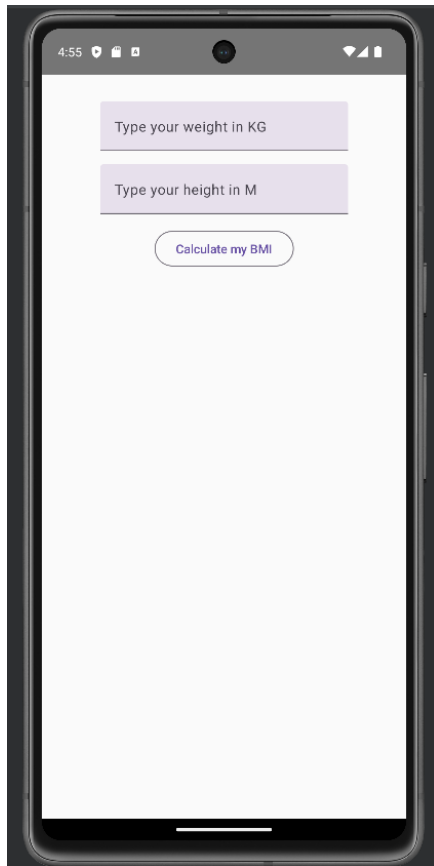# Android App Development – Practical Task – BMICalculator with static layouts and view and data binding

- As for practicing please create the new project called BMICalculatorWithStaticLayouts

- Create the following UI

- And implement the functionality of calculating the BodyMassIndex value (and the "diagnosis") based on the input values provided by the user according to

  - the following formula.

$$BMI = \frac{Weight\ in\ kilogram}{\left(Height\ in\ meter\right)^2}$$

  - And the following rules for diagnosis:

    - BMI < 18.5 -> Underweight

- BMI in the range of 18.5 – 24.9 -> Healthy

- BMI in the range of 25 – 29.9 -> Overweight

- BMI in the range of 30 – 34.9 -> Obesity

- But this time application needs to be based on static layouts and view- and databinding mechanisms that we have just learned

- The application should be (reasonably ☺) resilient to erroneous input like no data provided, division by zero etc.

- You may start with presenting the "diagnosis" like the coloured textual information but we should present it as a 'pictorial' information. Sample graphics you may use for that may be found, for example, here
https://drive.google.com/drive/folders/1V2Vhq0gxpmo2PBFF1tEGxz87cRwRdeSD?usp=sharing

  but feel free to use the ones of your choice

- When done, please upload to the UPEL short video cast presenting the code and how your app is working. Thank you.