

Laboratorio No. 2

Ruta de aprendizaje No. 3

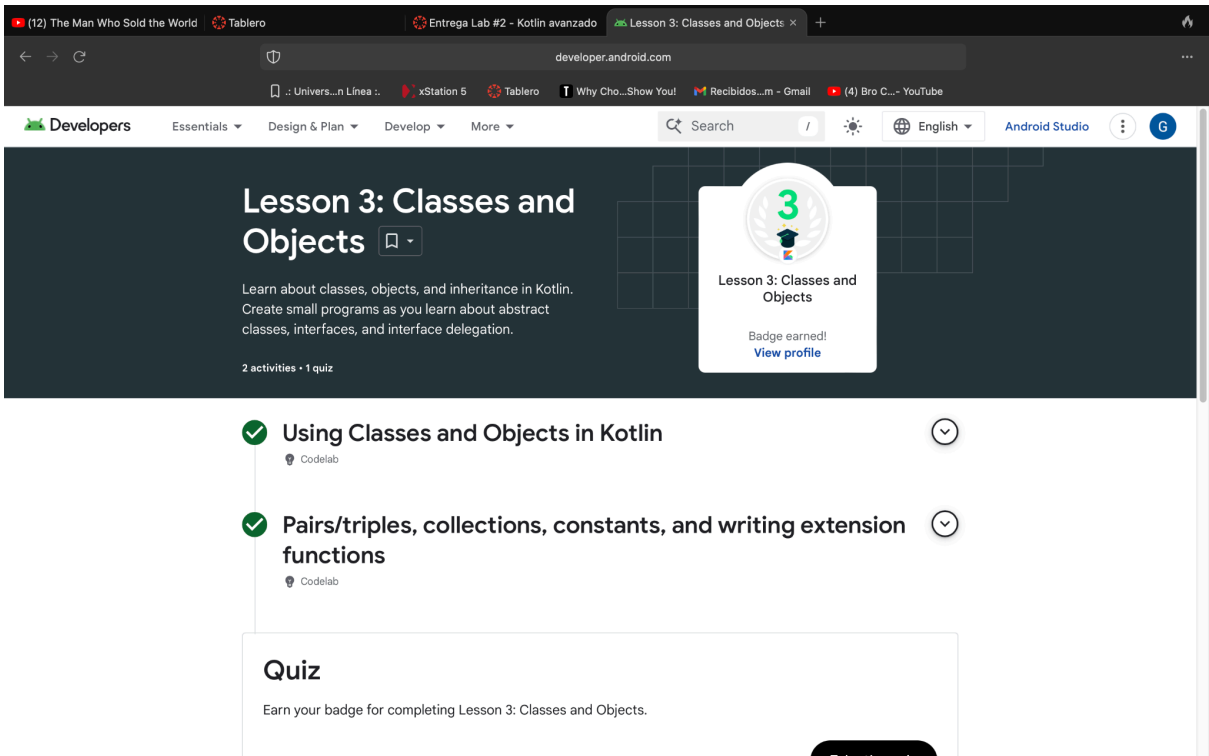
JOSE PABLO ORDONEZ BARRIOS

The screenshot shows the Android Developers website for Lesson 3: Classes and Objects. The page has a dark header with the title and a description: "Obtendrás información sobre clases, objetos y contenido heredado en Kotlin. Crearás programas pequeños a medida que obtengas información sobre clases abstractas, interfaces y delegación de interfaces." Below the header, there are two activities listed with green checkmarks: "Cómo usar clases y objetos en Kotlin" and "Pares, triples, colecciones, constantes y funciones de extensión de escritura". A questionnaire section is also present, titled "Cuestionario", with a button to "Responder cuestionario". A badge icon for Lesson 3 is shown in the top right corner.

Adrián Ricardo González Muralles

This screenshot is identical to the one above, showing the Android Developers website for Lesson 3: Classes and Objects. It displays the same header, description, activities, and questionnaire section.

Gabriel Alejandro Quan Littow



Wireframe en Figma



Repositorio GitHub:

<https://github.com/JoseOrdonezB/LaboratorioNo2.git>