**CMPS 312 Mobile Application Development**

**Assessment # 1**

**PART A – Kotlin Basics**

1. Write a program that displays all the even numbers from 1 to 100. You should display the results in the same format as shown below. [**use for-in**]

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A screen shot of a computer

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1. Write and test getLetterGrade function that takes a numeric score and returns the corresponding letter grade.

e.g. If the score = 85, then the function should return B+. You can use the below table to identify the ranges for each letter grade. [Hint : use the **when** operator and **NOT if-else]**

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1. - Write a class **Friend** that has 3 properties: firstname , lastname and gender. The gender should have “M” as a default value.

- Add a toString method to return a string representation of the object with Mr. title for male and Ms. title for female. E.g., Mr. Abdulahi Hassen or Ms. Fatima Hamza

- Create a main function. Inside it declare a friends list and initialize with a list of friends shown the table below:

|  |  |  |
| --- | --- | --- |
| **Firstname** | **Lastname** | **Gender** |
| Abdulahi | Hassen | M |
| Fatima | Hamza | F |
| Fiona | Shrek | F |
| Abbas | Ibn Fernas |  |

* Loop through the friends list and display their details

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1. Create cities list and initialize it with "Doha", "Tokyo", "Delhi"
   1. Add “Dhaka” to the list
   2. Add “Beijing” to the list
   3. Create and test a **display** function that takes a list of strings and prints the list elements.
   4. Sort the cities list alphabetically then display it
   5. Sort the cities list in alphabetically in reverse order then display it.
   6. Remove Beijing from the list of cities

**Output**

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1. Create **nums** variable to hold a range of values from 5 to 50. [**Hint use the range .. operator**]. Complete the following tasks using lambdas and **without using loops**:
   1. Display the elements in **nums**
   2. Create and test **min** and **max** functions to return the minimum and maximum values in **nums**
   3. Create and test **sum** function to return the sum of elements in **nums** [**Use reduce or fold function**]
   4. Create and test **average** function to return the average of elements in **nums**
   5. Cube every number in **nums** and save the result in **cubicNums.** Display the elements in cubNums.

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**PART B**

Using the concepts you practiced in part A, develop the following android application.

Create an android application called Spin the wheel. The application allows the user to randomly pick a winner a list names. The user first enters names to initialize the list of names. Then when the user presses on the spin button, the application should pick one random name from the list and display it on the screen as the winner. Below is a demo of the app.

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COULD NOT DO THIS PART, MY ANDROID SOFTWARE STILL JAMS WHEN I DO RUN FOR ANDROIF APPLICATIONS. I TRIED TO FIX IT.