**Exercise: Event Scheduler App**
**Objective**: Develop an Event Scheduler application for Android that showcases upcoming events in a grid format.
Detailed Description and Tasks:

- **Data Model Creation**
    - Define an Event class with properties such as eventId, title, description, date, location, and eventType.
    - Create a EventManager Singleton class to manage a list of Event objects, providing methods for adding, removing, and retrieving events.
    - Use room to persist the data.
- **Main Activity**
    - Design the main activity layout with a button to add a new event and a RecyclerView.
    - Create a grid item layout for displaying individual events, showing key details like title, date, and location.
    - Implement data binding in the XML layouts to facilitate dynamic content updates.
- **Second Activity**
    - Design the second activity layout with a button to save a new event with EditText for title, date, location and a spinner for category (show, personal, work, school...)
    - Implement data binding in the XML layouts to facilitate dynamic content updates.
- **RecyclerView Implementation**
    - Configure RecyclerView with a GridLayoutManager to display events in a grid.
    - Makes so that each item event has a different layout (colors)
- **Spinner Setup**
    - Populate the Spinner with event types (Concerts, Conferences, Sports, etc.).

- **Additional Features and Considerations**
    - Ensure the app is responsive and provides a smooth user experience.
    - As a challenge (optional) The app could allows users to filter events by type (e.g., Concerts, Conferences, Sports) using a Spinner on the MainActivity.
    - Another challenge is to design the app to look good


Delivery: Small video showing the main features of the app working
A written report or a small video (10 minutes) on youTube explaining the main parts of the project

A zip with the project

Delivery in:
https://www.dropbox.com/request/ibJM5RZOIZiFmlrBzwt0
Due date 30/01/2023
Can be done in groups of 2/3