

# Recycleview Project

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 any of the layouts as shown in the screen shot.

## Interaction:

Application will load and create a recycleview that will randomly display a title, image and text for each item in the corresponding array. When the device is rotated the items will be redrawn in their original randomization.

## 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.

Images sizes can be whatever works but must be close to what is shown.

You must use a recycleview as explained in your book

You must have a separate data class that will contain the arrays. The arrays will come from the book in the recyleview example.

You will use the images I have provided.

The number of card views will be the same number as items in the title array.

Figure 1 Shows the starting screen.

Figure 2 Shows the starting screen after rotation. Notice the randomization is the same.

Figure 3 Shows the classes you will only be using

Figure 4 Shows all layouts with no errors or warnings

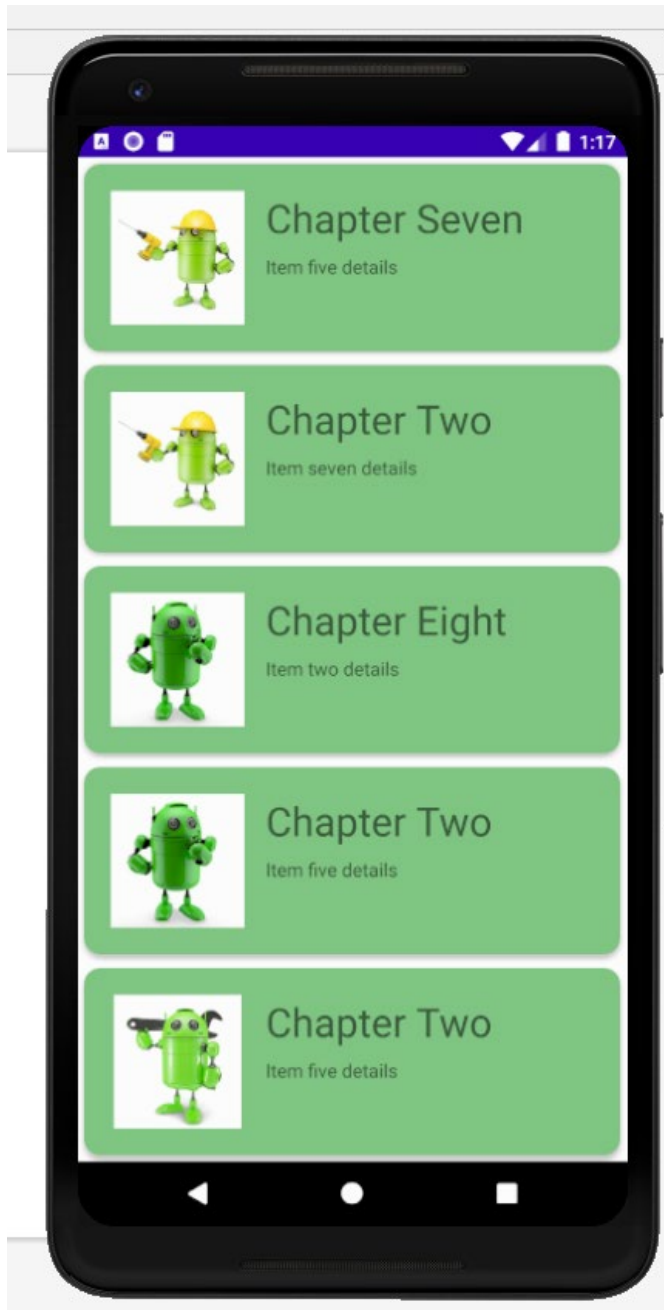


Figure 1: Starting screen

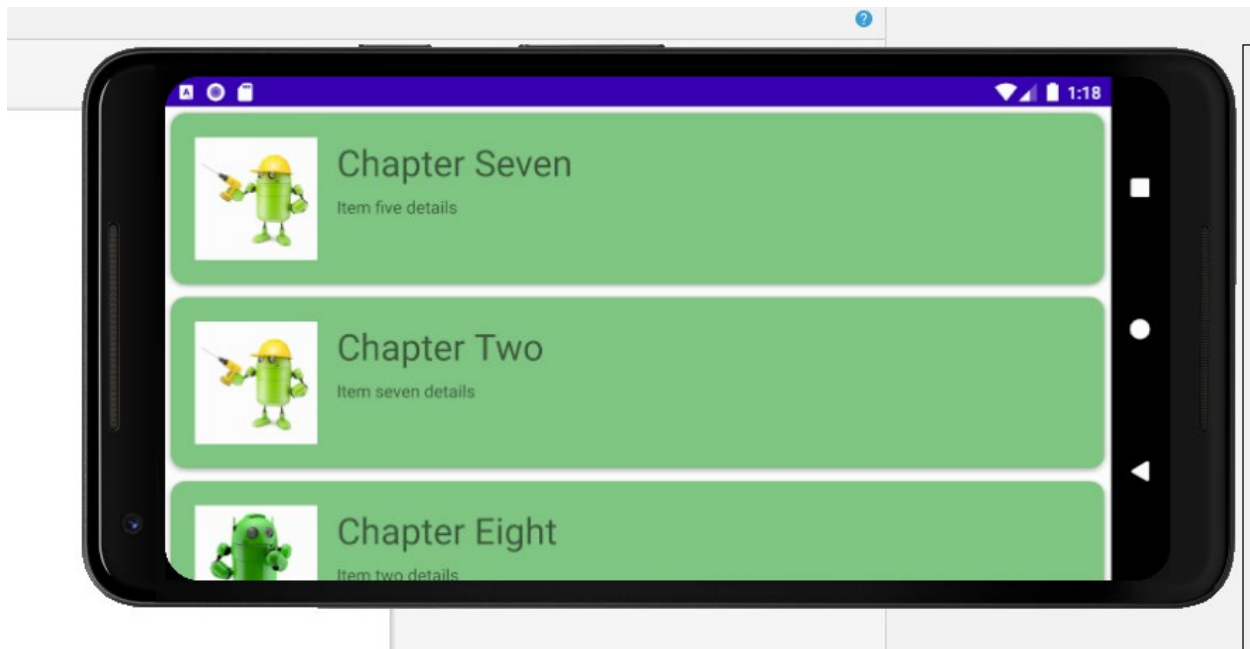


Figure 2: Starting screen rotated

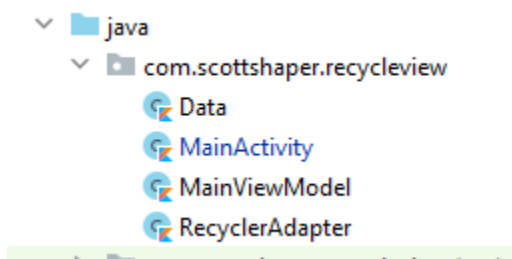


Figure 3: Classes you will only use

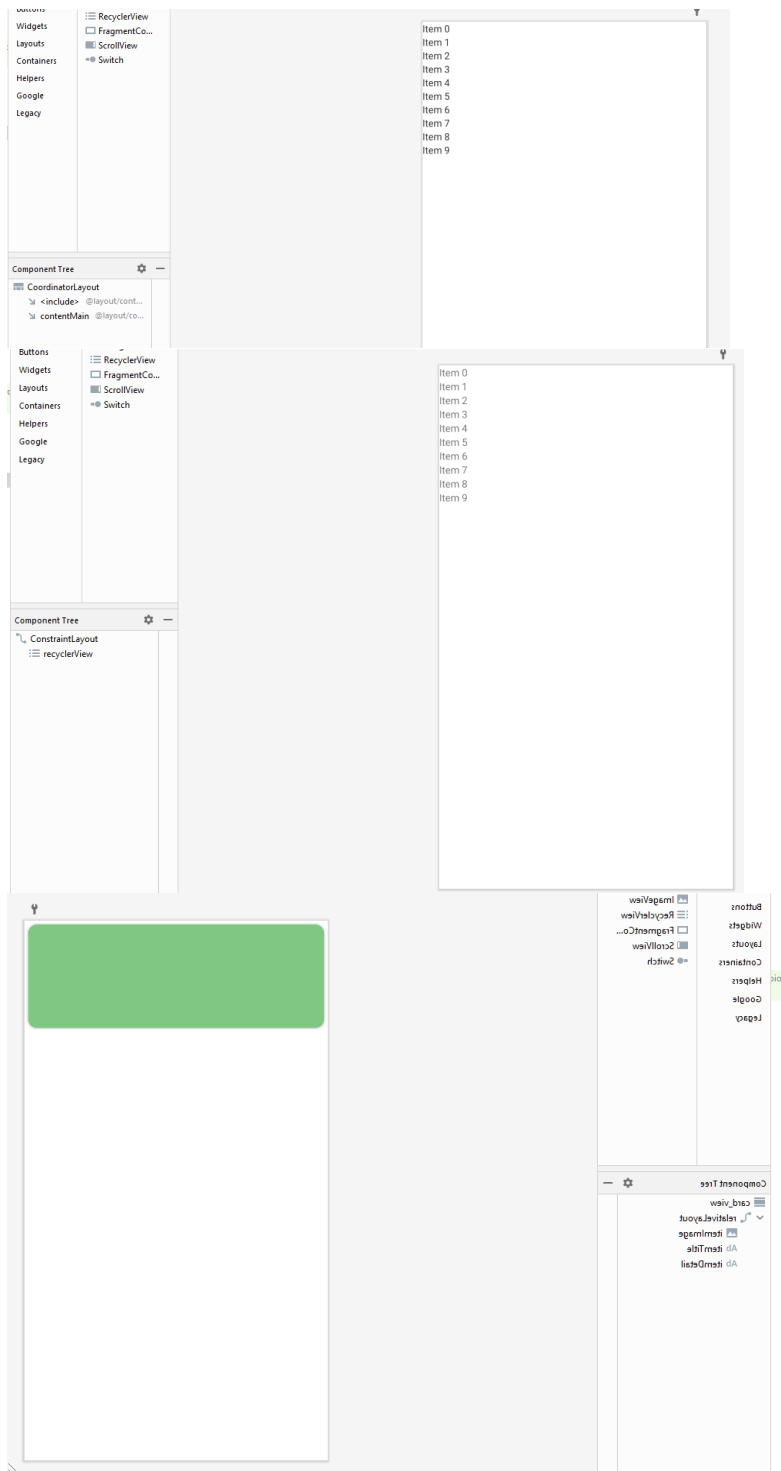


Figure 4: All layouts showing no errors or warnings