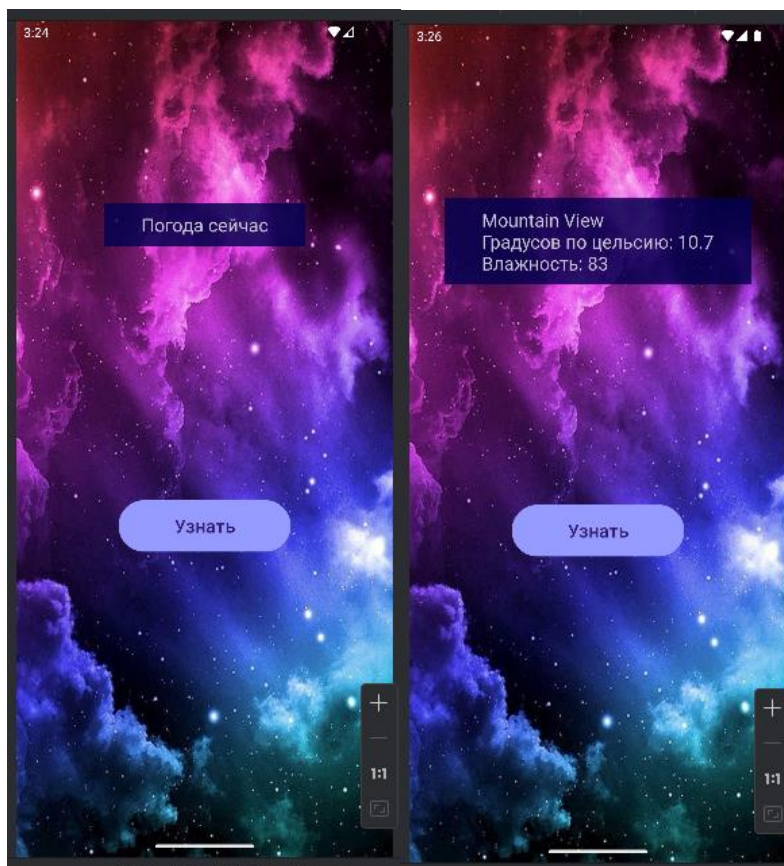


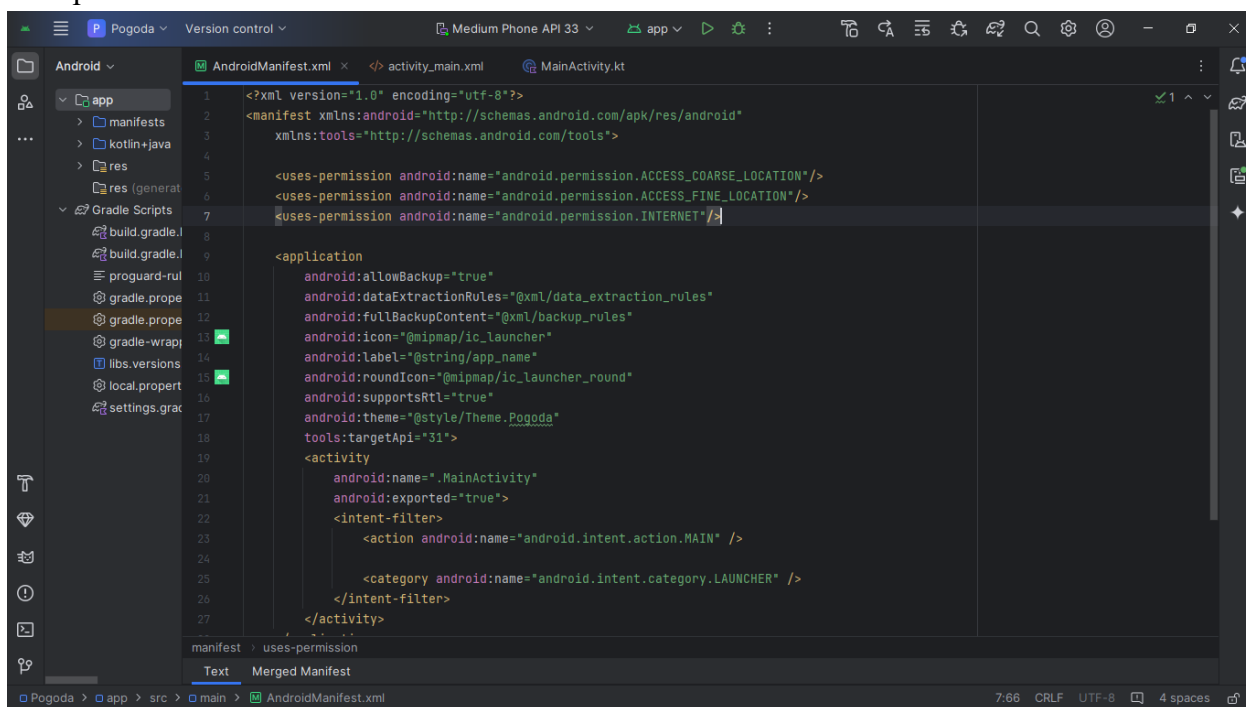
Приложение калькулятор

Задание

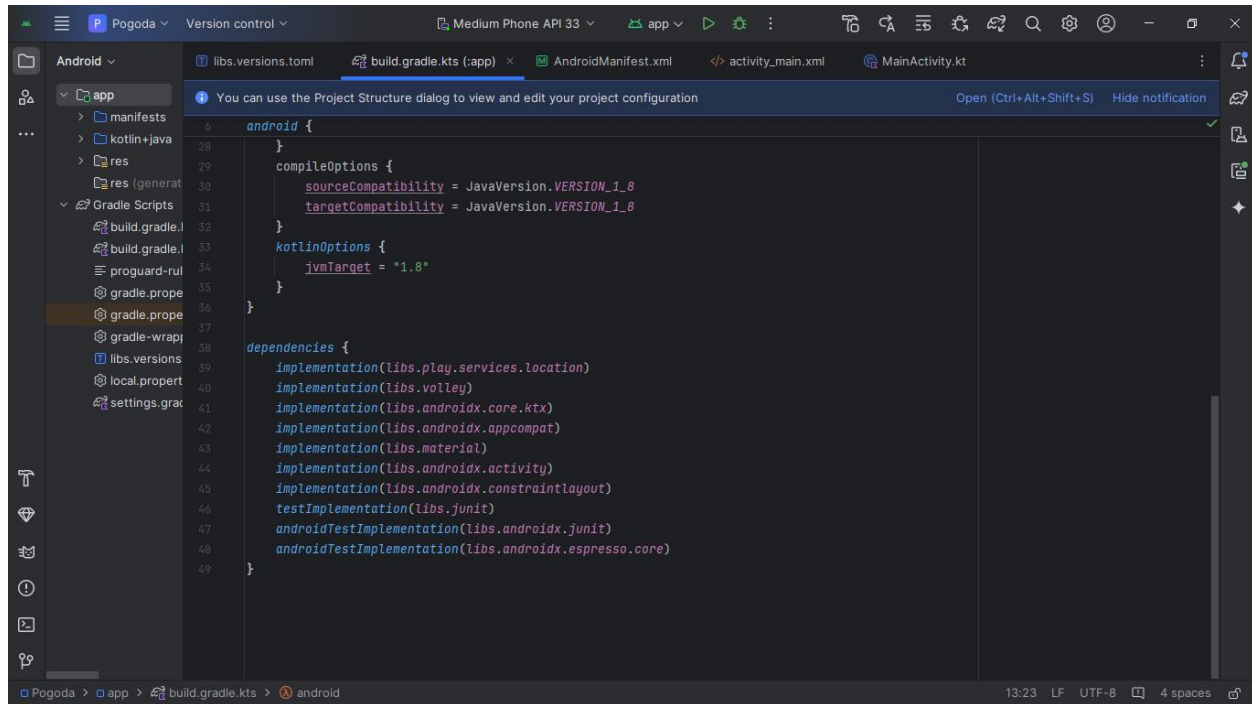


Ход работы:

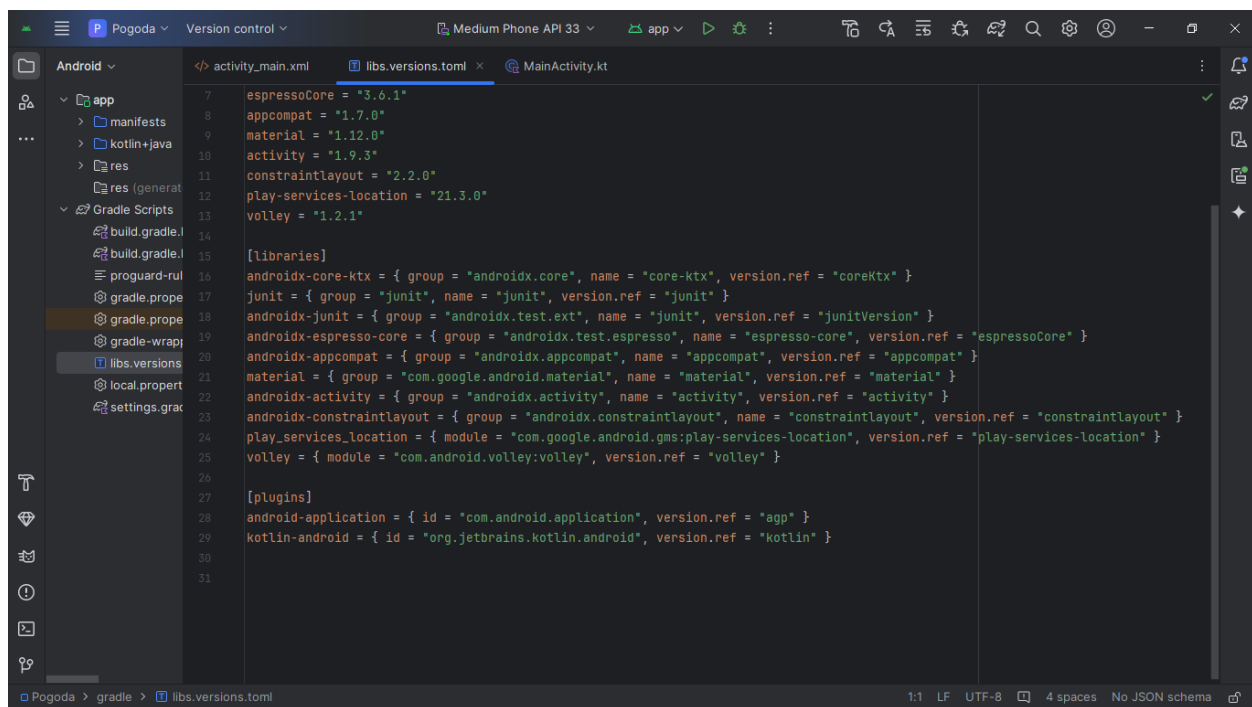
1. Настраиваю библиотеки



// Манифест



```
android {  
    compileOptions {  
        sourceCompatibility = JavaVersion.VERSION_1_8  
        targetCompatibility = JavaVersion.VERSION_1_8  
    }  
    kotlinOptions {  
        jvmTarget = "1.8"  
    }  
    dependencies {  
        implementation(libs.play.services.location)  
        implementation(libs.volley)  
        implementation(libs.androidx.core.ktx)  
        implementation(libs.androidx.appcompat)  
        implementation(libs.material)  
        implementation(libs.androidx.activity)  
        implementation(libs.androidx.constraintlayout)  
        testImplementation(libs.junit)  
        androidTestImplementation(libs.androidx.junit)  
        androidTestImplementation(libs.androidx.espresso.core)  
    }  
}
```

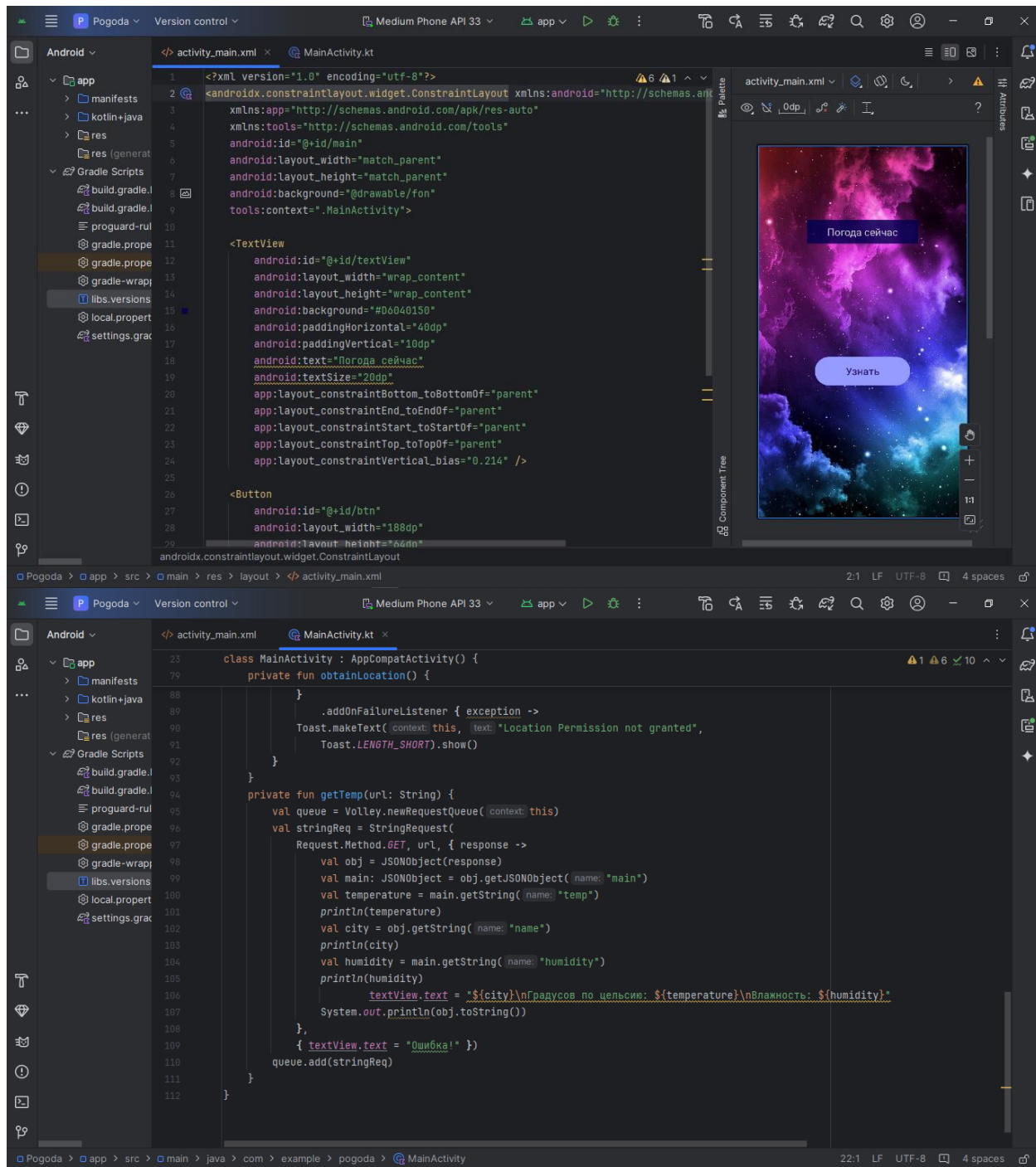


```
espressoCore = "3.6.1"  
appcompat = "1.7.0"  
material = "1.12.0"  
activity = "1.9.3"  
constraintlayout = "2.2.0"  
play-services-location = "21.3.0"  
volley = "1.2.1"  
  
[libraries]  
androidx-core-ktx = { group = "androidx.core", name = "core-ktx", version.ref = "coreKtx" }  
junit = { group = "junit", name = "junit", version.ref = "junit" }  
androidx-junit = { group = "androidx.test.ext", name = "junit", version.ref = "junitVersion" }  
androidx-espresso-core = { group = "androidx.test.espresso", name = "espresso-core", version.ref = "espressoCore" }  
androidx-appcompat = { group = "androidx.appcompat", name = "appcompat", version.ref = "appcompat" }  
material = { group = "com.google.android.material", name = "material", version.ref = "material" }  
androidx-activity = { group = "androidx.activity", name = "activity", version.ref = "activity" }  
androidx-constraintlayout = { group = "androidx.constraintlayout", name = "constraintlayout", version.ref = "constraintlayout" }  
play-services-location = { module = "com.google.android.gms:play-services-location", version.ref = "play-services-location" }  
volley = { module = "com.android.volley:volley", version.ref = "volley" }  
  
[plugins]  
android-application = { id = "com.android.application", version.ref = "app" }  
kotlin-android = { id = "org.jetbrains.kotlin.android", version.ref = "kotlin" }
```

2. По образцу пишу программу и проверяю работу

// Я забыл сделать скрины до того, как добавила влажность *_*

3. Немного кастомлю программу и добавляю информацию о влажности



4. Проверяю программу на работу

