

BMI (body mass index) part 2

This BMI index count it's then followed by Wikipedia math systems or another way. These formulas will be easy understand.

$$index = \frac{height}{weight^2} \quad \text{as} \quad index = \frac{height}{weight \cdot weight}$$

In this software count user can input decimals as programs float, if integer as int etc. And final total count value is also in decimals. Current total values is a some decimal precision. At begin my count was some 0,00abcd, but we wanted ab,cdef values, this is why I multiple 1000 of that comma.

At begin "var bmiCalc" it's that total value, what user inputted values, that why it's 0.0f, that f as float what we wanted. Next line that It's a start of button as click count then will be see new values. This why both need to be float. Final calculator it's followed by begin where I already reminded there.

`bmiCalc = (bmiheight) / (bmiweight * bmiweight) * 1000`

And final bmical will be show user total index values by in near with textview.

```
var bmiCalc = 0.0f

//BUTTON LASKEMINEN START HERE:::
button.setOnClickListener { view ->

    // TODO painoindeksi lasku
    var bmiPaino :Float = editPainoText.text.toString().toFloat()
    var bmiPituus :Float = editPituusText.text.toString().toFloat()

    bmiCalc = ( bmiPaino ) / ( bmiPituus * bmiPituus ) * 10000
    //lasku tulos näkkyv desimaalin tarkkuudella, eli esim 0.00abcd & siksi pyöristämme
    //textView.toString().toFloat()
    textView.text = "Uusi tulos: " + bmiCalc.toFloat()
```