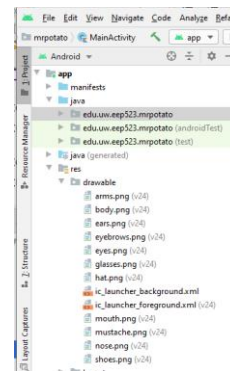
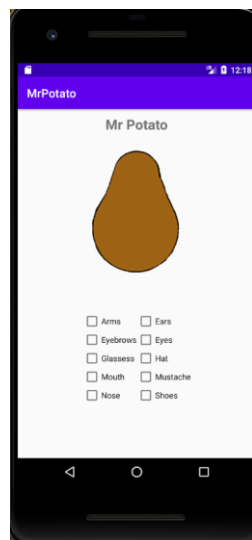


Class activity. Lecture 2

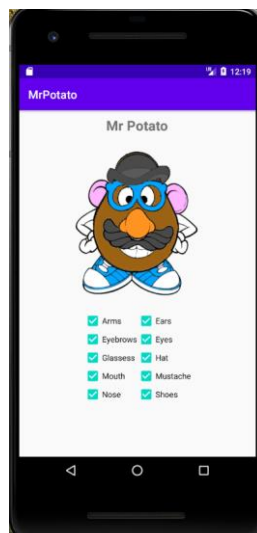
Mr Potato App

Today you are going to build a simple App to practice with user interface design for Android. Your App will consists of a single Activity (.kt) and a single layout (.xml). For the layout, you may use a *ConstraintLayout* , *LinearLayout*, or other– use the one that you prefer or think that will best fit this task. You can find all the pictures in Canvas: [Files/In-class-activities/Lecture_2.](#)

When the app starts, the screen will show Mr Potato head, and the user will have the option of selecting different items to add to his head. For the item's selection, you may use a grid of **CheckBox** widgets



This is an example of what the head looks like when the user selects all the items.



Additional information

- You may add the same onClick function to ALL the checkBox widgets. Implement that function in your Main Activity.
- Your Activity will implement the function to check which checkbox was selected.
- Think about a simple way of making the different items/pictures (placed in an ImageView) appear and disappear on top of the head.
Hint: you may want to use one of the properties of the ImageView:

```
// check which check box is checked -- very cool way
fun draftFunction (myView : View) {
    val mItemSelected = (view as CheckBox).isChecked
    when (view.getId()) {
        R.id.the_id_of_checkBox_for_Arms -> if (mItemSelected) {
            //action to take when user selects the box for the arms
        } else {
            //action to take when user DOES NOT select the box for the arms
        }
    }

    // CONTINUE WITH THE REST OF THE ITEMS
}
```

```
<CheckBox
    android:text="Arms"
    android:id="@+id/ the_id_of_checkBox_for_Arms "
    android:onClick=" draftFunction "
/>
```