# Homework 5 – Android Visuals

# Problem

#### Main task:

◦ Add some images to the application resources

◦ Add a constraint layout to your activity

◦ Add a UI element to display an image (centered horizontally and 30% leaned to top of layout)

◦ Add a text field which will display a counter of the clicks (centered in layout)

◦ Add a button and set a click action to it using the view binding feature (centered horizontally and 30% leaned to bottom of layout)

◦ On every click the counter should be incremented and a random image should be shown to the user

◦ The value of the counter should be presented using the data binding feature and the image should be changed using the view binding feature

#### Bonus task:

◦ Remove the counter and in the text field present the name of the current image (includes R&D on how to fetch the name of a resource)

#### More bonus tasks:

◦ Will be provided later and will include interactions with motions

# Deadline

Submit your solution **until 23:59 on 23 October 2022**, **Sunday**.

# Upload Instructions

#### File Upload Form

THIS IS AN EXAMPLE!!!

Upload an archived file (zip/rar/7z) in the course page under the lesson’s section (<https://softuni.bg/trainings/3884/android-development-with-kotlin-september-2022#lesson-45998>):

1. Graphical user interface, application

   Description automatically generated

Choose the file you want to upload, then select this button:

1. Graphical user interface, text, application

   Description automatically generated 3) Graphical user interface, application

   Description automatically generated with medium confidence

When you see “**Done**” and “**100%**” completion of upload, you have successfully uploaded the file.

You can **replace the uploaded file** by **uploading a new one** (a single archive for all files), you can make changes until the **due date**.

#### Project Solutions File Instructions

Go to the scratch file location, written in the top corner of the application window and archive the scratch file.