LAB 1: Simple UI

1. Building Simple User Interface
   a. Replace ConstraintLayout with LinearLayout
   b. Add an *id* to the current TextView

2. **UI event (Click a button, TextView message is changed to "Test")**

```java
public class MainActivity extends AppCompatActivity {

    TextView tv;
    Button btn;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        tv = (TextView)findViewById(R.id.textView);
        btn = (Button)findViewById(R.id.button);

        btn.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                tv.setText("Test");
            }
        });
    }
}
```

3. Add a new Plain Text (EditText) named it as edt
   a. Change tv.setText("Test") to tv.setText(edt.getText().ToString());

4. Exercise
   1. Create an app to convert Thai baht to USA dollar (35 baht = 1 $)
      ○ Input at EditText
      ○ Output at TextView

   2. Create an app to sum two number (Two EditTexts, one button)
   3. Create an app with two input
      3.1. EditText1 = start number (x)
      3.2. EditText2 = end number (y)
      3.3. TextView = Show a string "A" whose size = y-x

      E.g., x = 1, y=5, result = "AAAA"