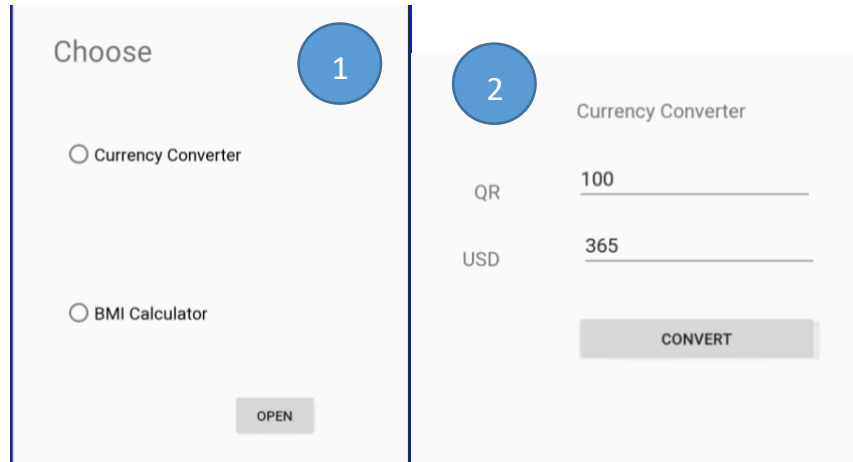


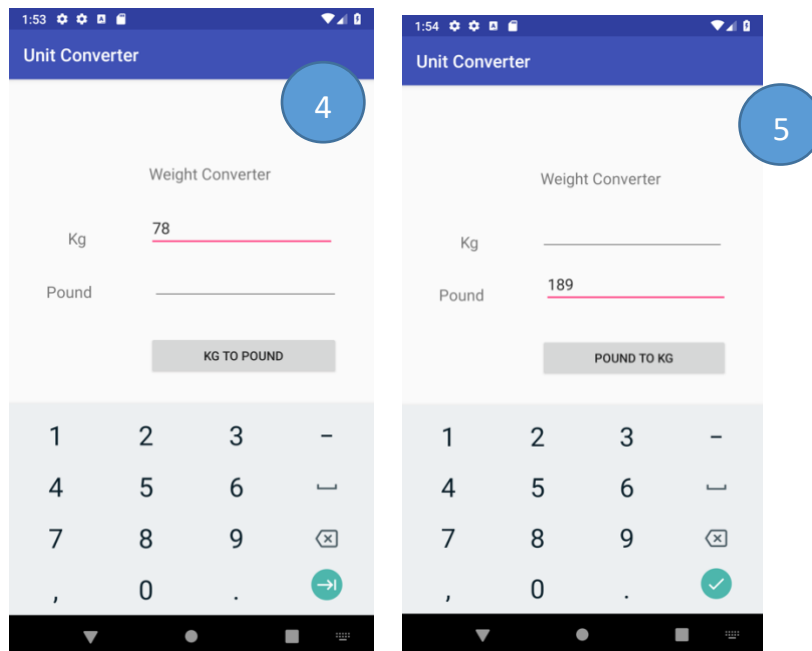
# In Lab Assessment # 1

Implement the following application that allows the user to convert from one unit to another.

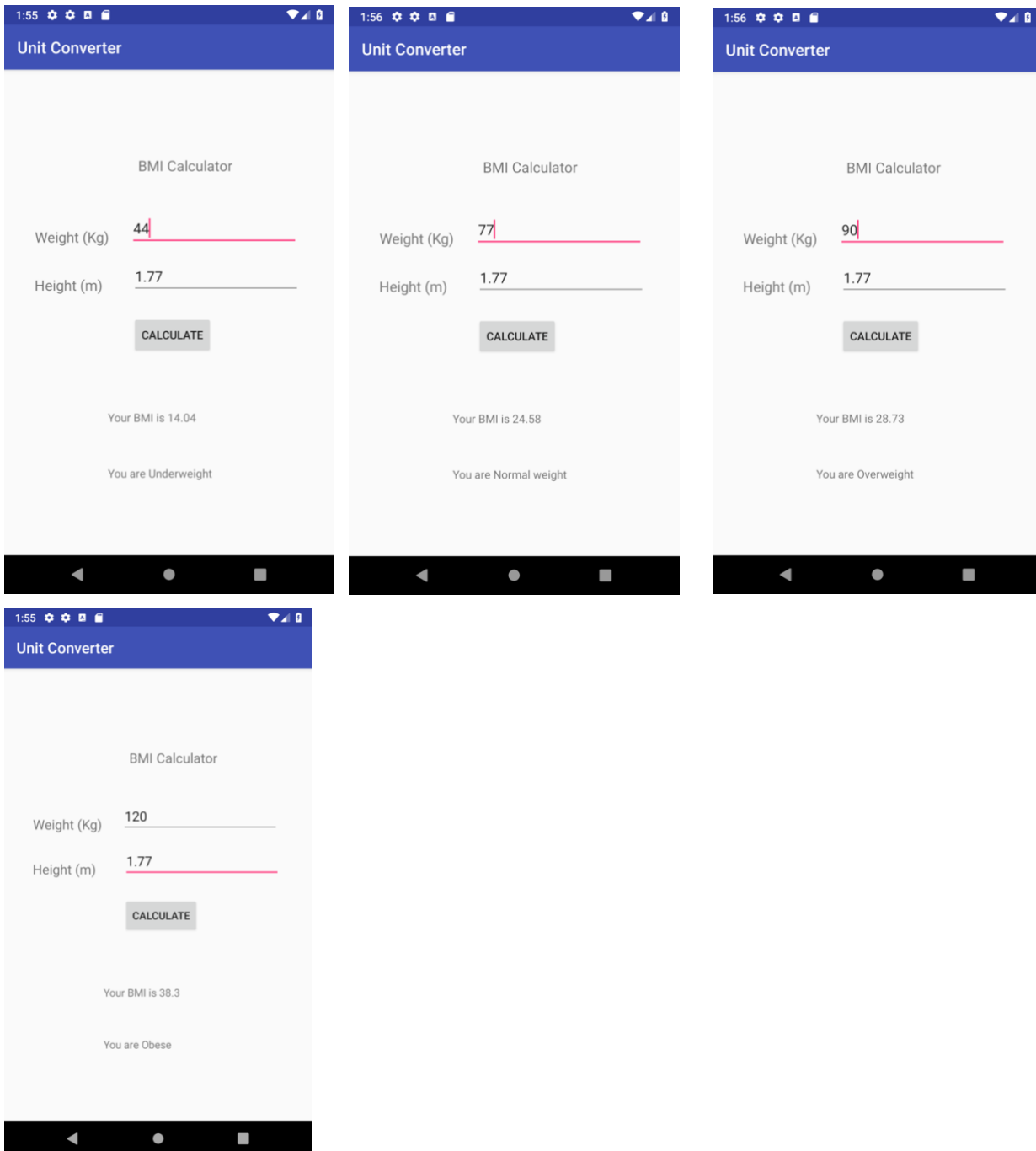
1. The application should ask the user what they would like to do as shown in the image 1. If the user did not select and tries to open you should toast a message saying **“Please choose one”**



2. If the user chooses the currency converter as shown in image 3, then you should open the weight converter activity shown below.
3. If the user selects the **KG Editbox** as shown in image 1 then change the text of the button to **“KG to Pound”** Otherwise **“Pound to Kg”** as shown in image 5. (Hint : see Celsius to Fahrenheit practice exercise in Lab 1. Do the conversion accordingly).



4. If the User chooses the BMI calculator, then show the BMI calculator activity. And then use the following formula to calculate the BMI of the user. You should show the following four messages with the BMI. See the images below.
- Underweight =  $<18.5$
  - Normal weight =  $18.5\text{--}24.9$
  - Overweight =  $25\text{--}29.9$
  - Obesity = BMI of 30 or greater



## FORMULAS

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### **Currency CONVERTER**

Result in 1 QR =	QR
Result in USD =	Qatari Riyal (KG) x 3.65

### **BMI CALCULATOR**

Simple steps to work out your BMI:

1. Multiply your height in meters (m) by itself
2. Divide your weight in kilograms (kg) by your step 1 result

$$\text{BMI} = \text{weight (kg)} \div \text{height}^2 \text{ (m}^2\text{)}$$

### **Deliverables:**

Submit your project via the submit GitHub. Your submission should be containing the source code Android Studio project and the Testing Sheet.