# Homework 4 – Android Application Basics

# Problem

#### Main task:

◦ Add an EditText component and a button wherever you’d like on the screen

◦ Give them IDs and a title for the button

◦ In the MainActivity file reference them via the provided “binding” variable

◦ Attach an action to the button using the lambda “setOnClickListener” method of the View class

◦ The action should take the current input from the EditText and set it as a title of the TextView

◦ After transferring the text to the TextView erase it from the EditText

#### Bonus task:

◦ Add a counter that will count the number of times a transfer has been made from the EditText to the TextView

◦ Prepend the current value of the counter to the contents of the EditText before moving them to the TextView (ex. if EditText has “Phrase one” as current content then TextView should show “1. Phrase one” as title after tapping the button)

◦ Add one more button that will be used to reset the counter and clear the contents of both the EditText and TextView

#### Bonus task 2:

◦ Add another button that will be used to undo the last transfer (remove text from TextView and set it as content to the EditText) and decrement the counter.

# Deadline

Submit your solution **until 23:59 on 9 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-45997>):

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.