

Задание 4. Коваленко Кирилл ИС221

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="10dp"
    tools:context=".MainActivity">
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:layout_margin="30dp"
        android:orientation="vertical"
        android:background="@drawable/shape">
        <Spinner
            android:id="@+id/beerSpinner"
            android:layout_width="150dp"
            android:layout_height="35dp"
            android:layout_marginTop="100dp"
            android:layout_marginBottom="10dp"
            android:layout_marginHorizontal="10dp"
            android:entries="@array/beerTypes"
            android:textSize="30sp"
            android:layout_gravity="center"/>
        <Button
            android:id="@+id/buttonBeer"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="@string/buttn"
            android:layout_margin="10dp"
            android:layout_gravity="center"
            android:background="@color/buttonColor"
            />
        <TextView
            android:id="@+id/textBeer"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="@string/beertype"
            android:layout_margin="10dp"
            android:layout_gravity="center"
            android:textSize="36sp"/>
    </LinearLayout>
</LinearLayout>
```

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFFF</color>
    <color name="buttonColor">#DDD4D4</color>
</resources>
```

```
<resources>
    <string name="beertype">Type of beer?</string>
    <string name="buttn">push</string>
    <string name="app_name">app\n</string>
    <string-array name="beerTypes">
        <item>Горькое</item>
        <item>Темное</item>
        <item>Светлое</item>
        <item>Сладкое</item>
        <item>Ржаное</item>
    </string-array>
</resources>
```

```
package com.onlylose.testapp2

import android.os.Bundle
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat
import com.onlylose.testapp2.databinding.ActivityMainBinding

class MainActivity : AppCompatActivity() {
    private lateinit var binding: ActivityMainBinding
    override fun onCreate(savedInstanceState: Bundle?) {
        binding = ActivityMainBinding.inflate(layoutInflater)
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        var view = binding.root
        setContentView(view)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
        binding.buttonBeer.setOnClickListener {
            binding.textBeer.text = binding.beerSpinner.selectedItem.toString()
        }
    }
}
```

Вроде бы все работает. Что тут добавить без понятия, только воды получится. А на данный момент тут все по факту, пиво и только пиво!