Add Name Save Data 2 Data Binding/Live Data

You are to create a layout as shown in the images below. The layout must match the images shown in both landscape and portrait modes. The spacing needs to be relatively close but does not have to be exact. There are to be no errors or warnings in the layouts as shown in the screen shots.

Interaction:

User will enter a name and click the button; the entered name will appear. User will enter another name and click the button in which both names will appear. User can enter as many names they want.

Specs:

This was written in Kotlin Oreo 8.0

I used Pixel 2 XL API 26 as my emulator. You can use another just this is what I used.

I recommend you start with the fragment plus view model template

You will only use the classes shown in the screenshot.

The names will be saved in the viewmodel class.

When the device is rotated the names will be redrawn on the screen from the view model

You must do databinding as described in the book

You will use livedata as described in the book

Figure 1 is the starting screen.

Figure 2 is the portrait view after two names are entered.

Figure 3 is the landscape view.

Figure 4 shows only the classes you are to have.

Figure 5 shows no errors or warnings.

Hint:

This is how I listed the names from the array list that the observer is watching. You may have a different approach which is fine as long as you are using an observer.

```
//THIS OBSERVER TAKES THE ARRAYLIST FROM THE VIEW
MODEL AND LOOPS THROUGH ALL THE NAMES
//ALSO THE NAME (NAMESMLD COULD BE CALLED ANYTHING)


val resultObserver = Observer<ArrayList<String>> {
     namesMLD -> for(name in namesMLD){
         list += name+"\n"
     }
    binding.displayNames.text = list

//I HAD MORE CODE HERE
}
```

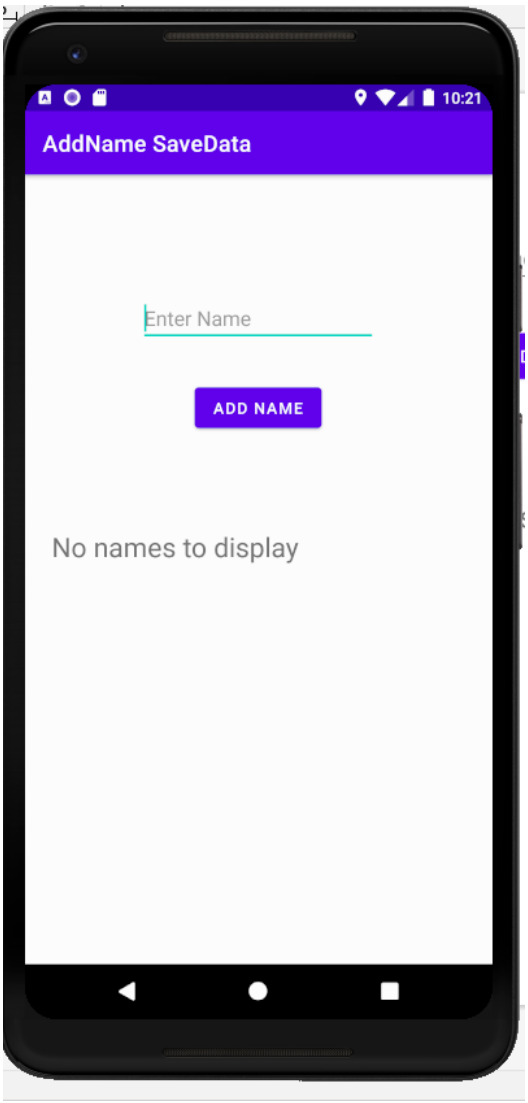

Figure 1: Starting Screen

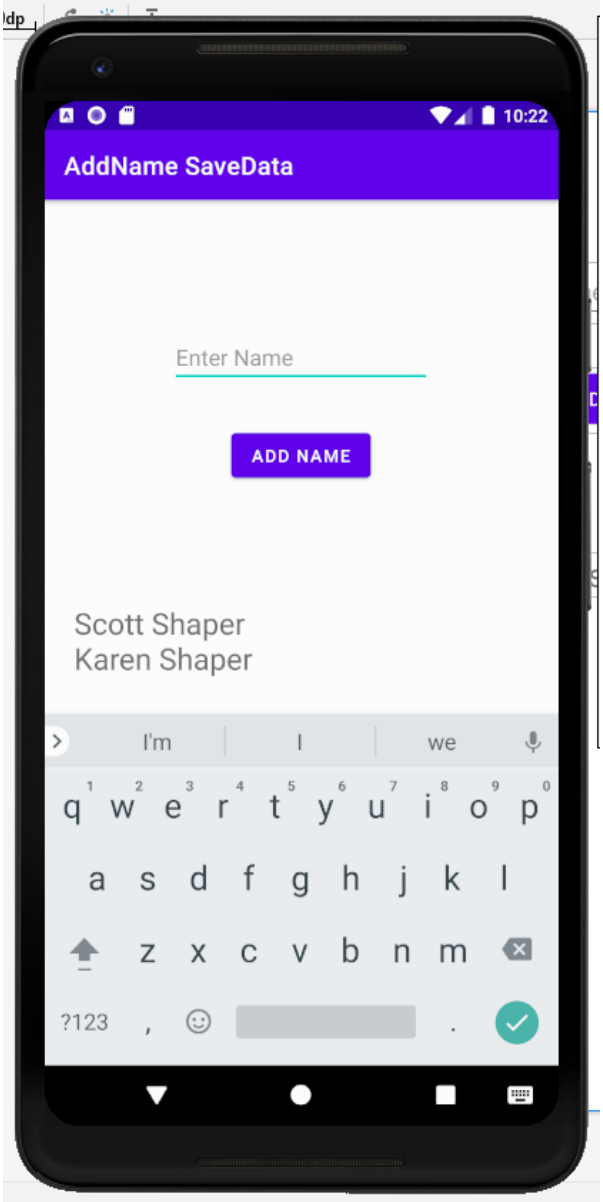

Figure 2: Portrait View

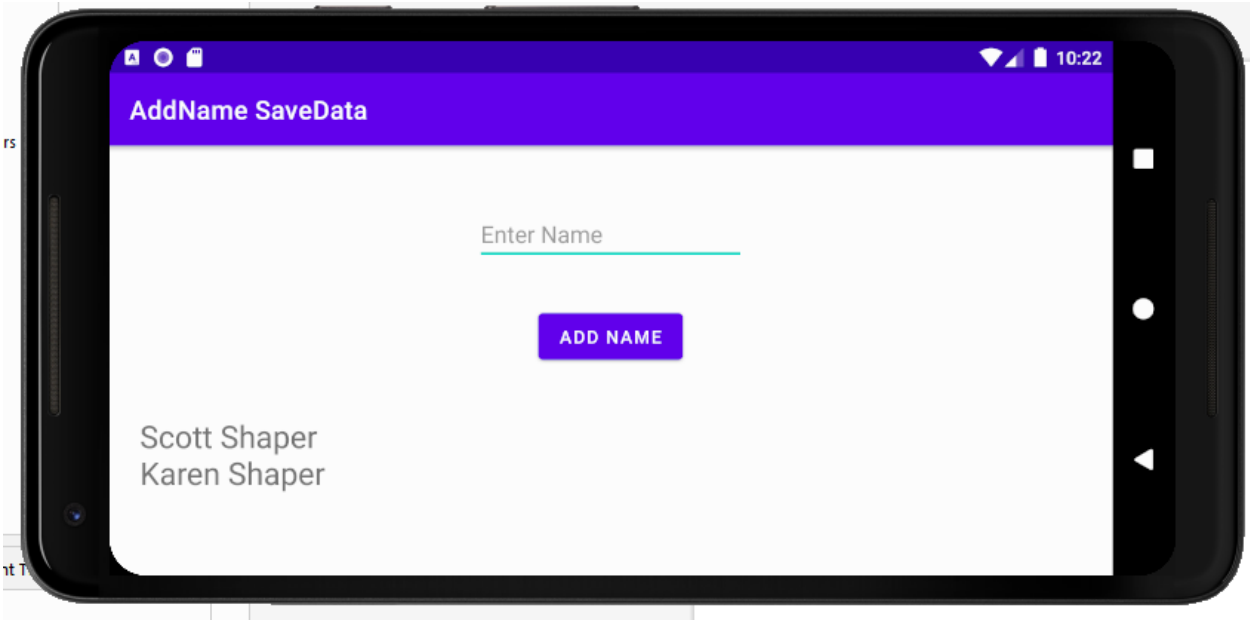

Figure 3: Landscape view

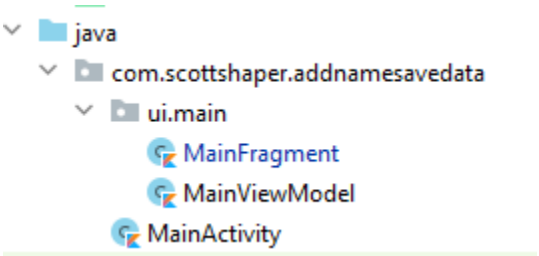

Figure 4: classes to be used (only those shown)

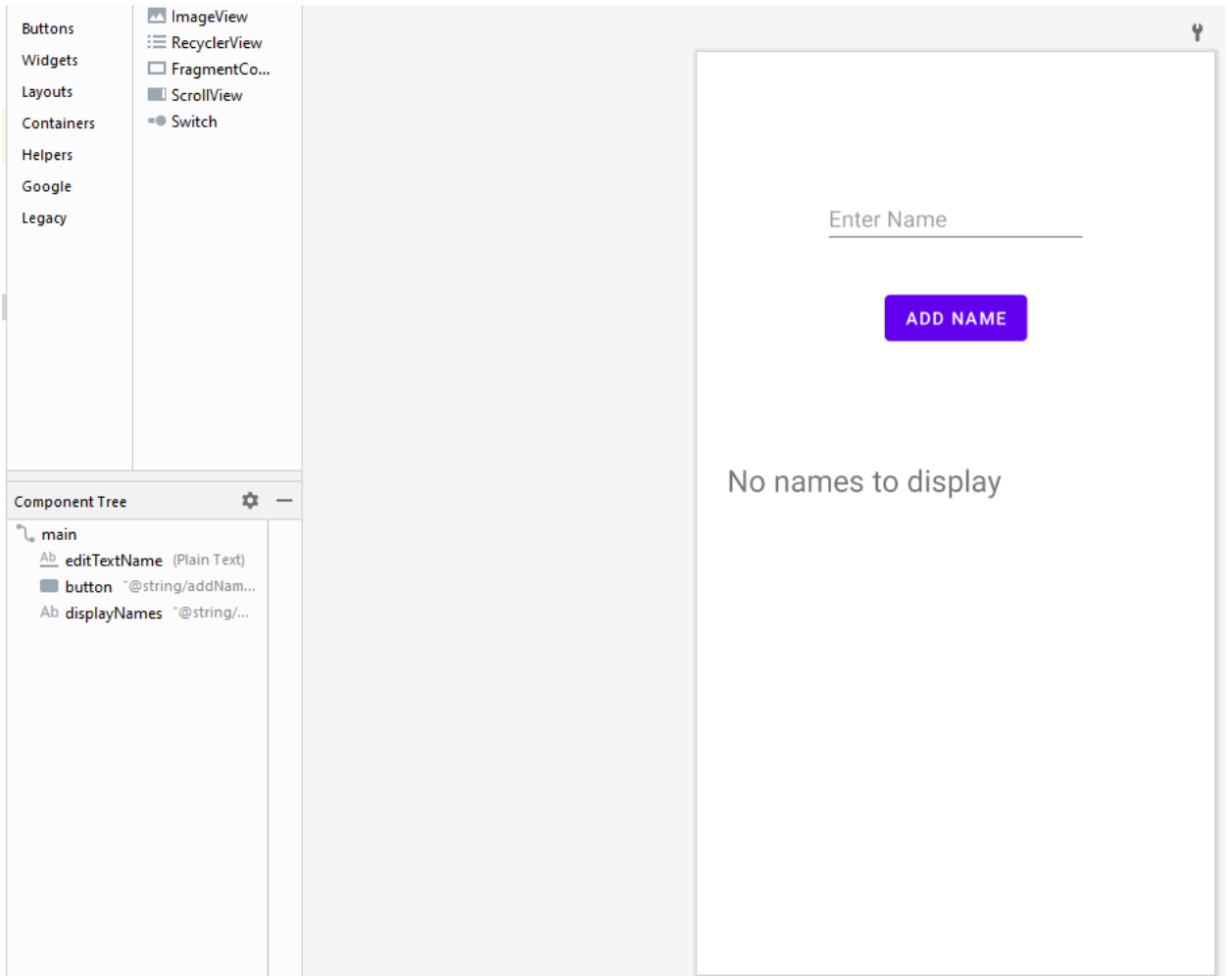

Figure 5: No errors or warnings on layout