

Assignment 1, Mobile Programming

Atentayev Abdulla

Exercise 1: Kotlin Syntax Basics

1. Variables and Data Types:

- Create variables of different data types: `Int`, `Double`, `String`, `Boolean`.
- Print the variables using `println`.

```
fun main() {  
    val i: Int = 1  
    val d: Double = 1.1  
    val s: String = "s"  
    val b: Boolean = true  
  
    println("i = $i, d = $d, s = $s, b = $b")  
  
    i = 1, d = 1.1, s = s, b = true  
}
```

Screenshot #1 – Print data types in console

Conditional Statements:

- Create a simple program that checks if a number is positive, negative, or zero.

```
fun main() {  
    CheckNumber(0)  
    CheckNumber(-12)  
    CheckNumber(1)  
}  
  
fun CheckNumber(number: Int) {  
    if (number > 0) {  
        println("Positive number")  
    } else if (number < 0) {  
        println("Negative number")  
    } else println("Zero number")  
}
```

Zero number
Negative number
Positive number

Screenshot #2 – Function “Print type of number”

Loops:

- Write a program that prints numbers from 1 to 10 using **for** and **while** loops

```
fun main() {  
    Loop()  
}  
  
fun Loop() {  
    for (i in 1..10) {  
        print("$i ")  
    }  
    println()  
}
```

1 2 3 4 5 6 7 8 9 10

Screenshot #3 – Function “Print numbers from 1 to 10”

Collections:

- Create a list of numbers, iterate through the list, and print the sum of all numbers.

```
fun main() {  
    val numbers = listOf(1, 4, 0, -5, 2, -81, 9)  
    SumNumbersInList(numbers)  
}  
  
fun SumNumbersInList(l: List<Int>) {  
    var sum: Int = 0  
  
    for (item in l) {  
        sum += item  
    }  
    println("sum = $sum")  
}
```

sum = -70

Screenshot #4 – Function “Print sum of numbers in list”

Exercise 2: Kotlin OOP (Object-Oriented Programming)

1. Create a **Person** class:

- Define properties for **name**, **age**, and **email**.
- Create a method to display the person's details.

```
fun main() {  
    val person = Person("abdulla", 24, "ad@email.com")  
    person.DisplayData()  
}  
  
class Person (val name: String, val age: Int, val email: String) {  
    fun DisplayData() {  
        println("name = $name, age = $age, email = $email")  
    }  
}  
  
name = abdulla, age = 24, email = ad@email.com
```

Screenshot #5 – Class Person

Inheritance:

- Create a class **Employee** that inherits from the **Person** class.
- Add a property for **salary**.
- Override the **displayInfo** method to include the salary.

```
fun main() {
    val person = Person("abdulla", 24, "ad@email.com")
    person.DisplayData()
    println()
    val employee = Employee("abd", 25, "no@email.kz", 25000)
    employee.DisplayData()
}

open class Person (val name: String, val age: Int, val email: String) {

    open fun DisplayData() {
        print("name = $name, age = $age, email = $email")
    }
}

class Employee(name: String, age: Int, email: String, val salary: Int) : Person(name, age, email) {

    override fun DisplayData() {
        super.DisplayData()
        println(", salary = $salary")
    }
}

name = abdulla, age = 24, email = ad@email.com
name = abd, age = 25, email = no@email.kz, salary = 25000
```

Screenshot #6 – Class Employee

Encapsulation:

- Create a **BankAccount** class with a private property **balance**.
- Provide methods to **deposit** and **withdraw** money, ensuring the balance never goes negative.

```
fun main() {  
    val account = BankAccount()  
    account.Deposit(1000)  
    account.Deposit(-1000) // Can't  
    account.Withdraw(1001) // Can't  
    account.Withdraw(-1)   // Can't  
    account.Withdraw(2)  
  
}
```

```
class BankAccount {  
    private var balance: Int = 0  
  
    fun Deposit(number: Int) {  
        if (number <= 0) return  
  
        balance += number  
        println("balance = $balance")  
    }  
  
    fun Withdraw(number: Int) {  
        if (number <= 0) return  
  
        if (balance - number >= 0) {  
            balance -= number  
            println("balance = $balance")  
        }  
    }  
  
    fun GetBalance(): Int {  
        return balance  
    }  
}
```

```
balance = 1000  
balance = 998
```

Screenshot #7 - Class BankAccount

Exercise 3: Kotlin Functions

1. Basic Function:

- Write a function that takes two integers as arguments and returns their sum

```
fun main() {  
    println(SumOfTwoIntegers(-5, 10))  
}  
  
fun SumOfTwoIntegers(x: Int, y: Int) : Int {  
    return x + y  
}
```

5

Screenshot #8 – Function sum of two integers

Lambda Functions:

- Create a lambda function that multiplies two numbers and returns the result

```
fun main() {  
    val Multiply: (Int, Int) -> Int = { a, b -> a * b }  
    println(Multiply(-5, 10))  
}
```

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Screenshot #9 – Lambda multiply function

Higher-Order Functions:

- Write a function that takes a lambda function as a parameter and applies it to two integers.

```
fun main() {  
  
    val multiply: (Int, Int) -> Int = { x, y -> x * y }  
  
    println(ApplyToTwoIntegers(-5, 10, multiply))  
}  
  
fun ApplyToTwoIntegers(a: Int, b: Int, multiply: (Int, Int) -> Int): Int {  
    return multiply(a, b)  
}
```

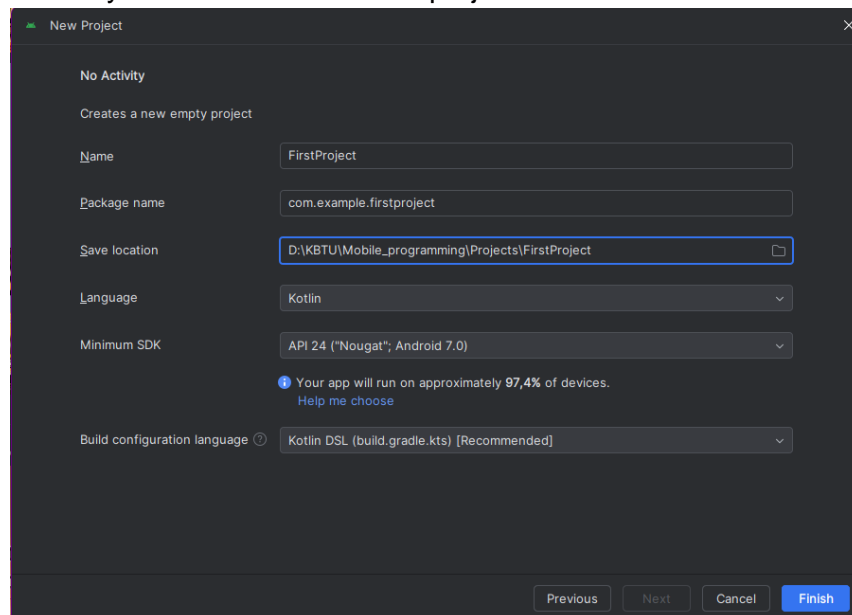
-50

Screenshot #10 – Lambda function in function

Exercise 4: Android Layout in Kotlin (Instagram-like Layout)

1. Set Up the Android Project:

- Create a new Android project in Android Studio.
- Ensure you have a Kotlin-based project.



Screenshot #11 – Create new project

2. Design the Layout:

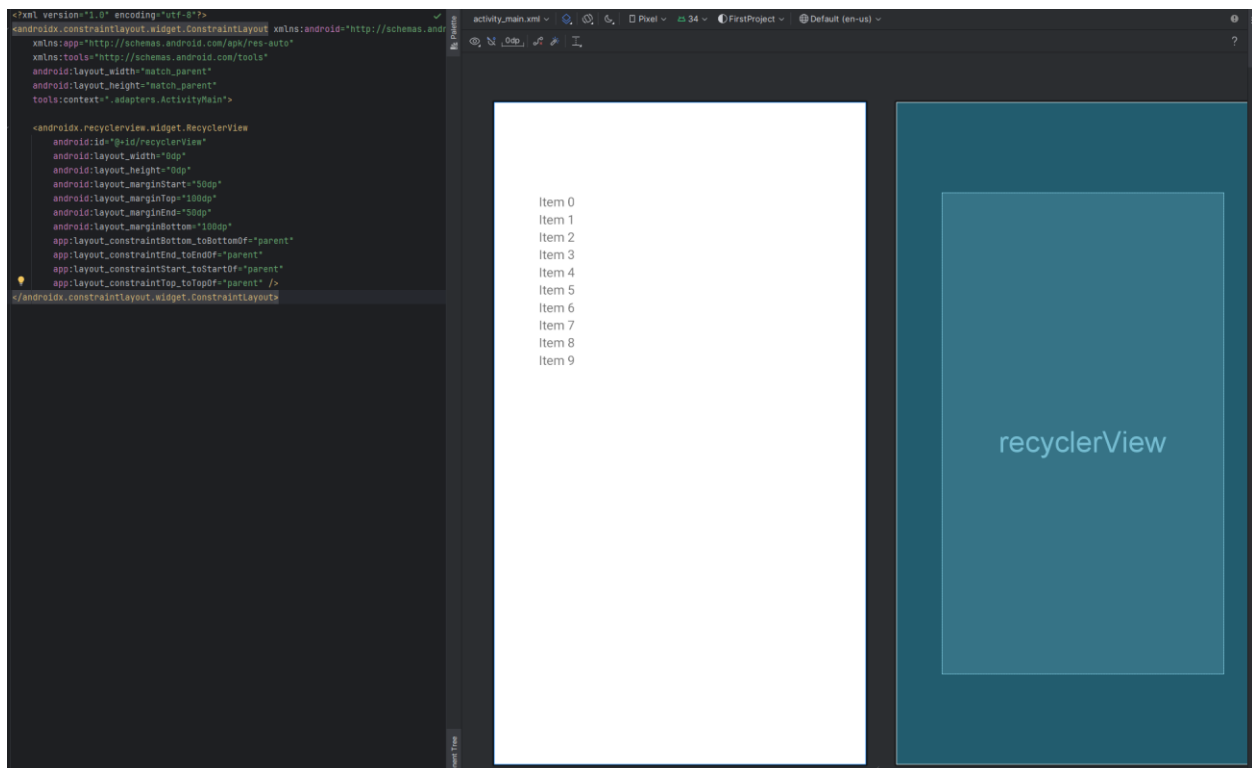
- Create a new XML layout file (`activity_main.xml`) for a simple Instagram-like user interface.
- Include elements like `ImageView`, `TextView`, and `RecyclerView` for the feed

Create the RecyclerView Adapter:

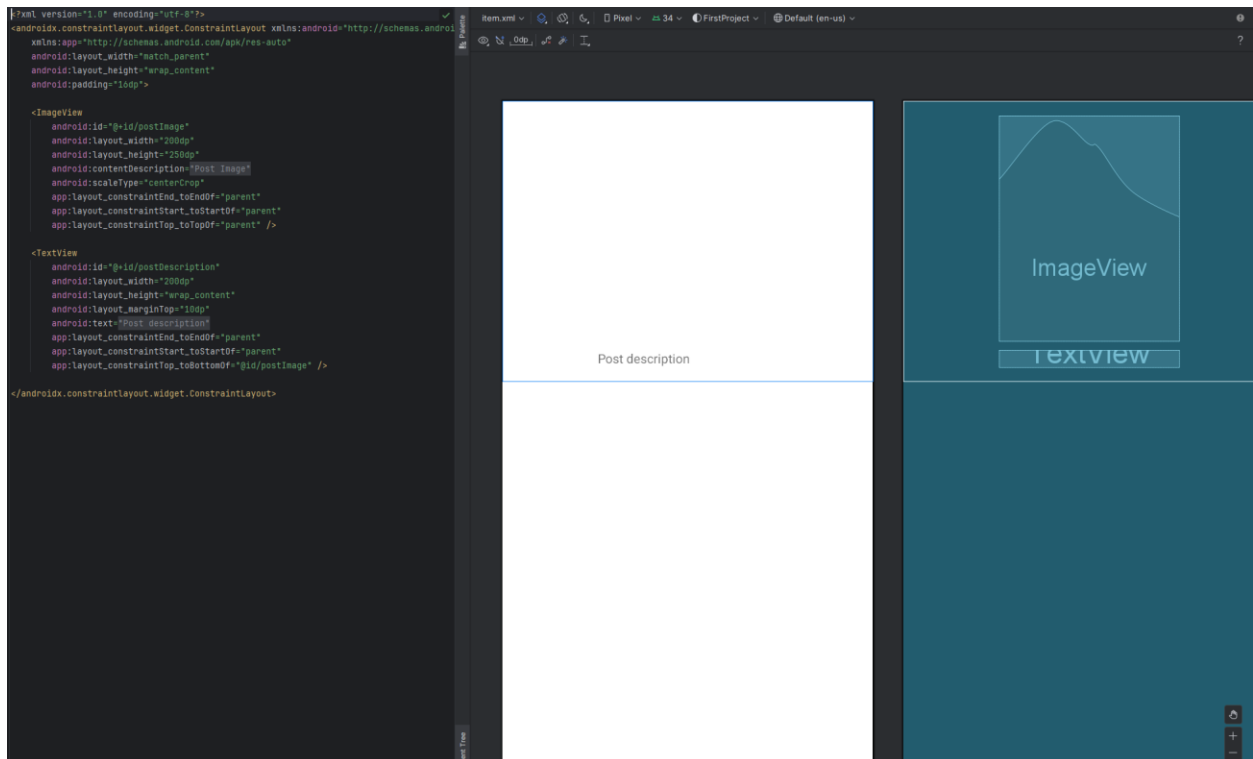
- Set up the `RecyclerView` to display a feed of posts with `ImageView` for the picture and `TextView` for the caption.

MainActivity Setup:

- Initialize the `RecyclerView` in `MainActivity` and populate it with sample data



Screenshot #12 – Make main activity page



Screenshot #13 – Make post item

```
package com.example.firstproject.models

data class Item(val imageResource: Int, val description: String) {
```

Screenshot #14 – Make item model

```

package com.example.firstproject.adapters

import android.view.LayoutInflater
import android.view.View
import android.view.ViewGroup
import android.widget.ImageView
import android.widget.TextView
import androidx.recyclerview.widget.RecyclerView
import com.example.firstproject.R
import com.example.firstproject.models.Item

class ItemAdapter(private val items: List<Item>): RecyclerView.Adapter<ItemAdapter.ViewHolder>() {

    class ViewHolder(itemView: View) : RecyclerView.ViewHolder(itemView) {
        val postImage: ImageView = itemView.findViewById(R.id.postImage)
        val postDescription: TextView = itemView.findViewById(R.id.postDescription)
    }

    override fun onCreateViewHolder(parent: ViewGroup, viewType: Int): ViewHolder {
        val inflater = LayoutInflater.from(parent.context)
        val view = inflater.inflate(R.layout.item, parent, attachToRoot = false)
        return ViewHolder(view)
    }

    override fun onBindViewHolder(holder: ViewHolder, position: Int) {
        val currentItem = items[position]
        holder.postImage.setImageResource(currentItem.imageResource)
        holder.postDescription.text = currentItem.description
    }

    override fun getItemCount() : Int {
        return items.size
    }
}

```

Screenshot #15 – Make item adapter

```

package com.example.firstproject.adapters

import android.os.Bundle
import androidx.appcompat.app.AppCompatActivity
import androidx.recyclerview.widget.LinearLayoutManager
import androidx.recyclerview.widget.RecyclerView
import com.example.firstproject.R
import com.example.firstproject.models.Item

class ActivityMain : AppCompatActivity() {

    private lateinit var recyclerView : RecyclerView
    private lateinit var items: List<Item>

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        items = listOf(
            Item(R.drawable.ic_launcher_foreground, description: "This is post number 1"),
            Item(R.drawable.ic_launcher_foreground, description: "This is post number 2"),
            Item(R.drawable.ic_launcher_foreground, description: "This is post number 3"))

        recyclerView = findViewById(R.id.recyclerView)
        recyclerView.layoutManager = LinearLayoutManager(context: this)

        recyclerView.adapter = ItemAdapter(items)
    }
}

```

Screenshot #16 – Make main activity adapter