

Operr Quiz 2

Requirements

Create an application which has one TextView in the center of screen and the value of that element should be the same name as different Build Variant, like this settings

App UI

Task 1

Only one text in a screen, here I created the apk using production build variant, so text is production, if I choose "QA", then text should be "QA"



https://drive.google.com/file/d/1SQbEJPzQS7Ul6gh1VfYKQizSmc_d_qs9/view?usp=sharing

Task 2

When app is open, you should start one background timer notification like this for 5 mins, and it should remain active, no matter I close the app or minimize the app, notification shouldn't be repeat if I open app multiple times



<https://drive.google.com/file/d/1kfcKddGMsRel4rK1JTwtkmC80bgOxLJY/view?usp=sharing>

**Application should run from Android 5 to latest version

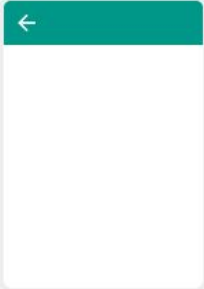
** Please make sure add comments in the code explaining thought processes, decisions, challenges, etc

* Required

Setup

Create New Project

Configure your project



Empty Activity

Creates a new empty activity


Name
Operr Quiz 2

Package name
com.example.operrquiz2

Save location
/Users/user/AndroidStudioProjects/OperrQuiz2

Language
Kotlin

Minimum API level
API 21: Android 5.0 (Lollipop)

 Your app will run on approximately 85.0% of devices.
[Help me choose](#)

☐ This project will support instant apps

☒ Use androidx.* artifacts

Cancel Previous Next Finish

5:45



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Hello World!

Code Changes

```
package com.example.operrquiz2

import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.widget.TextView
import com.example.operrquiz2.BuildConfig

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)

        setContentView(R.layout.activity_main)

        val currentBuild = BuildConfig.BUILD_TYPE;
        val textView = findViewById<TextView>(R.id.buildstatusText);
        textView.setText(currentBuild);
    }
}
```

The value of the build type is found at the BuildConfig static value BUILD_TYPE

Output

