**Homework 2: Kotlin Basics**

The purpose of this assignment is to get a first taste of Android application programming and using the

Android Studio editor, as well as using widgets/views and events to produce an interactive graphical app.

Before working on this or any assignment, you will need to set up the **intellij idea community edition** on your computer. You can find it here. <https://www.jetbrains.com/idea/download>  
  
Your folder name will be **HW2\_YOURNAME**. We suggest that you do this as early as possible, because you may have some unforeseen issues.

**Assignment Description:**

For this second assignment, we'll practice the kotlin syntax with some popular interview questions. You will write 4 scripts for 4 problems (1.6, 3.1, 11.5, 11.1) using kotlin syntax. I have given these from the book name “cracking the coding interview” by Gayle Laakmann McDowell.

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If you want help, please feel free to show your code to others or ask for help in our online discussion forum. Feel free to make an app as simple or as complex as you like, relative to your familiarity level and time constraints. If you work on your solution for a few hours and are still not done, you can turn it in, and we will award you credit. You can do it!

**Submission and Grading:**

This homework will be due on **April 2nd 11:59 pm**. The students with **DSS** will get extended time according to university policy. Please put your program source code and README.txt in a zipped file and submit it onto Cougar Course. Your submission will be graded quickly by simply running it and evaluating its functionality. It does not need to be perfect or bug-free to receive credit. Your code will not be graded on style, but we still encourage you to follow good overall coding style for your own sake.