Lesson – 3 –Homework Assignment – [20 Points]

Problem – 1: Design the Dinner Decider app as per the requirement either hard coding or drag and drop UIs.
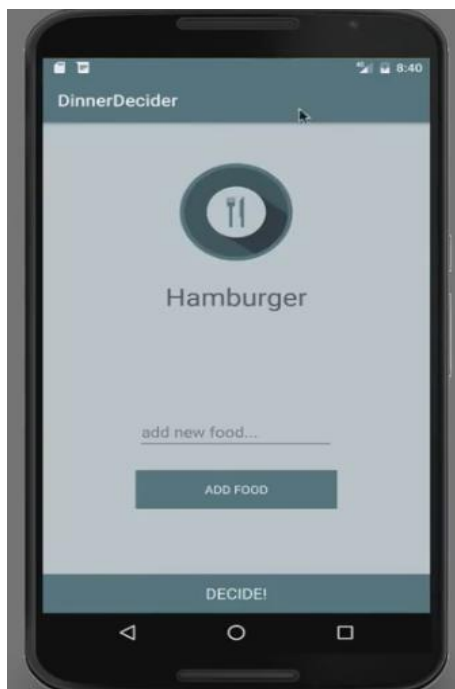
> Components need to be added are
> - ImageView
> - TextView
> - EditText
> - Two Buttons for ADD FOOD and DECIDE!

To create ImageView/ImageButton use the given code in your xml file. Copy dd_logo image on your res\drawable folder. The dd_logo.png file is available on your Lesson3 homework assignment folder.

```xml
<ImageButton
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:src="@drawable/dd_logo"
    ... />
```

For More Info refer: https://developer.android.com/guide/topics/ui/controls/button.html

Task A:

    In your MainActivity.kt, add an ArrayList with default values { Hamburger, Pizza, Mexican, American, Chinese }.

    If the user clicks the DECIDE! Button, randomly select the stored values from the ArrayList and then change the TextView with the random value.

Task B:

    If the user is not happy with the default vales, they could add the food by typing in the EditText component and add the value by clicking the ADD FOOD button into ArrayList food.

2. Must setup GitHub repository. Everyday homework should be submitted on Sakai with your respective homework assignment link.

Reference: github_integration_with_android.pdf attachment file on your Lesson homework assignment folder will help you to setup GitHub and Android studio.

After installing Android studio and while running the first app through emulator, in case if you receive any error regarding HAMX to use the Emulator, do the below step otherwise ignore it:

To run your app using Android Emulator, need to enable VT-x from BIOS to install HAMX for Android studio. Google it the procedure depends on your platform.