

Задание 4

activity_main

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="50dp"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <Spinner
        android:id="@+id/spin"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:layout_gravity="center"
        android:entries="@array/type"
    />

    <Button
        android:id="@+id/btn"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/pushBtn"
        android:layout_gravity="center"
        android:layout_margin="10dp"
    />

    <TextView
        android:id="@+id/tv"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/text"
        android:layout_gravity="center"
        android:layout_margin="10dp"
        android:textSize="36dp"
    />

</LinearLayout>
```

strings

```
<resources>
  <string name="app_name">asdfgyhujikl</string>
  <string name="pushBtn">кнопка</string>
  <string name="text">текст</string>
  <string-array name="type">
    <item>Значение 1</item>
    <item>Значение 2</item>
    <item>Значение 3</item>
    <item>Значение 4</item>
    <item>Значение 5</item>
  </string-array>
</resources>
```

MainActivity

```
package com.example.asdfgyhujikl

import ...

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        val btn : Button = findViewById(R.id.btn)
        val tv : TextView = findViewById(R.id.tv)
        val spinner : Spinner = findViewById(R.id.spin)

        btn.setOnClickListener {
            val type = spinner.selectedItem
            tv.text = ("Ваш тип $type")
        }
    }
}
```

Функционал кнопки

