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Source Code: https://github.com/lephuchung/HustMobile

Bài: Lesson 14 – Build bus schedule app

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## 1. Before you begin

#### 2. Download the starter code

## 3. Add dependencies

Add the following dependencies to the app: build.gradle.kts

```
implementation("androidx.room:room-ktx:${rootProject.extra["room_version"]}")
implementation("androidx.room:room-runtime:${rootProject.extra["room_version"]}")
ksp("androidx.room:room-compiler:${rootProject.extra["room_version"]}")
```

app/build.gradle.kts

```
set("room_version", "2.5.2")
```

## 4. Create a room entity

Convert the current Bus Schedule data class into a Room Entity.

The following image shows a sample of what the final data table looks like, including the schema and Entity property

```
@Entity(tableName = "Schedule")
data class BusSchedule(
    @PrimaryKey
    val id: Int,
    @NonNull
    @ColumnInfo(name = "stop_name")
    val stopName: String,
    @NonNull
    @ColumnInfo(name = "arrival_time")
    val arrivalTimeInMillis: Int
)
```

### 5. Create a data access object

Create a data access object (DAO) to access the database. The DAO provides a method to retrieve all the items in the database and a method to retrieve a single item with the name of the bus stop. Make sure to order the schedule by arrival time.

#### 6. Create a database instance

Create a Room database that uses the Entity and your DAO. The database initializes itself with data from the assets/database/bus\_schedule.db file in the starter code

# 7. Update the ViewModel

Update the ViewModel to retrieve data from the DAO and provide it to the UI instead of supplying sample data. Make sure to leverage both of your DAO methods to supply data for the list and for individual stops

#### 8. Solution code