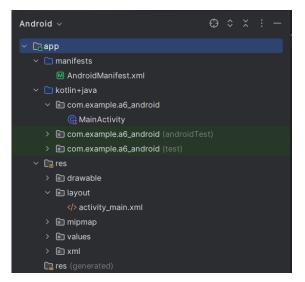
Практика 6

Структура:



String:

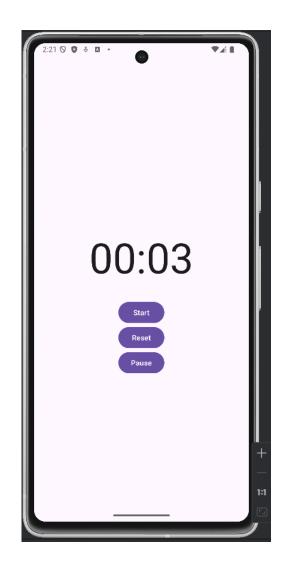
Логика:

```
class MainActivity : AppCompatActivity() {
    private lateinit vor <u>chrometr</u> : Chromometer
    private var <u>rumning</u> : Boolean = false
    private var <u>offset</u> : Long = 0
    val <u>OFFSET_KEY</u> = "rumning"
    val <u>OFFSET_KEY</u> = "rumning"
    val <u>RUNNING_KEY</u> = "rumning"
    val <u>RASE_KEY</u> = "base_key"
    verride fun onCreate(savedInstanceState: Bundle?) {
        super_onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentVisw(R.layout.<u>gctivity_main</u>)
        ViexCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets 'SetConApplyWindowInsetsListener
    }
    chrometr = findViewById(R.id.textIme)
    val btnStart = findViewById(R.id.textIme)
    val btnRoset = findViewById(Buttono(R.id.btnStart)
    val btnRoset = findViewById(Buttono(R.id.b
```

```
chrometr.base = SystemClock.elapsedRealtime()
btnStart.setOnClickListener {
    if(!running) {
        setBaseTime()
        chrometr.start()
        running = true
    }
}
btnPause.setOnClickListener {
    if (running) {
        saveOfset()
        chrometr.stop()
        running = false
    }
}
btnReset.setOnClickListener {
    offset = 0
        setBaseTime()
        running = false
    }
}
outState.putLong("offset", offset")
    outState.putLong("offst", offset")
    outState.putLong("offst", offset")
    outState.putLong("base_key", chrometr.base)
    super.onSaveInstanceState(outState)
}
```

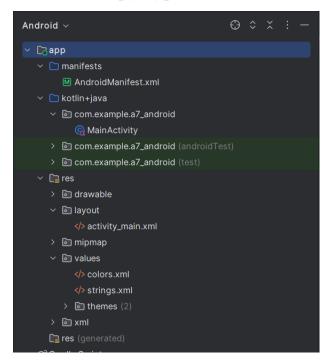
```
private fun saveOfset() {
     offset = SystemClock.elapsedRealtime() - chrometr.base
}
private fun setBaseTime() {
     chrometr.base = SystemClock.elapsedRealtime() - offset
}
}
```

Итог:



Практика 7:

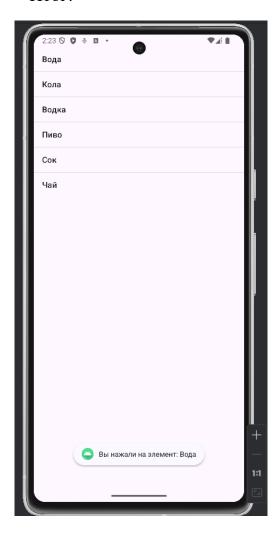
Структура:



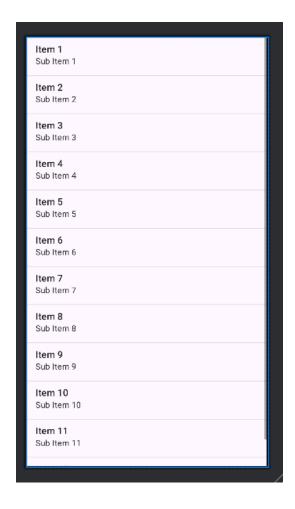
Логика:

```
class MainActivity: AppCompatActivity() {
    @SuppressLint("MissingInflatedId")
    overide fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        val listView: ListView = findViewById(R.id.lvMain)
        val names = array9f("Boga", "Kona", "Bogak", "Neo", "Cok", "Чай")
        val arrayAdapter: ArrayAdapter<String> =
            ArrayAdapter(icontext this, android.R.layout.simple_list_item_1, names)
        listView.adapter = arrayAdapter
        listView.setOnltemcLickListener { parent, view, position, id ->
            val selectItem = names[position]
            Toast.makeText(icontext this, text "Bb нажали на злемент: $selectItem", Toast.LENGTH_SHORT).show()
    }
    enableEdgeToEdge()
    ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets *setOnApplyWindowInsetsListener
    }
}
```

Итог:

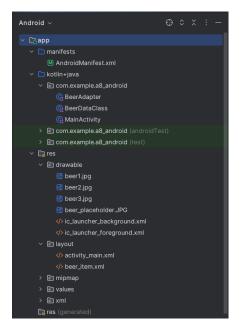


Дизайн:



Практика 8:

Структура:



MainActivity:

BeerAdapter:

String:

Итог:



Практика 9:

Структура:

Android ~ Парр ∨ □ manifests M AndroidManifest.xml kotlin+java @ MainActivity > com.example.a9_android (androidTest) > o com.example.a9_android (test) ∨ □ res > 🖻 layout > 📵 mipmap values colors.xml strings.xml > **(2)** > 💿 xml res (generated)

Colors:

Логика:

```
binding.button3.setOnClickListener {
    addToInputText( value: "3")
}
binding.button4.setOnClickListener {
    addToInputText( value: "4")
}
binding.button5.setOnClickListener {
    addToInputText( value: "5")
}
binding.button5.setOnClickListener {
    addToInputText( value: "6")
}
binding.button7.setOnClickListener {
    addToInputText( value: "7")
}
binding.button8.setOnClickListener {
    addToInputText( value: "8")
}
binding.button9.setOnClickListener {
    addToInputText( value: "9")
}
binding.buttonDot.setOnClickListener {
    addToInputText( value: "9")
}
binding.buttonDot.setOnClickListener {
    addToInputText( value: ",")
}
binding.buttonDivision.setOnClickListener {
    addToInputText( value: ",")
}
binding.buttonDivision.setOnClickListener {
    addToInputText( value: ",")
}
binding.buttonMultiply.setOnClickListener {
    addToInputText( value: ",")
```

```
private fun addToInputText(value: String) {
    binding.input.append(value)
}
private fun getInputExpression(): String {
    return binding.input.text.toString()
}
```

Итог:

