Sno	Task	Date
1	**Introduction to Kotlin :** 1. Write a Kotlin program that takes a nullable integer as input and print its Square if it is not null , or " Input is null" otherwise 2. Implement a number guessing game in which the user is prompted to enter a number between 1 and 100 until he or she guesses correctly. After every wrong guess, the user is told whether the guess was too high or too low. 3. Create a function in Kotlin that takes a name as input and prints the greeting message. Make the message customizable and provide a default message if no custom message is provided.	**11-7-2025**
2	**Kotlin's Object Oriented Concepts :** 1. Create a Kotlin application for Rolling die using classes. 2. Create a Kotlin application to demonstrate the companion objects, getter and setter properties.	**18-7-2025**
3	**Creation of Android Application:** 1. Create "Hello World" application. That will display "Hello World" in the middle of the screen in the red color with white background.	**25-7-2025**
4	**Understanding Activity and Intent :** 1. To understand Activity and Intent create a sample application with login module. (Check username and password), on successful login, go to next screen and on failing login, alert the user using Toast. Also pass username to next screen. 2. Create a Dice Roller Android app that has a Button to roll a dice and update the image on the screen.	**1-8-2025**

5	1. Create a program with different types of dwellings (Shelters people live in like roundhut, square cabin, round tower) that are implemented as a class hierarchy. 2. Create a tip calculator app with a working Calculate button.	**8-8-2025**
6	Create a polished Affirmations app that uses a RecyclerView to display a list of cards. Each card contains an image and affirmation text.	**22-8-2025**
7	Create a Counter app that increases the number each time a button is clicked. Use LiveData in the View Model to store the counter value and observe it in Jetpack Compose	**12-9-2025**
8	1.Create a Cupcake app that displays an order flow for cupcakes, allowing the user to choose the cupcake flavor, quantity, and pickup date 2. Create a cupcake ordering app that allows the user to send the order to another app and allows for canceling an order.	**19-9-2025**
9	1. Create an AndroidTrivia app illustrates navigation patterns and controls. The app has several components: 2. In the title screen, shown on the left in the screenshot above, the user starts the game. 3. In the game screen with questions, shown in the middle above, the user plays the game and submits their answers.	**26-9-2025**
10	Build a User Record App that Saves Details into Room Database	**10-10-2025**