Project 1A - AnswerButton   10 Possible Points

2/1/2022

| Attempt 1 ⌄ | ◖ **IN PROGRESS**
Next Up: Submit Assignment | 🗩 Add Comment |

Unlimited Attempts Allowed

⌄ **Details**

Due: Tuesday, February 1

Points: 5

Resources:

- Golden **build.gradle (https://drive.google.com/file/d/1Yspk6qM9TBqHbicaTteedox8Zo9TNPns/view?usp=sharing)** file - you must use this in your project!
- AnswerButton: **MainActivity.kt (https://drive.google.com/file/d/1mSJ8IICKIWL7rB7yIyJnzKO9S_OEamO2/view?usp=sharing)**
- AnswerButton: **activity_main.xml   (https://drive.google.com/file/d/1s4hC9T3uMB-G6JAfjdW6yqeNv2IFxWiX/view?usp=sharing)**
- AnswerButton: **strings.xml (https://drive.google.com/file/d/1e2XCntWB1fSLmVnRTD8REKbH1zyAcve1/view?usp=sharing)**

Deliverable:

- MainActivity.kt (with TODOs completed)

Overview

In addition to the starter code for AnswerButton given above, you will need to create an Answer.kt class:
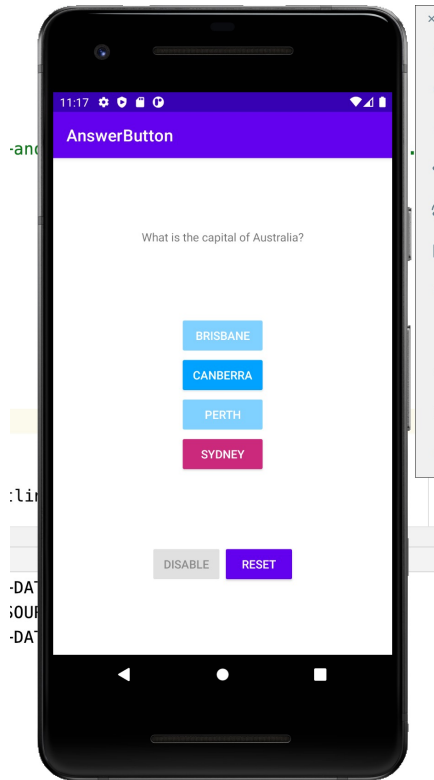
```
import androidx.annotation.StringRes

data class Answer (@StringRes val textResId: Int,
                   val isCorrect: Boolean,
                   var isEnabled: Boolean = true,
                   var isSelected: Boolean = false)
```

Create a new Android project named AnswerButton and copy-paste the code from the starter files into your project (you should already have all the files). The application has a single question with 4

[Submit Assignment]

- **Answer buttons** – When you click on an unselected answer button, it becomes the selected answer. If the button is already the selected answer, clicking on it will deselected it.
- **Disable button** – When you click on the disable button, it will disable the first two wrong answers. If one of the answers was selected, it will become unselected.
- **Reset button** – When you click on the reset button, it will reset all the button states. All buttons will become enabled and no answer will be selected.

Your only task in this project is to refactor the code in MainActivity.kt as specified in the TODO comments. Essentially, you are asked to change code that is written in an imperative style (how a Java programmer might write it) and rewrite it in a more functional style (how a Kotlin programmer might write it).

When you have rewritten the code, you should no longer have the following anywhere in your code:

- `for (index in 0..3)`
- `for (answer in answerList)`

Submit your MainActivity.kt file to this assignment.

Choose a submission type

Submit Assignment

Canvas Files

Choose a file to upload
File permitted: KT

Submit Assignment