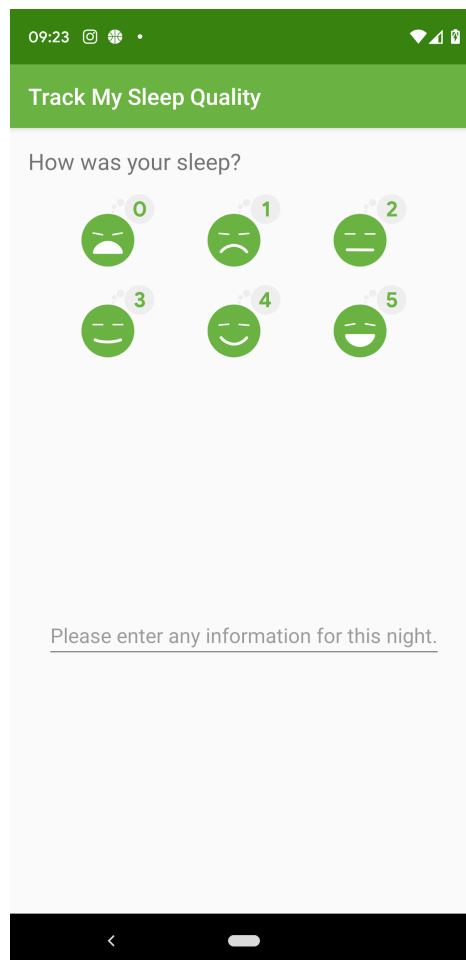


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Answer **Q1** to **Q5** in any text file. Upload the Android project includes **Q6** and the text file (**Q1** to **Q5**) to your GitHub and **send a direct message to us that you have completed.**

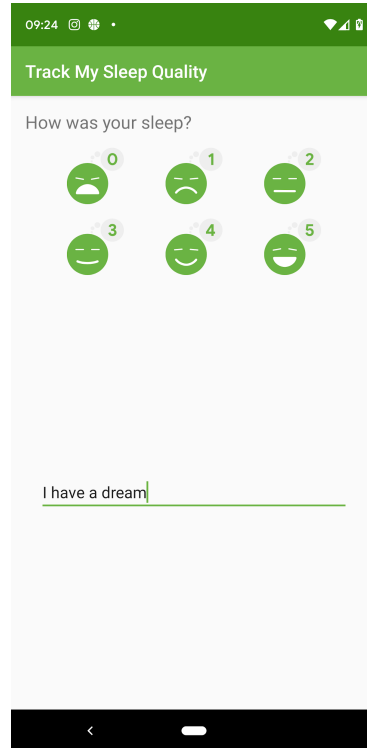
1. What is **Encapsulation**? Try to list out the benefits of Encapsulation.
2. Try to explain what **enum** is and why we use them.
3. How to use **enum** in Kotlin? Attach a sample code that uses enum in Kotlin.
4. What are the **differences** between **LinearLayout** and **RelativeLayout**? Try to explain in detail.
5. Try to explain the benefits of **ConstraintLayout**. Why should you use it?
6. Please follow the screenshots to complete the **UI** which is based on the **andfun-kotlin-sleep-tracker** project (The toy app for lesson 6 of the [Android App Development in Kotlin course on Udacity](#). Clone the project from GitHub or download the zip file, and then checkout to **Step.07-Solution-Add-Button-States-and-SnackBar** branch):
  - Step 1: Add a new parameter for sleep information to SleepNight data class, it has to be a String. Annotate this property with `@ColumnInfo` and customize its name.
  - Step 2: Add the EditText with a hint.



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Step 3: When you select quality, the information on EditText will be written to the database together.



Step 4: The information can be displayed on the Tracker page.

