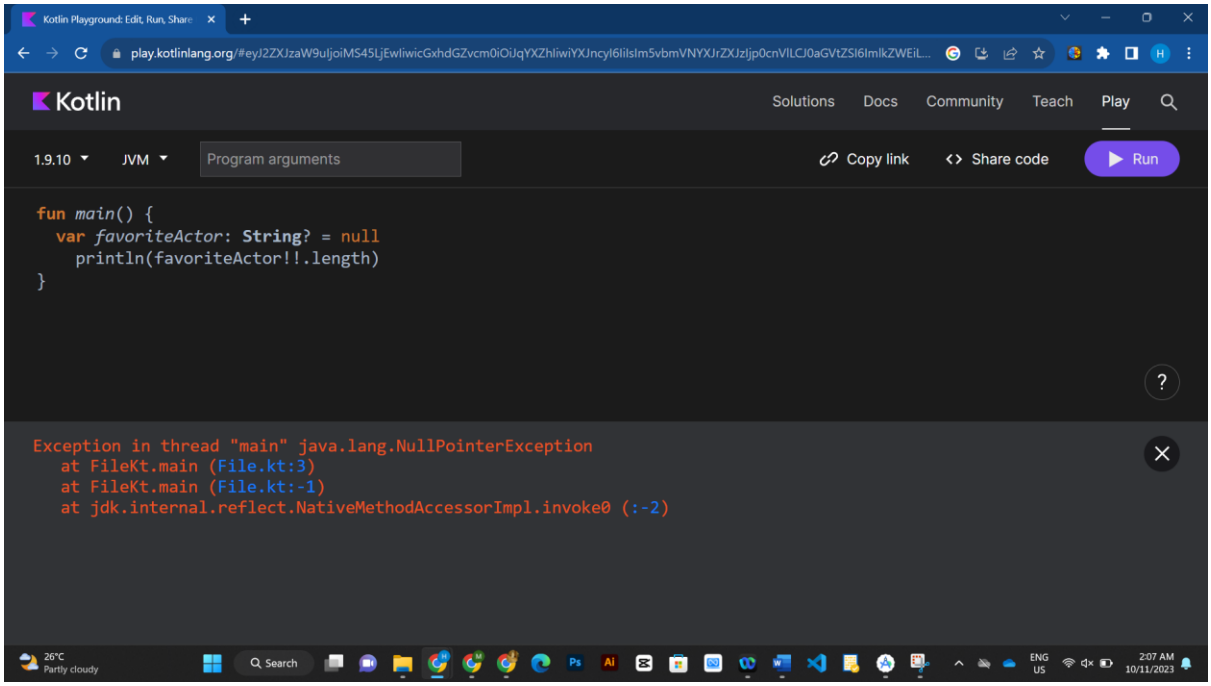
Kotlin
Solutions
Docs
Community
Teach
Play
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = "Sandra Oh"
println(favoriteActor!!.length)
}
9
26°C
Partly cloudy
Search
ENG
US
2:06 AM
10/11/2023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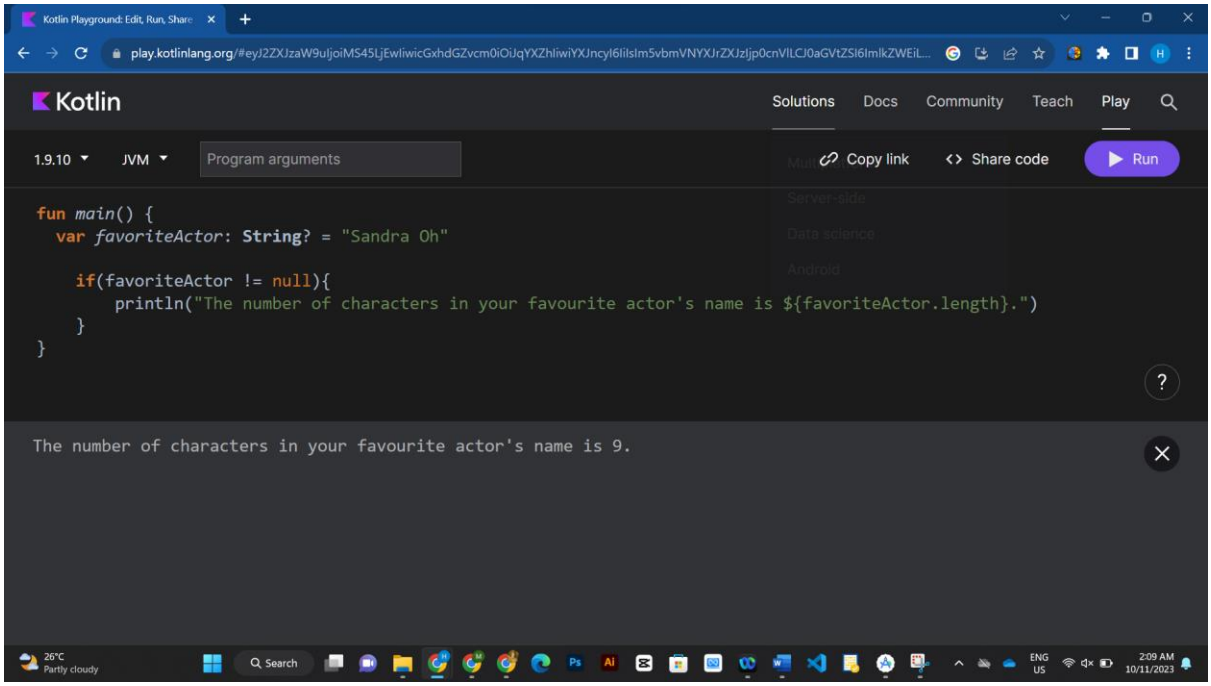
1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = null
println(favoriteActor!!.length)
}
Exception in thread "main" java.lang.NullPointerException
at FileKt.main (File.kt:3)
at FileKt.main (File.kt:-1)
at jdk.internal.reflect.NativeMethodAccessorImpl.invoke0 (:-2)
26°C
Partly cloudy
Search
ENG
US
2:07 AM
10/11/2023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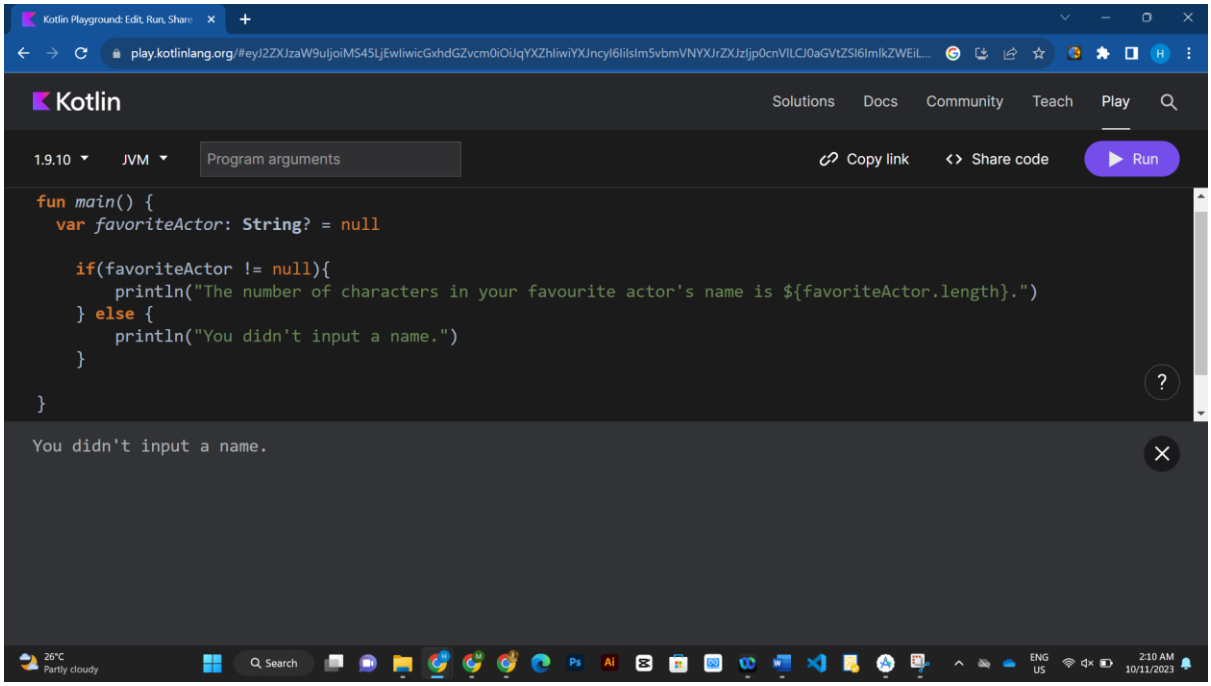
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = "Sandra Oh"
if(favoriteActor != null){
println("The number of characters in your favourite actor's name is ${favoriteActor.length}.")
}
}
The number of characters in your favourite actor's name is 9.
26°C
Partly cloudy
Search
ENG
US
2:09 AM
10/11/2023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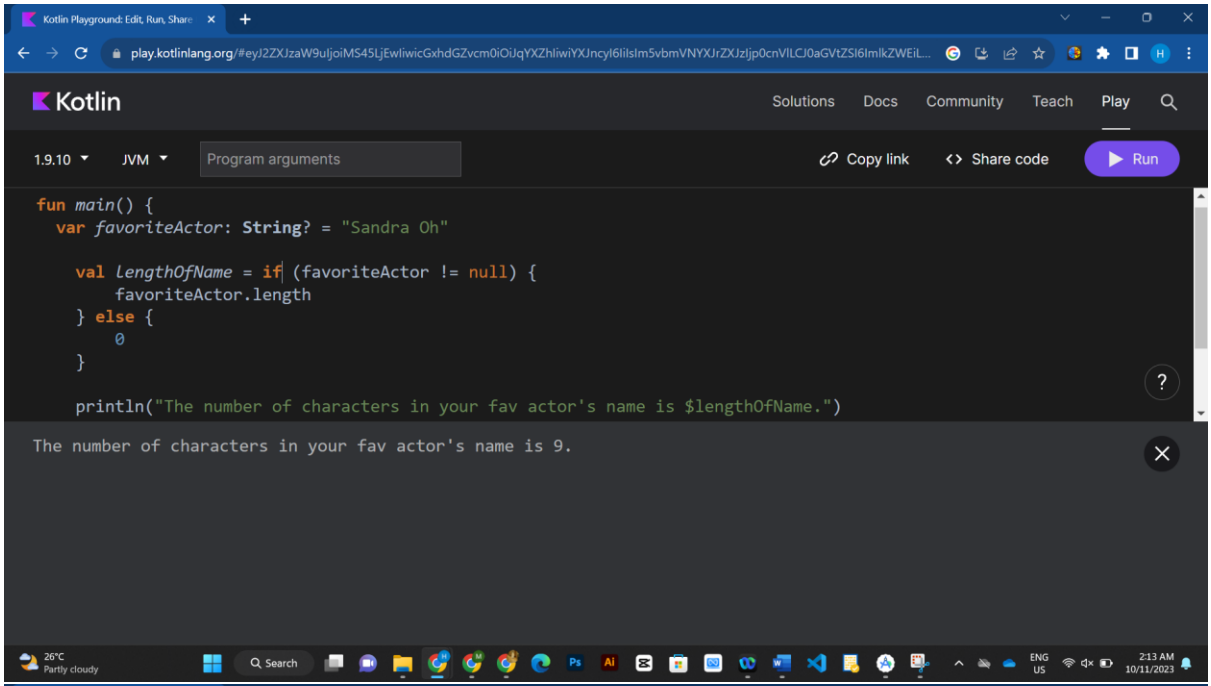
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = null
if(favoriteActor != null){
println("The number of characters in your favourite actor's name is ${favoriteActor.length}.")
} else {
println("You didn't input a name.")
}
}
You didn't input a name.
26°C
Partly cloudy
Search
ENG
US
2:10 AM
10/11/2023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1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = "Sandra Oh"
val lengthOfName = if (favoriteActor != null) {
favoriteActor.length
} else {
0
}
println("The number of characters in your fav actor's name is $lengthOfName.")
The number of characters in your fav actor's name is 9.
26°C
Partly cloudy
Search
ENG
US
2:13 AM
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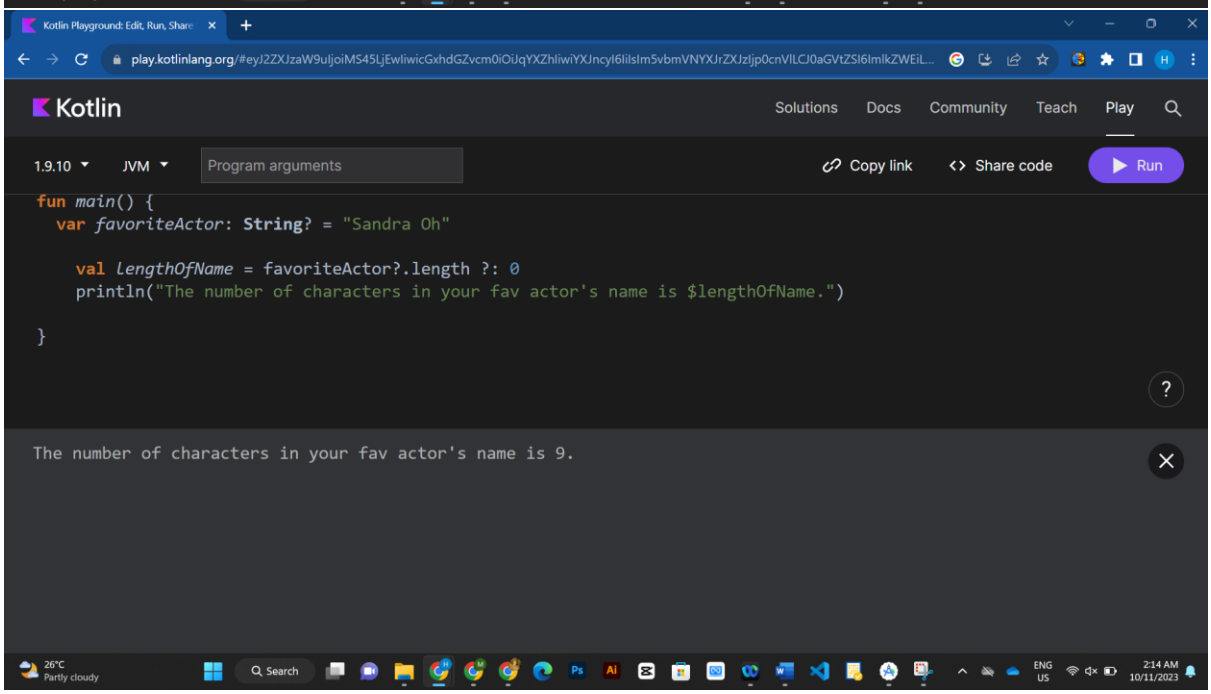
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1.9.10
JVM
Program arguments
Copy link
Share code
Run
fun main() {
var favoriteActor: String? = "Sandra Oh"
val lengthOfName = favoriteActor?.length ?: 0
println("The number of characters in your fav actor's name is $lengthOfName.")
}
The number of characters in your fav actor's name is 9.
26°C
Partly cloudy
Search
ENG
US
2:14 AM
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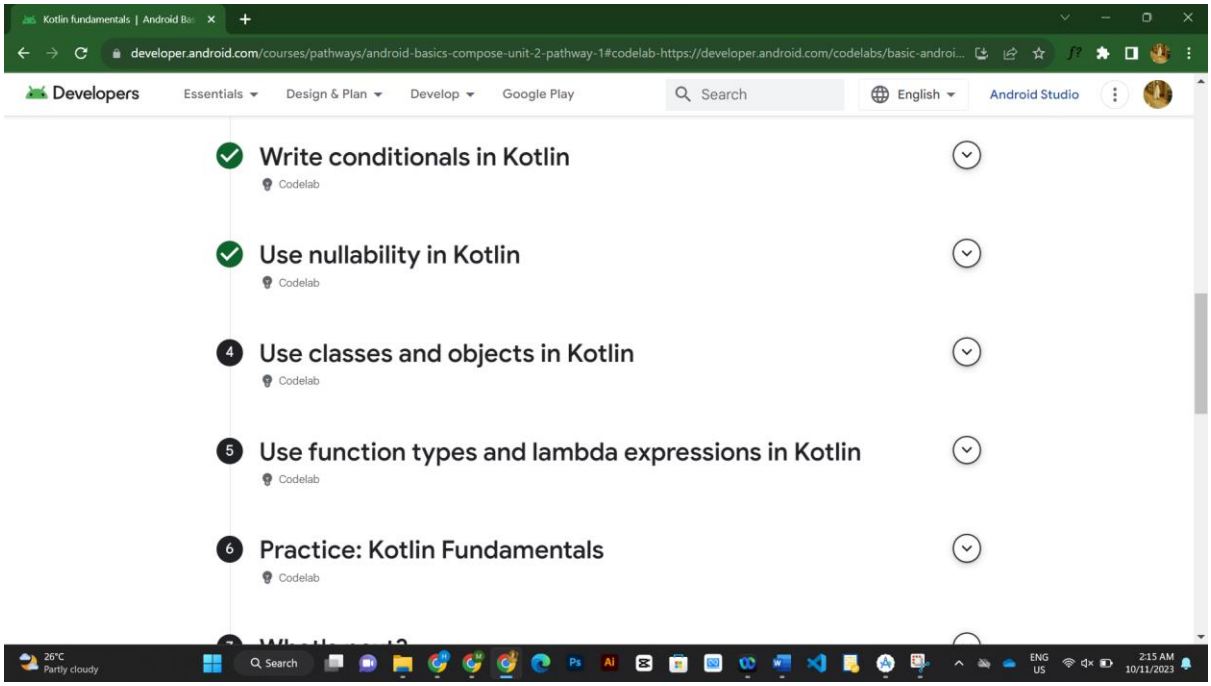
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Write conditionals in Kotlin
Codelab
Use nullability in Kotlin
Codelab
4
Use classes and objects in Kotlin
Codelab
5
Use function types and lambda expressions in Kotlin
Codelab
6
Practice: Kotlin Fundamentals
Codelab
26°C
Partly cloudy
Search
ENG
US
2:15 AM
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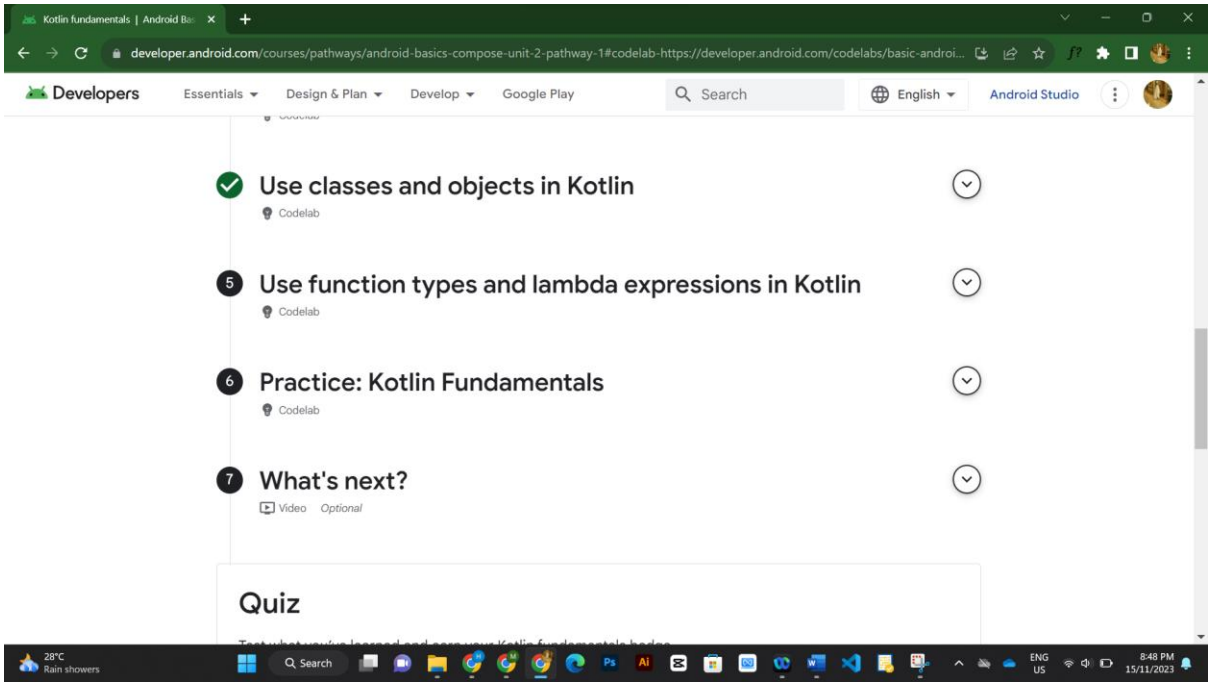
4.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Use function types and lambda expressions in Kotlin
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Codelab
7
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Quiz
28°C
Rain showers
Search
ENG
US
8:48 PM
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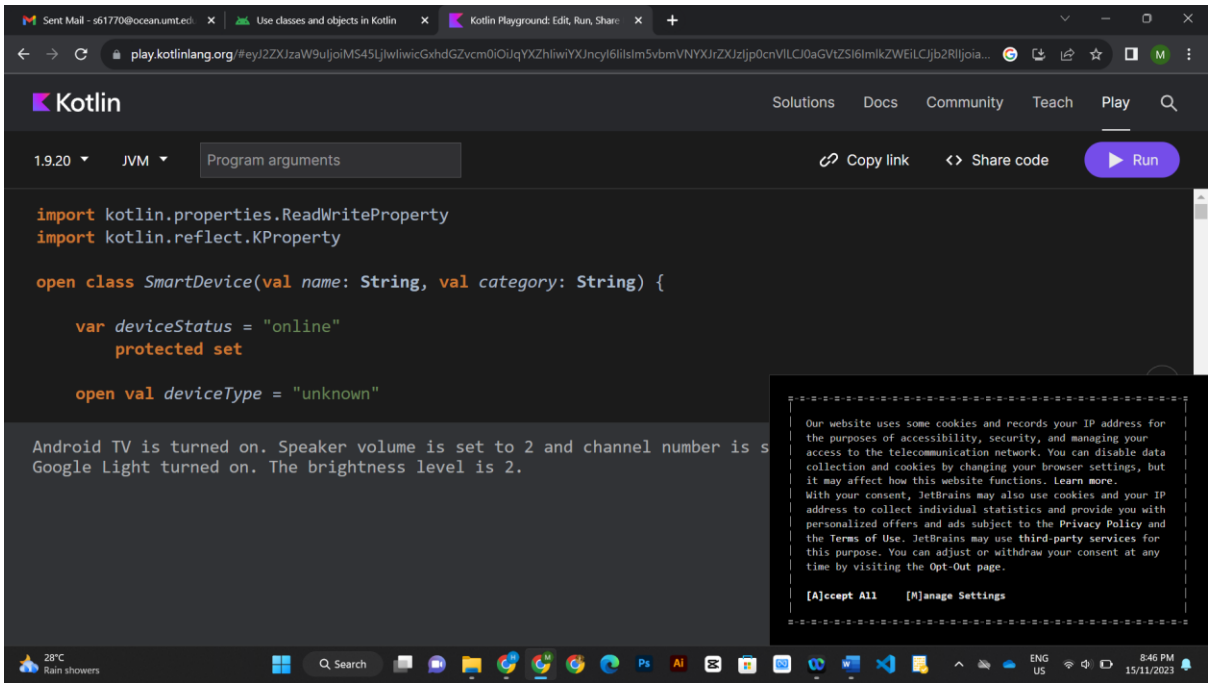
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1.9.20
JVM
Program arguments
Copy link
Share code
Run
import kotlin.properties.ReadWriteProperty
import kotlin.reflect.KProperty
open class SmartDevice(val name: String, val category: String) {
var deviceStatus = "online"
protected set
open val deviceType = "unknown"
Android TV is turned on. Speaker volume is set to 2 and channel number is s
Google Light turned on. The brightness level is 2.
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[A]ccept All
[M]anage Settings
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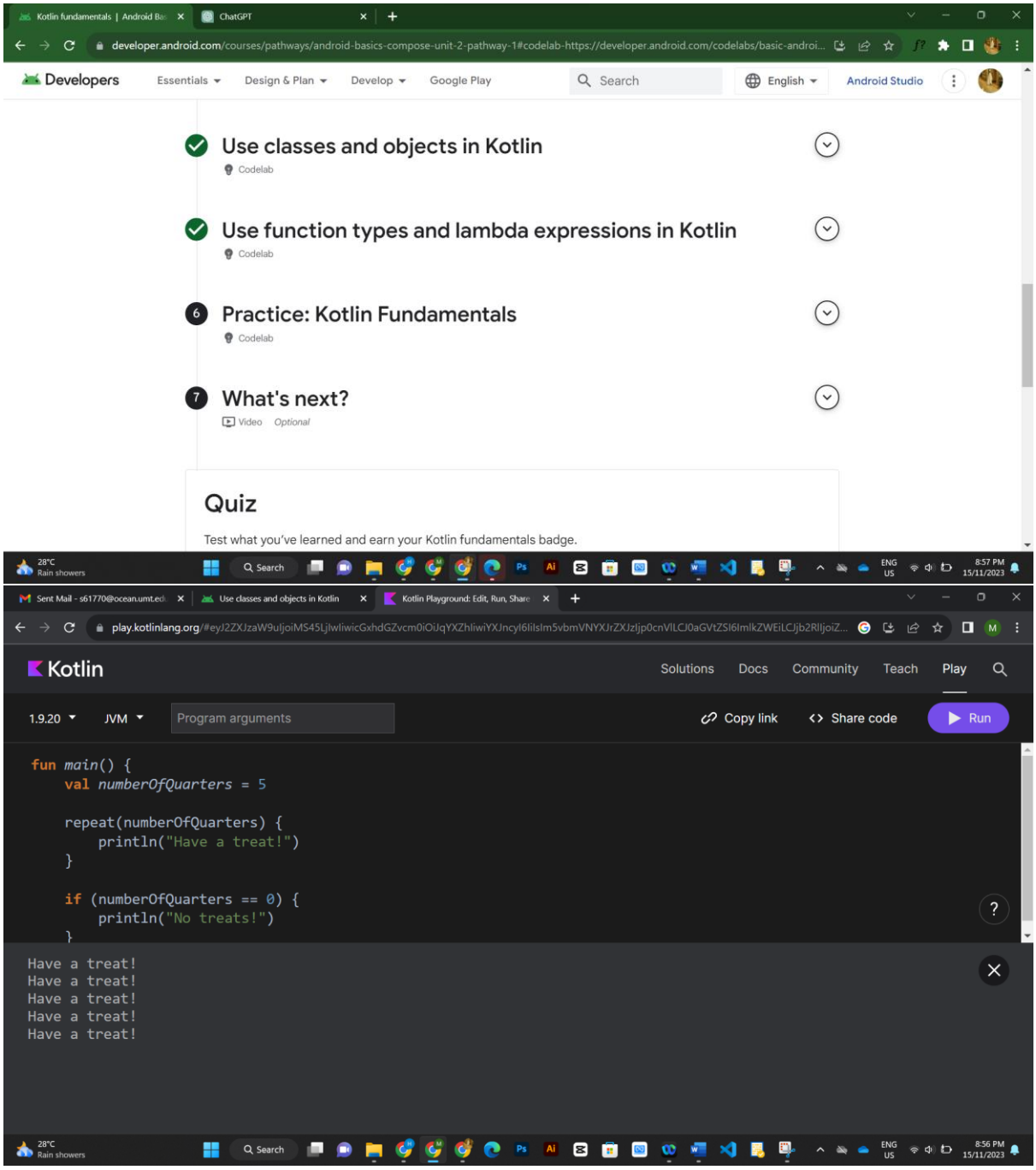
Rain showers
Search
ENG
US
8:46 PM
15/11/2023

5.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Codelab
Use function types and lambda expressions in Kotlin
Codelab
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Rain showers
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ENG
US
8:57 PM
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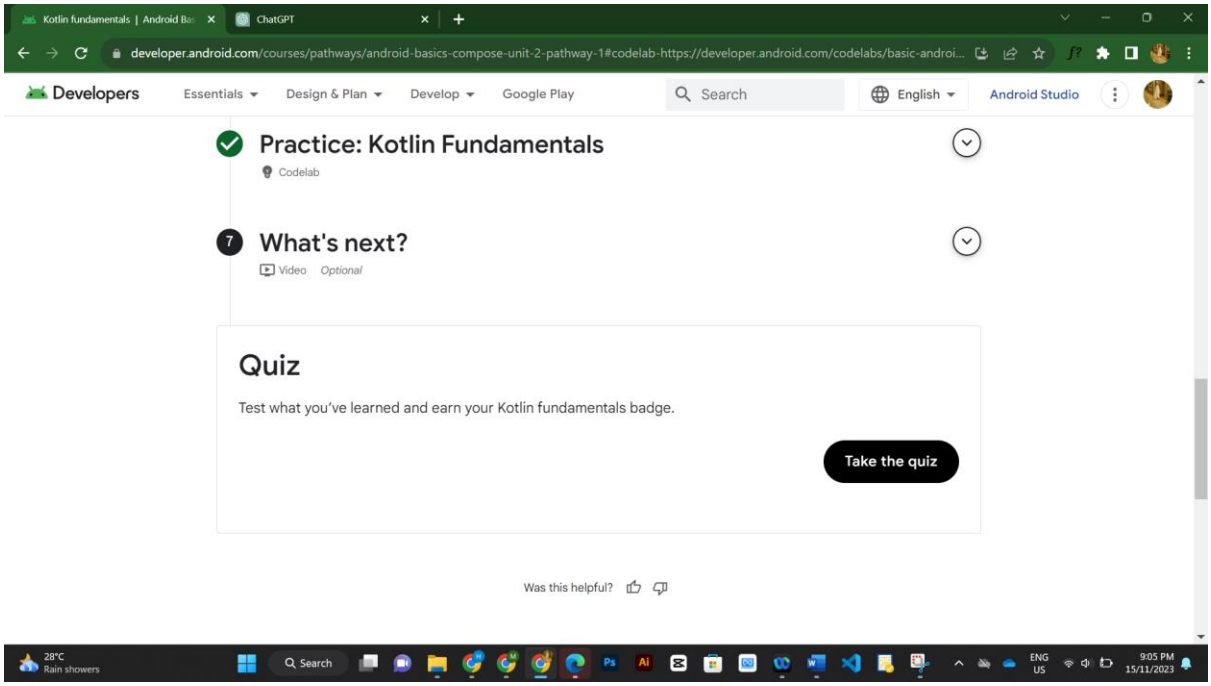
Play
1.9.20
JVM
Program arguments
Copy link
Share code
Run
fun main() {
val numberOfQuarters = 5
repeat(numberOfQuarters) {
println("Have a treat!")
}
if (numberOfQuarters == 0) {
println("No treats!")
}
Have a treat!
Have a treat!
Have a treat!
Have a treat!
Have a treat!
28°C
Rain showers
Search
ENG
US
8:56 PM
15/11/2023

6.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7
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US
9:05 PM
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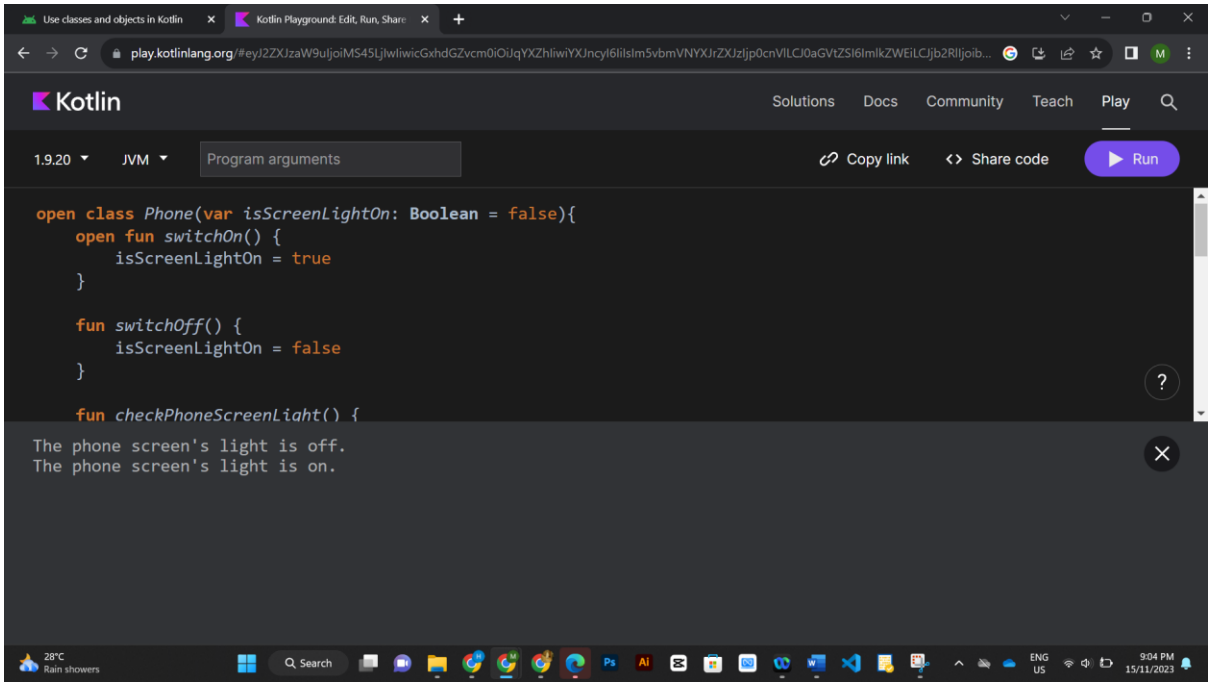
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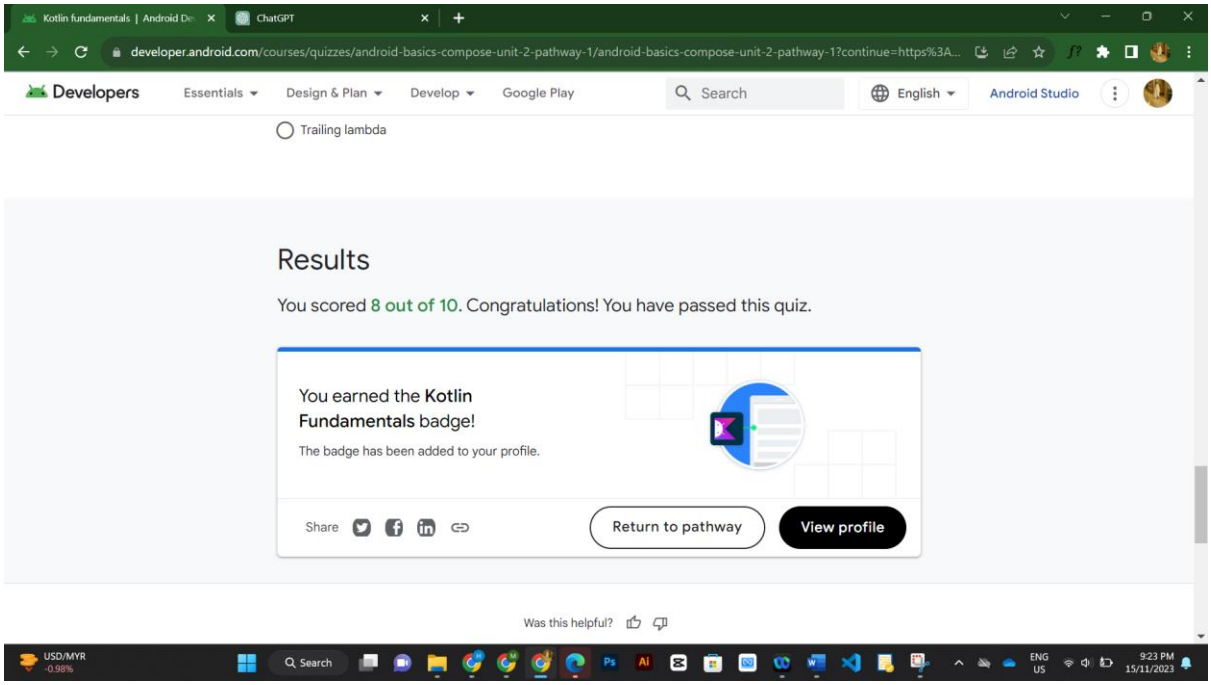
1.9.20
JVM
Program arguments
Copy link
Share code
Run
open class Phone(var isScreenLightOn: Boolean = false){
open fun switchOn() {
isScreenLightOn = true
}
fun switchOff() {
isScreenLightOn = false
}
fun checkPhoneScreenLight() {
The phone screen's light is off.
The phone screen's light is on.
28°C
Rain showers
Search
ENG
US
9:04 PM
15/11/2023

QUIZ TASK 1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Trailing lambda
Results
You scored 8 out of 10. Congratulations! You have passed this quiz.
You earned the Kotlin Fundamentals badge!
The badge has been added to your profile.
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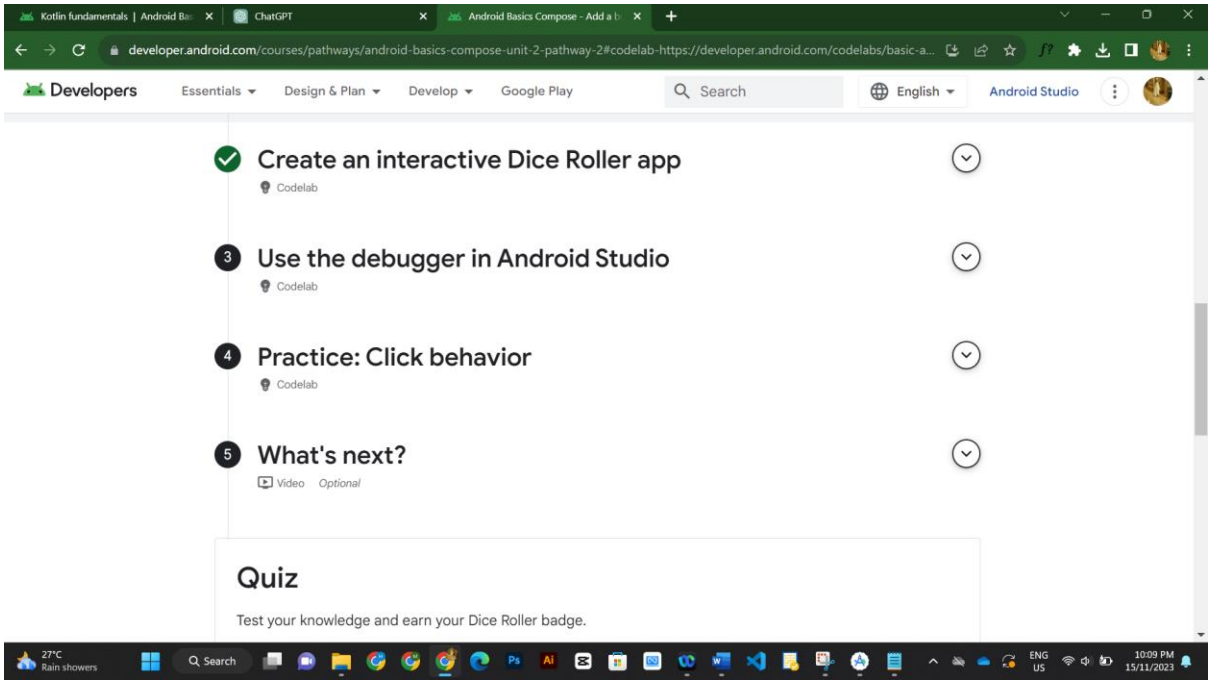
Return to pathway
View profile
Was this helpful?
USD/MYR
-0.98%
Search
ENG
US
9:23 PM
15/11/2023

TASK 2: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Codelab
3 Use the debugger in Android Studio
Codelab
4 Practice: Click behavior
Codelab
5 What's next?
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Quiz
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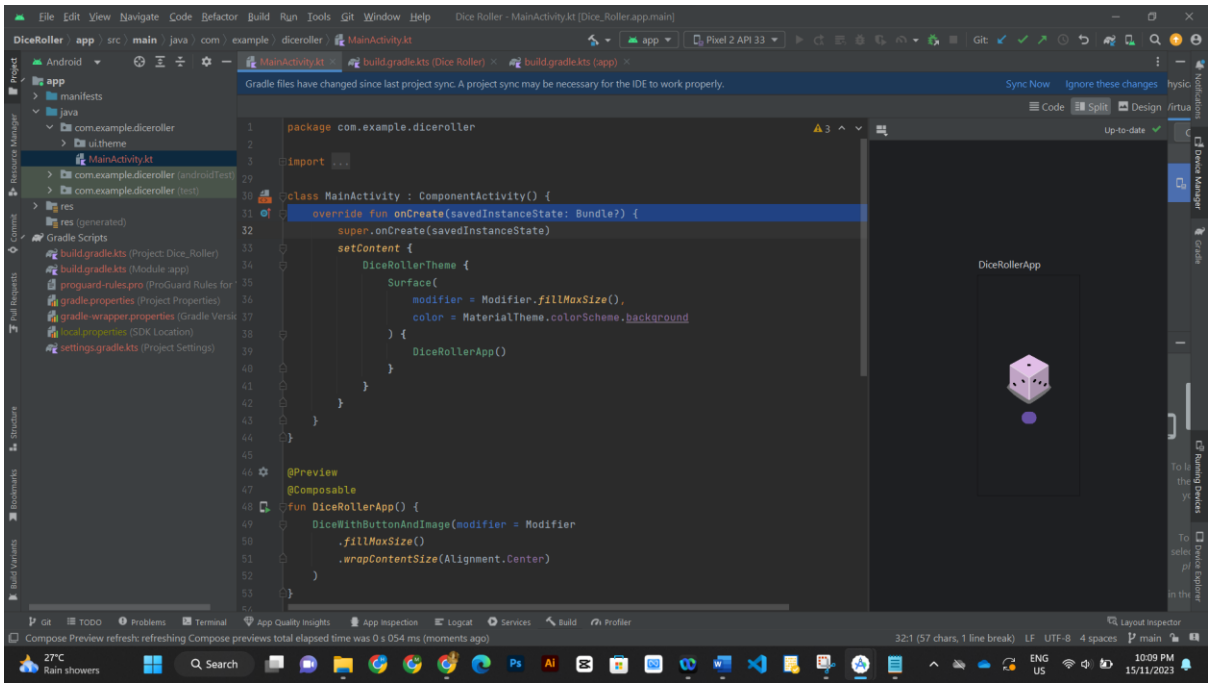
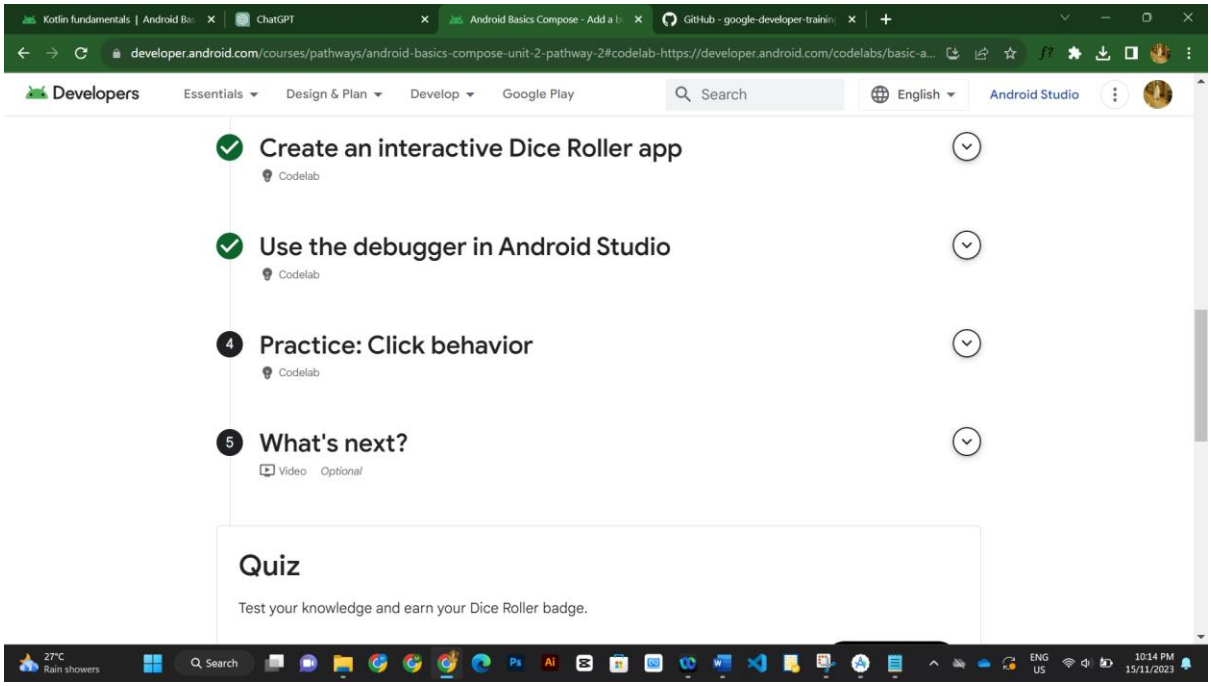
27°C
Rain showers
Search
ENG
US
10:09 PM
15/11/2023


File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Dice Roller - MainActivity.kt [Dice_Roller.app.main]
DiceRoller app src main java com example diceroller MainActivity.kt
Pixel 2 API 33
Android
MainActivity.kt
build.gradle.kts (Dice Roller)
build.gradle.kts (:app)
Gradle files have changed since last project sync. A project sync may be necessary for the IDE to work properly.
Sync Now
Ignore these changes
Code
Split
Design
Up-to-date
app
manifests
java
com.example.diceroller
ui.theme
MainActivity.kt
com.example.diceroller (androidTest)
com.example.diceroller (test)
res
res (generated)
Gradle Scripts
build.gradle.kts (Project: Dice_Roller)
build.gradle.kts (Module :app)
proguard-rules.pro (ProGuard Rules for
gradle.properties (Project Properties)
gradle-wrapper.properties (Gradle Versi
local.properties (SDK Location)
settings.gradle.kts (Project Settings)
package com.example.diceroller
import ...
class MainActivity : ComponentActivity() {
override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
setContent {
DiceRollerTheme {
Surface(
modifier = Modifier.fillMaxSize(),
color = MaterialTheme.colorScheme.background
) {
DiceRollerApp()
}
}
}
}
}
@Preview
@Composable
fun DiceRollerApp() {
DiceWithButtonAndImage(modifier = Modifier
.fillMaxSize()
.wrapContentSize(Alignment.Center)
)
}
DiceRollerApp
Git
TODO
Problems
Terminal
App Quality Insights
App Inspection
Logcat
Services
Build
Profiler
Layout Inspector
Compose Preview refresh: refreshing Compose previews total elapsed time was 0 s 054 ms (moments ago)
32:1 (57 chars, 1 line break)
LF
UTF-8
4 spaces
main
27°C
Rain showers
Search
ENG
US
10:09 PM
15/11/2023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Use the debugger in Android Studio
Codelab
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Practice: Click behavior
Codelab
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What's next?
Video Optional
Quiz
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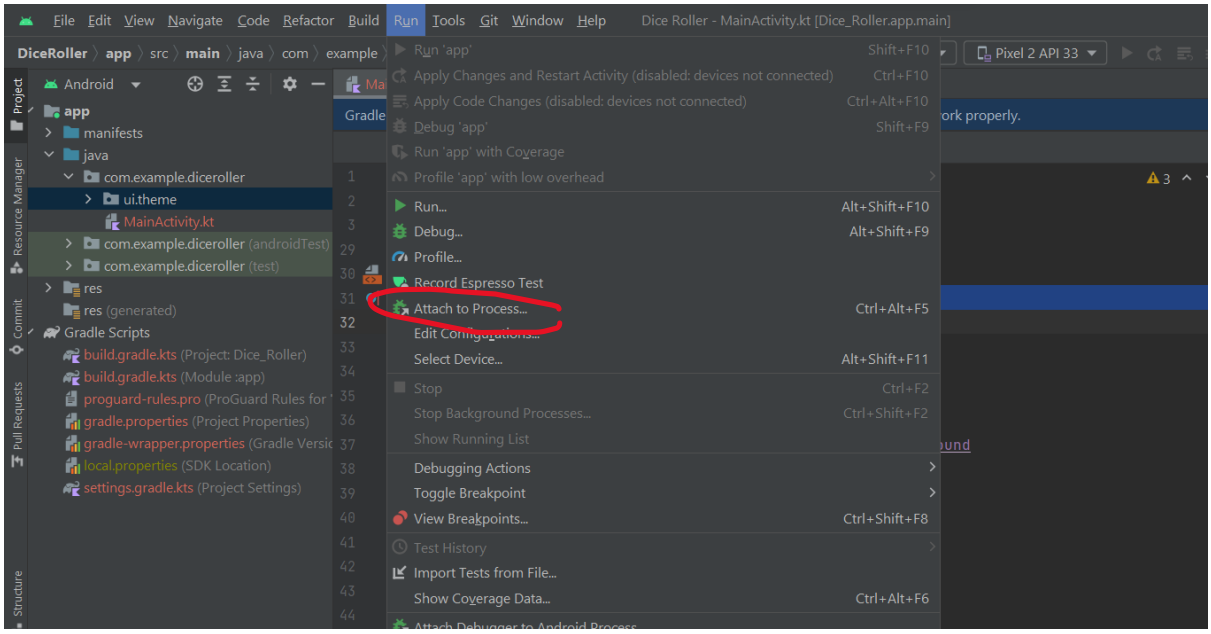
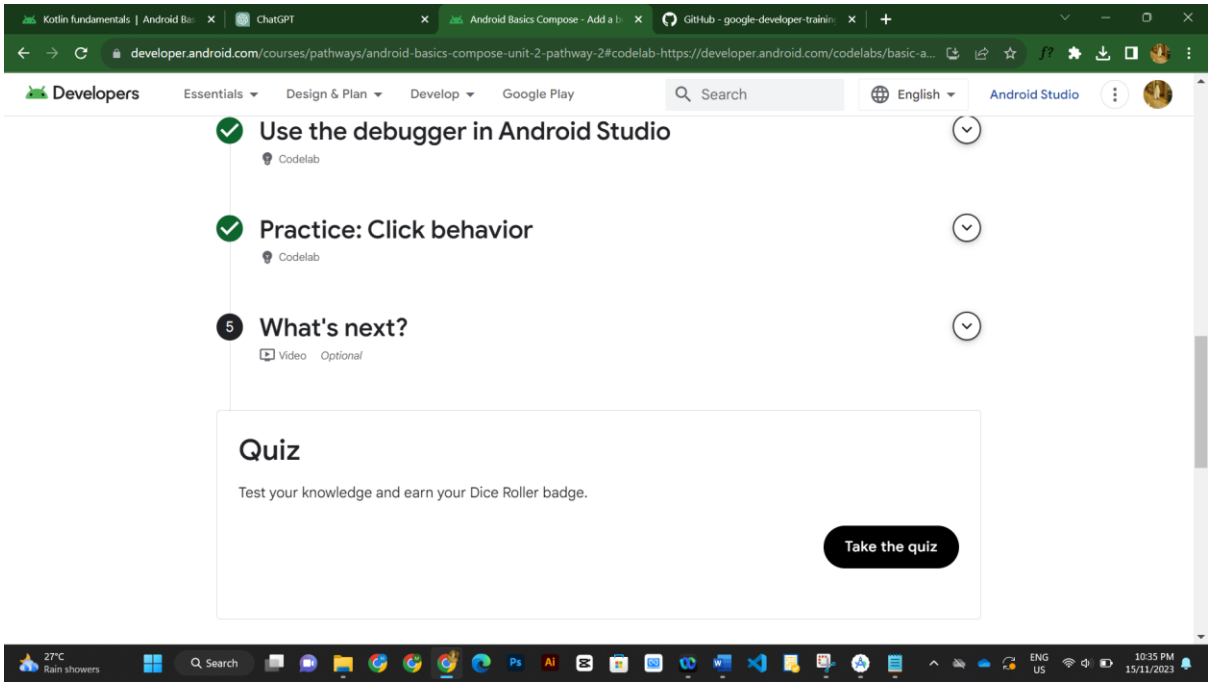

File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Dice Roller - MainActivity.kt [Dice_Roller.app.main]
DiceRoller app src main java com example
Pixel 2 API 33
Android
app
manifests
java
com.example.diceroller
ui.theme
MainActivity.kt
com.example.diceroller (androidTest)
com.example.diceroller (test)
res
res (generated)
Gradle Scripts
build.gradle.kts (Project: Dice_Roller)
build.gradle.kts (Module :app)
proguard-rules.pro (ProGuard Rules for
gradle.properties (Project Properties)
gradle-wrapper.properties (Gradle Versic
local.properties (SDK Location)
settings.gradle.kts (Project Settings)
Run 'app' Shift+F10
Apply Changes and Restart Activity (disabled: devices not connected) Ctrl+F10
Apply Code Changes (disabled: devices not connected) Ctrl+Alt+F10
Debug 'app' Shift+F9
Run 'app' with Coverage
Profile 'app' with low overhead
Run... Alt+Shift+F10
Debug... Alt+Shift+F9
Profile...
Record Espresso Test
Attach to Process... Ctrl+Alt+F5
Edit Configurations...
Select Device... Alt+Shift+F11
Stop Ctrl+F2
Stop Background Processes... Ctrl+Shift+F2
Show Running List
Debugging Actions
Toggle Breakpoint
View Breakpoints... Ctrl+Shift+F8
Test History
Import Tests from File...
Show Coverage Data... Ctrl+Alt+F6
Project
Resource Manager
Commit
Pull Requests
Structure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Use the debugger in Android Studio
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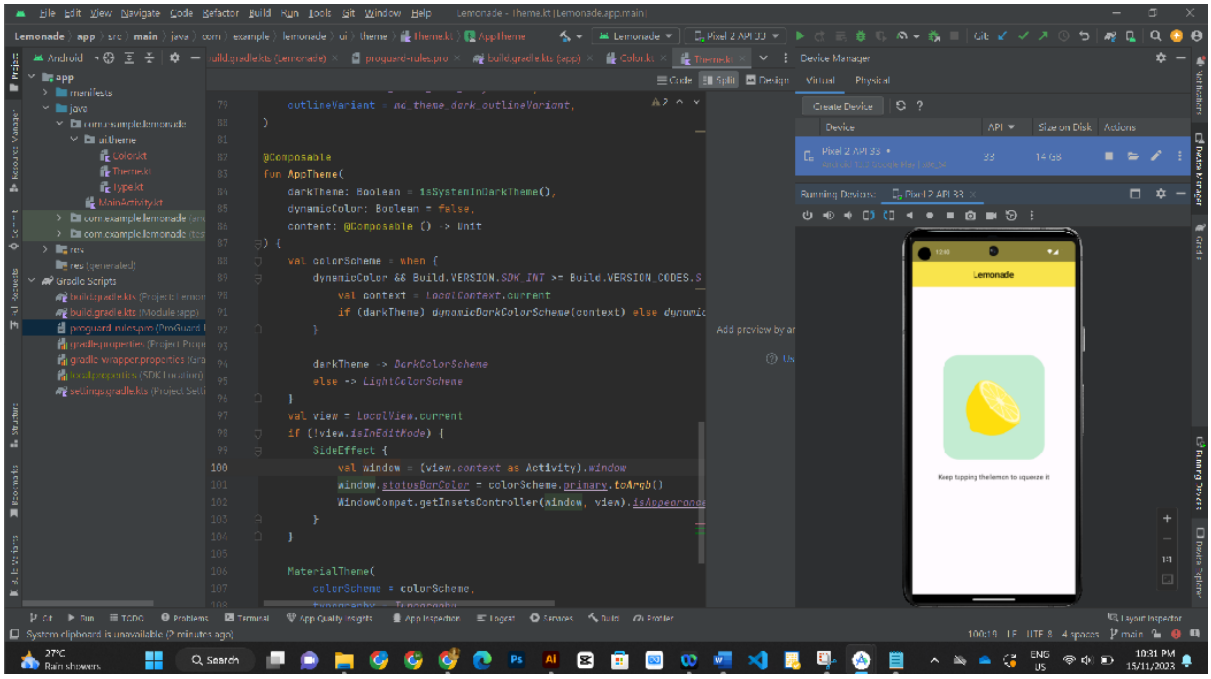
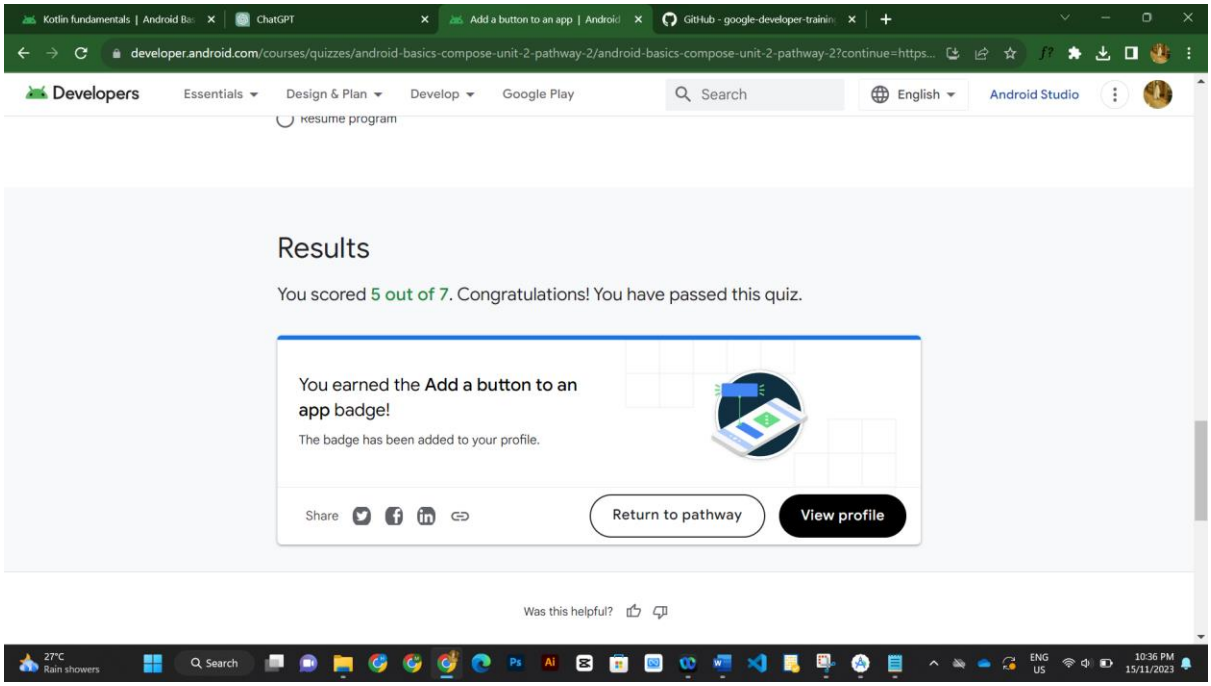
Video Optional
Quiz
Test your knowledge and earn your Dice Roller badge.
Take the quiz
27°C
Rain showers
Search
ENG
US
10:35 PM
15/11/2023


File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Lemonade - theme.kt [Lemonade.app.main]
Lemonade
Device Manager
Create Device
Lemonade
Keep tapping the lemon to squeeze it
27°C
Rain showers
Search
ENG
US
10:31 PM
15/11/2023



GITHUB LINK:

https://github.com/HazimShakri7/NativeLab