

The screenshot shows the Android Studio interface with the project 'HelloWorldApp' open. The left sidebar displays the project structure, including the 'app' module and its sub-directories like 'manifests', 'kotlin+java', 'res', and 'layout'. The 'layout' directory contains 'activity\_main.xml'. The main editor window shows the 'MainActivity.kt' file:

```
1 package com.example.helloworldapp
2
3 import android.os.Bundle
4 import android.widget.Button
5 import android.widget.TextView
6 import androidx.appcompat.app.AppCompatActivity
7
8 class MainActivity : AppCompatActivity() {
9     override fun onCreate(savedInstanceState: Bundle) {
10         super.onCreate(savedInstanceState)
11         setContentView(R.layout.activity_main)
12
13         val tvMessage = findViewById<TextView>(R.id.tv_message)
14         val btnToggle = findViewById<Button>(R.id.btn_toggle)
15
16         // Status awal
17         var isHalo = true
18
19         // Event Klik tombol
20         btnToggle.setOnClickListener {
21             if (isHalo) {
22                 tvMessage.text = "Selamat Datang di Perkuliahan Mobile Programming"
23                 isHalo = false
24             } else {
25                 tvMessage.text = "Halo Indina"
26                 isHalo = true
27             }
28         }
29     }
30 }
```

The right side of the screen shows the emulator running the application. A toast message is displayed with the text 'Selamat Datang di Perkuliahan Mobile Programming'. Below the toast, there is a blue button labeled 'Klik Saya'.

This screenshot is nearly identical to the one above, showing the same Android Studio environment and the same code in 'MainActivity.kt'. The difference is in the emulator's display. Instead of showing the initial message 'Selamat Datang di Perkuliahan Mobile Programming', it now shows the message 'Halo Indina' after the button has been clicked. The blue 'Klik Saya' button is still present below the toast message.