Project 0 - My First Mobile App   10 Possible Points
1/23/2022

| Attempt 1 ⌄ | ◯ **IN PROGRESS**
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Unlimited Attempts Allowed

⌄ **Details**

Due: Sunday, January 24
Points: 10
Deliverables: Screenshot

1. Create GeoQuiz using BNR chapter 1

Go through the first chapter of "Android Programming: A Big Nerd Ranch Guide, 4th ed." (Your First Android Application) and follow along with the tutorial. Note the following as you are completing the application.

- There is no "instant run" in Android Studio 4, so you don't have do disable it
- **All of your packages** in this course must begin with `edu.vt.cs.cs5254`, not `com.bignerdranch.android`
- **All of your applications** in this course will use Kotlin as the language
- **All of your applications** in this course must use API 21 (Lollipop) as the minimum SDK
- **None of your applications** in this course should use the legacy android.support libraries
- When viewing a layout, switch views by using the buttons in the upper right of the editor: [Code] [Split] [Design]
- The first line of all your layouts should be: `<?xml version="1.0" encoding="utf-8"?>`
- For your buttons, use: `style="?android:buttonStyle"`
- As of Android Studio 4, the R.java file is not created (bytecode is generated directly)

Once you have completed GeoQuiz, run it on a Pixel 2 emulator. It should work as expected.

2. Use view binding instead of findViewById

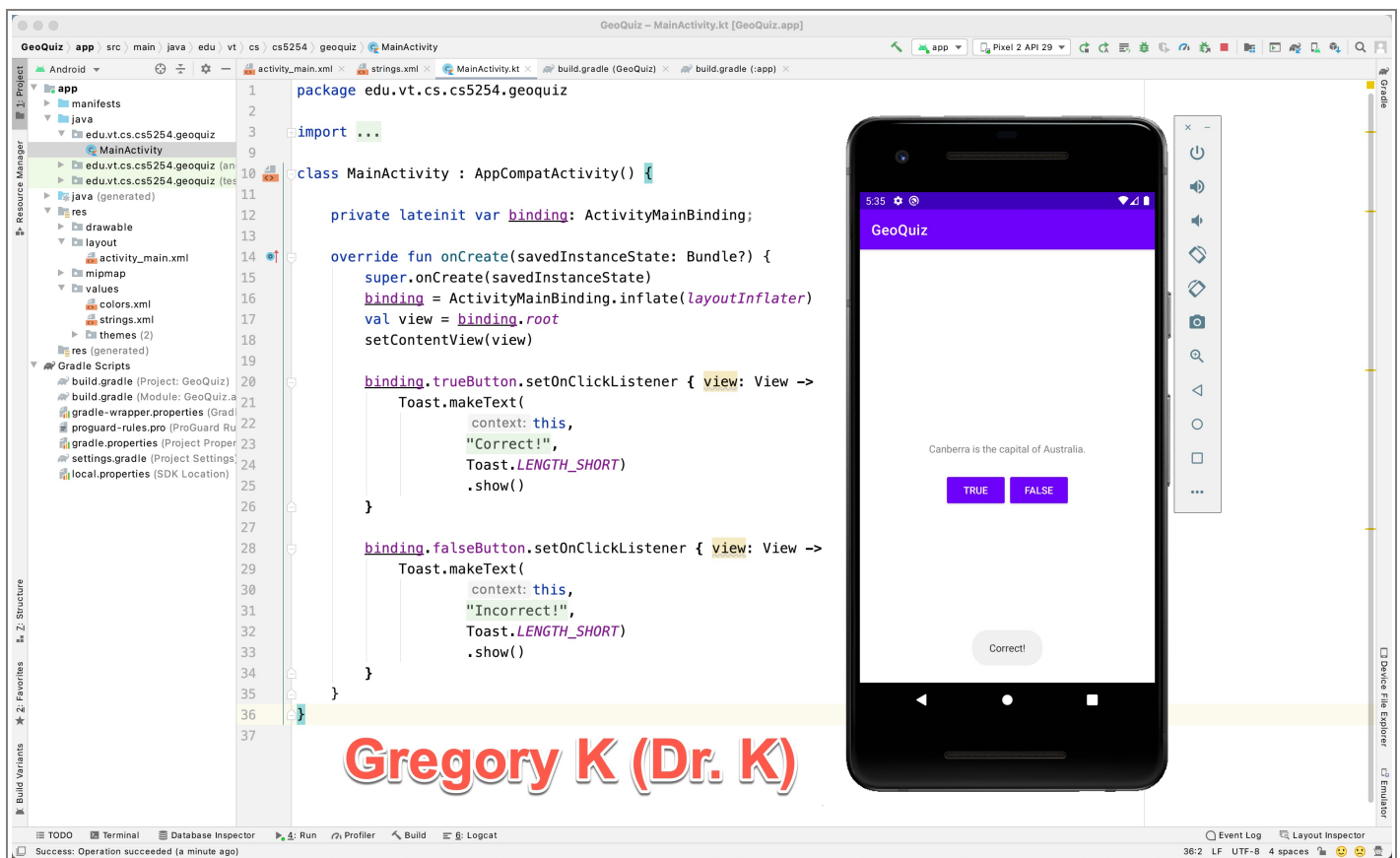Read the **Android Developer article on view binding (https://developer.android.com/topic/libraries/view-binding)** and convert your code to use view bindings instead of lateinit view variables (as BNR uses). Do *not* use the **Kotlin Android extension (https://www.linkedin.com/learning/kotlin-for-android-best-practices/kotlin-android-extensions?**

Submit Assignment

If you need help creating view bindings, take a look at the screenshot below. If you still need help, ask on Piazza. Once you have completed the project using view bindings, run it on a Pixel 2 emulator and turn in a screenshot that includes your project in Android Studio and your app running in the emulator. The screenshot should look something like the one below. Please ensure that the following requirements are met:

- The Android view is shown in the left sidebar. MainActivity, activity_main.xml, and strings.xml filenames are visible.
- The MainActivity Kotlin file is displayed in your screenshot and the *binding* variable is visible.
- The application uses the package `edu.vt.cs.cs5254.geoquiz`
- An emulator of the Pixel 2 with the GeoQuiz app is displayed in your screenshot
- Your name (first name plus last initial) is displayed somewhere in the screenshot

My image shows the "Correct" toast because I clicked TRUE right before I took the screenshot. It is not a requirement to show the toast.

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Submit Assignment