Add Name Save Data 1 viewmodel

You are to create a layout as shown in the images below. The layout must match the images shown in both landscape and portrait modes. The spacing needs to be relatively close but does not have to be exact. There are to be no errors or warnings in the layout as shown in the screen shots.

Interaction:

User will enter a name and click button, name will appear. User will enter another name and click the button in which both names will appear. User can enter as many names they want.

Specs:

This was written in Kotlin Oreo 8.0

I used Pixel 2 XL API 26 as my emulator. You can use another just this is what I used.

I recommend you start with the fragment plus view model template

You will only use the classes shown in the screenshot.

The names will be saved in the viewmodel class.

When the device is rotated the names will be redrawn on the screen from the view model

You must do view binding as described in the book

Figure 1 is the starting screen.

Figure 2 is the portrait view after two names are entered.

Figure 3 is the landscape view.

Figure 4 shows only the classes you are to have.

Figure 5 shows no errors or warnings.

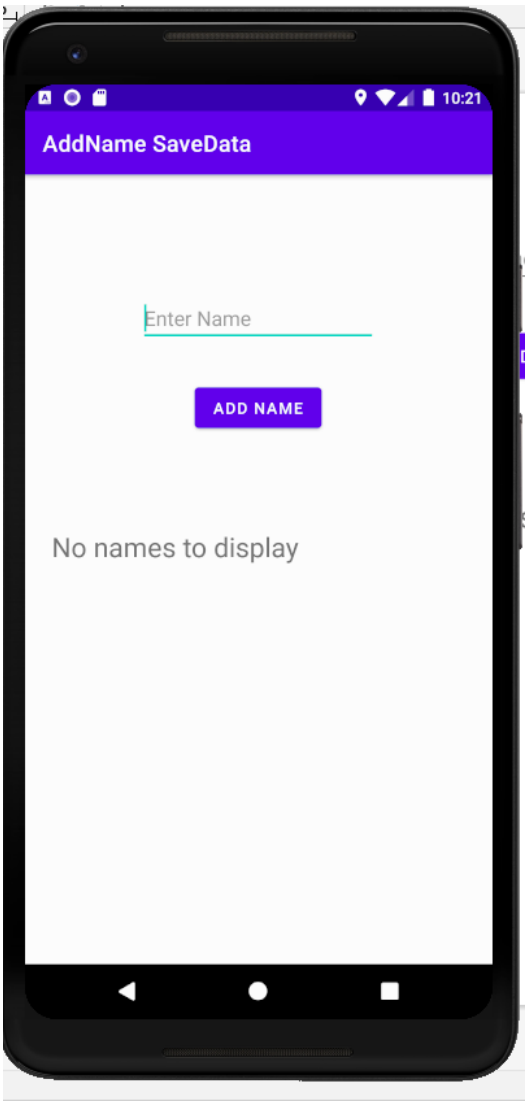

Figure 1: Starting Screen

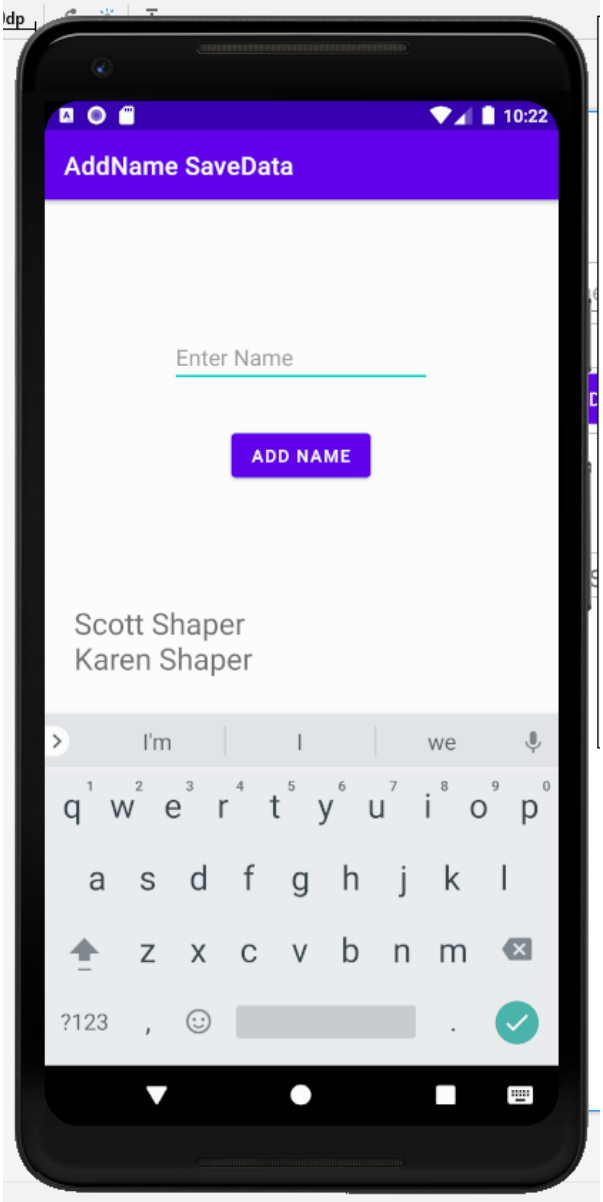

Figure 2: Portrait View

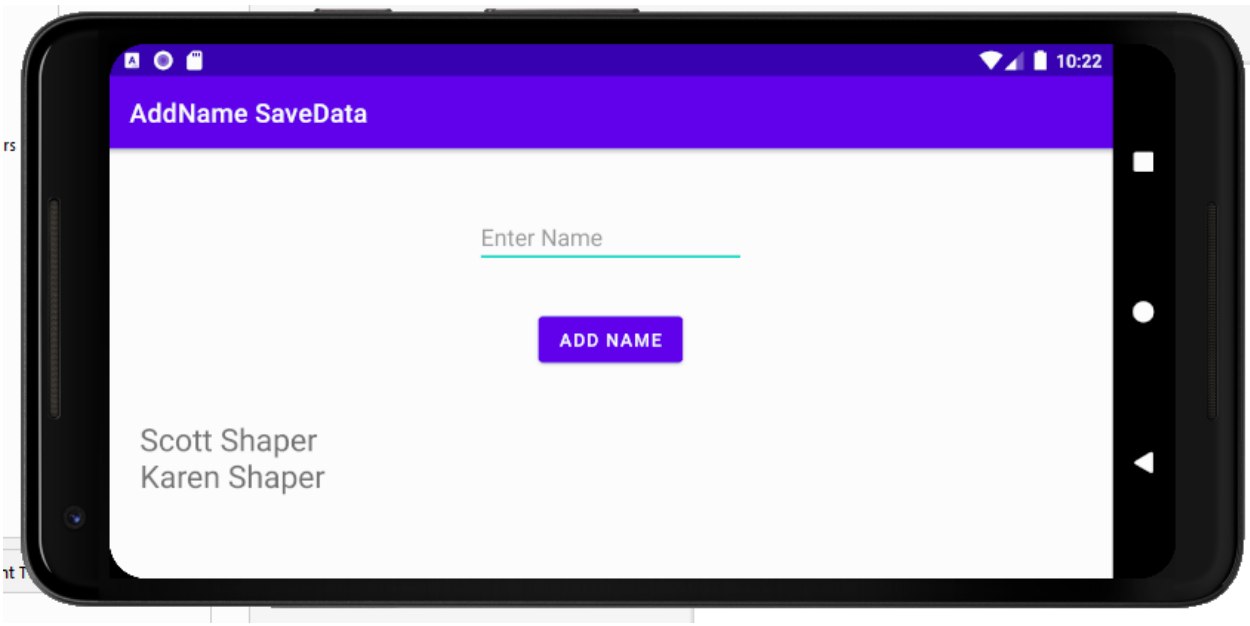

Figure 3: Landscape view

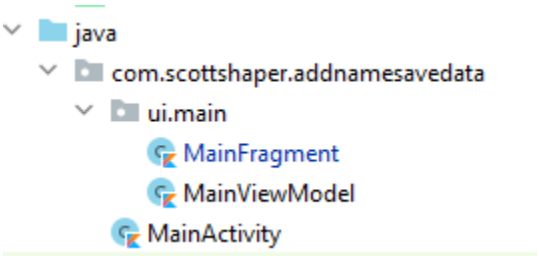

Figure 4: classes to be used (only those shown)

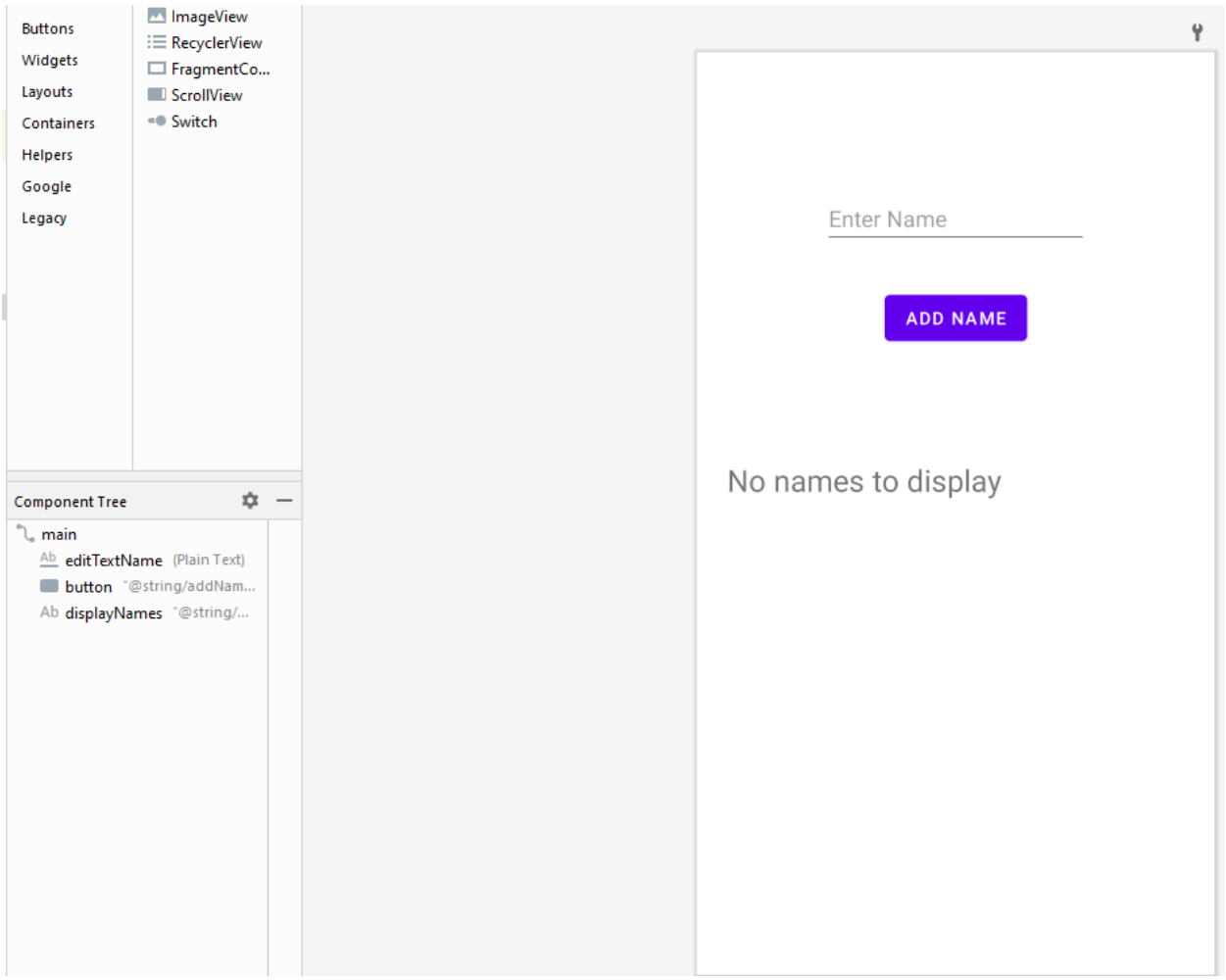

Figure 5: No errors or warnings on layout