README

Roberto Ruiz Felix

2024-02-12

BMI Calculator App

This Android application calculates Body Mass Index (BMI) based on weight and height inputs. Beyond this, it classifies the user into a BMI category; underweight, normal weight, overweight, or obese.

Usage

1. Enter your weight in kilograms under the weight section.
2. Enter your height in centimeres under the height section.
3. Press the "calculate" button to compute your BMI.
4. The calculated BMI and its health classification will be displayed

Functionality

This application validates user input to ensure their valid numeric values are entered for weight and height, It also checks for strictly positive value input. Upon calculation, the buttons, texts, and input boxes are fixed so they do not move. The text id displayed under the calculated button in bold maroon latters to catch the users attention.

```kotlin
val heightMeters = height / 100.0

        val bmi = weight / (heightMeters * heightMeters)
        resultTextView.text = String.format("BMI: %.2f", bmi)

        val healthClass = when {
            bmi < 18.5 -> "Underweight"
            bmi < 25 -> "Normal weight"
            bmi < 30 -> "Overweight"
            else -> "Obese"
        }

        healthClassTextView.text = "Category: $healthClass"
```

Error Handling

• If users input a string, they will be notified to input numerical values. • If users input a negative value, they will be notified input positive values only. • If users do not input anything or leave a field empty, they will be notified to fill in all fields.

```
if (weightString.isEmpty() || heightString.isEmpty()) {
            Toast.makeText(this, "Please fill in all fields",
            Toast.LENGTH_SHORT).show()
            return@setOnClickListener
        }

        val weight = weightString.toDoubleOrNull()
        val height = heightString.toDoubleOrNull()

        if (weight == null || height == null) {
            Toast.makeText(this, "Please enter valid numeric values",
            Toast.LENGTH_SHORT).show()
            return@setOnClickListener
        }

        if (weight <= 0) {
            Toast.makeText(this, "Please enter a positive weight",
            Toast.LENGTH_SHORT).show()
            return@setOnClickListener
        }
        if (height <= 0) {
            Toast.makeText(this, "Please enter a positive height",
            Toast.LENGTH_SHORT).show()
            return@setOnClickListener
        }
```

UI Design

A Linear Layout is used since this app is fairly simple and a linear layout allows users to follow one step after the next; top-down. Beyond this, text boxes are outlined by a box so it feels like almost that of a button, this then implies that users can click on it to input their information similar to that of a button. To encourage this even more, hints of "click here" are in each input text box to promote this. Once calcualted, a text box exists underneath the calcualte button, but values are only displayed once valid input is calculated.

Author

This Android Application was developed by Roberto Ruiz Felix