```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
    xmlns:αpp="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>
```

```
<resources>
                                                     <string name="beertype">Type of beer?</string>
                                                     <string name="buttn">push</string>
                                                     <string name="app_name">app\n</string>
                                                     <string-array name="beerTypes">
<?xml version="1.0" encoding="utf-8"?>
                                                         <item>Горькое</item>
<resources>
                                                         <item>Teмноe</item>
   <color name="black">#FF000000</color>
                                                         <item>Светлое</item>
   <color name="white">#FFFFFFF</color>
                                                         <item>Сладкое</item>
   <color name="buttonColor">#DDD4D4</color>
                                                         <item>Ржаное</item>
                                                     </string-array>
</resources>
                                                 </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)
       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!