Activity Main

```
/> activity_main.xml ×
     <?xml version="1.0" encoding="utf-8"?>
        android:layout_width="match_parent"
 android:background="@drawable/morgen"
        android:layout_height="match_parent"
        <androidx.recyclerview.widget.RecyclerView</pre>
            android:layout_width="match_parent"
            android:layout_height="match_parent" />
        android:id="@+id/fab"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_alignParentEnd="true"
            android:layout_alignParentBottom="true"
            android:layout_margin="16dp"
```

Main Activity

```
>  class MainActivity : AppCompatActivity() {
        private lateinit var <u>fab</u>: FloatingActionButton
        private val items: MutableList<Item> = mutableListOf()
        private lateinit var <u>adapter</u>: ItemAdapter
        override fun onCreate(savedInstanceState: Bundle?) {
             super.onCreate(savedInstanceState)
             enableEdgeToEdge()
             setContentView(R.layout.activity_main)
            v, insets ->
                 val systemBars =
                     insets.getInsets(WindowInsetsCompat.Type.systemBars())
                 v.setPadding(systemBars.left, systemBars.top, systemBars.right,
                     systemBars.bottom)
                 insets
             recyclerView = findViewById(R.id.recyclerView)
             \frac{\text{fab}}{\text{fab}} = \text{findViewById}(R.id. \frac{fab}{fab})
             adapter = ItemAdapter(items)
             recyclerView.layoutManager = LinearLayoutManager( context: this)
             adapter = ItemAdapter(items)
            recyclerView.layoutManager = LinearLayoutManager( context: this)
             fab.setOnClickListener {
                 showInputDialog()
            val builder = AlertDialog.Builder( context: this)
            builder.setTitle("Добавить элемент")
            builder.setView(input)
             builder.setPositiveButton( text: "Добавить") { dialog, _ ->
                 val text = input.<u>text</u>.toString()
```

```
}
private fun showInputDialog() {
    val builder = AlertDialog.Builder(context: this)
    builder.setTitle("Добавить элемент")
    val input = EditText(context: this)
    builder.setView(input)
    builder.setPositiveButton(text: "Добавить") { dialog, _ ->
        val text = input.text.toString()
        if (text.isNotEmpty()) {
            items.add(Item(text))
                adapter.notifyItemInserted(position: items.size - 1)
        }
        dialog.dismiss()
    }
    builder.setNegativeButton(text: "Отмена") { dialog, _ -> dialog.cancel() }
    builder.show()
}
```

Item

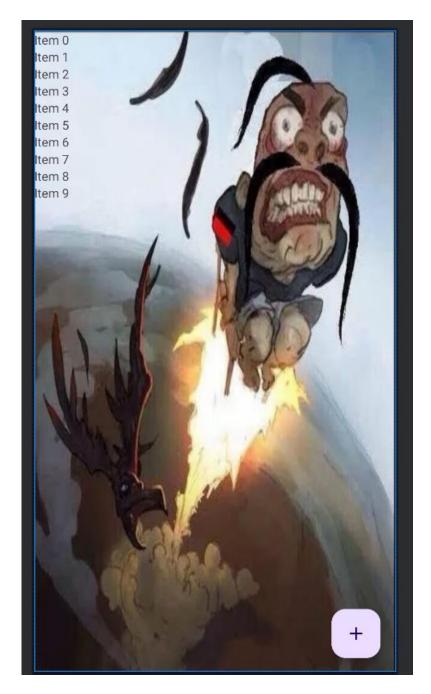
```
data class Item(
val text: String

)
```

ItemRec

```
<androidx.constraintlayout.widget.ConstraintLayout
 xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
   android:layout_width="match_parent"
   android:layout_height="wrap_content">
   <TextView
        android:id="@+id/txt1"
        android:layout_width="0dp"
        android:layout_height="64dp"
        android:layout_marginTop="16dp"
        android:text="test"
        android:textSize="40sp"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Item Adapter



Послесловие:

У меня просто в итоге поломался эмулятор и он перестал открываться. Без понятия что делать в этой ситуации, тк нет возможности подключить телефон к пк, так что без проверки работы приложения