Practice14. Solunin

Создаем 2 data class

Item

```
package com.example.myapplication131

data class Item(val text : String){

}
```

ItemAdapter

```
package com.example.myapplication131

import android.view.LayoutInflater
import android.view.View
import android.view.ViewGroup
import android.widget.TextView
import androidx.recyclerview.widget.RecyclerView

class ItemAdapter(private val item: List<Item>) :
    RecyclerView.Adapter<ItemAdapter.ItemViewHolder>(){
    class ItemViewHolder(view: View) : RecyclerView.ViewHolder(view) {
        val textView : TextView = view.findViewById(R.id.txt1)
    }
    override fun onCreateViewHolder(parent: ViewGroup, viewType: Int):
            ItemViewHolder {
        val view =
            LayoutInflater.from(parent.context).inflate(R.layout.item_rec,
parent, false)
        return ItemViewHolder(view)
    }
    override fun onBindViewHolder(holder: ItemViewHolder, position: Int) {
        holder.textView.text = item[position].text
    }
    override fun getItemCount(): Int {
        return item.size
    }
}
```

Изменяем вид Activity_main

```xml
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:id="@+id/main"
    android:background="@color/pink">
    <androidx.recyclerview.widget.RecyclerView
        android:id="@+id/recyclerView"
        android:layout_width="match_parent"
        android:layout_height="match_parent"/>
    <com.google.android.material.floatingactionbutton.FloatingActionButton
        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"
        android:src="@drawable/baseline_add_24" />
</RelativeLayout>
```

Item_rec

```xml
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    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="36sp"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity

```kotlin
package com.example.myapplication131

import android.os.Bundle
import android.widget.EditText
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AlertDialog
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat
import androidx.recyclerview.widget.LinearLayoutManager
import androidx.recyclerview.widget.RecyclerView
import com.google.android.material.floatingactionbutton.FloatingActionButton


class MainActivity : AppCompatActivity() { // Объявите класс MainActivity
    private lateinit var recyclerView: RecyclerView
    private lateinit var fab: FloatingActionButton
    private val items: MutableList<Item> = mutableListOf()
    private lateinit var adapter: ItemAdapter

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge() // Убедитесь, что этот метод доступен
        setContentView(R.layout.activity_main)

        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.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)
        fab = findViewById(R.id.fab)

        // Создаем адаптер и устанавливаем его в RecyclerView
        adapter = ItemAdapter(items)
        recyclerView.layoutManager = LinearLayoutManager(this)
        recyclerView.adapter = adapter

        // Устанавливаем обработчик нажатия на FloatingActionButton
        fab.setOnClickListener {
            showInputDialog()
```

```kotlin
        }
    }

    private fun showInputDialog() {
        val builder = AlertDialog.Builder(this)
        builder.setTitle("Добавить элемент")
        val input = EditText(this)
        builder.setView(input)

        builder.setPositiveButton("Добавить") { dialog, _ ->
            val text = input.text.toString()
            if (text.isNotEmpty()) {
                items.add(Item(text))
                adapter.notifyItemInserted(items.size - 1)
            }
            dialog.dismiss()
        }

        builder.setNegativeButton("Отмена") { dialog, _ -> dialog.cancel() }
        builder.show()
    }
}
```
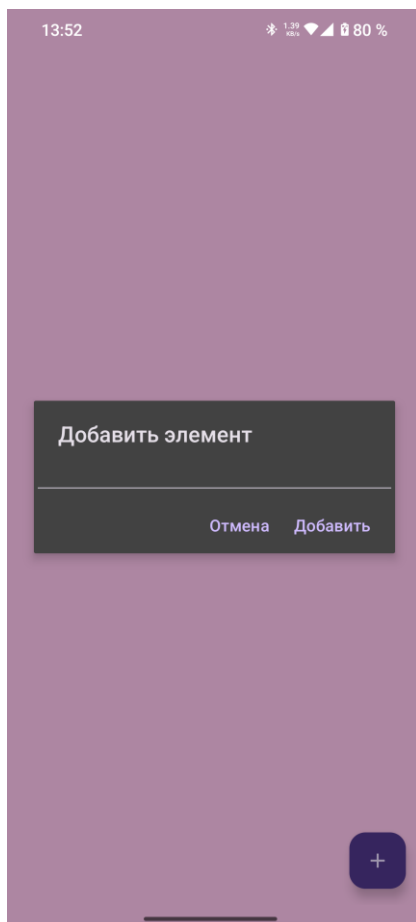
Result

ВСЕМ ПРИФФКИ!!! КАК
ВЫ

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