
THE WEEKLY WEATHER CONDITION
This is an application for developers
working on a weather app
for a local weather organization

INTRODUCTION

I created this android app for developers to get easy access when using it to view detailed information for each
day that will manage weekly weather conditions.

THIS IS A FRONT COVER OF THE INTERFACE WHEN A DEVELOPER USES THE APP

Splash Screen

SPLASH SCREEN

- This interface consists of the title of the App, the name of the developer .
- And a student number to get access of the App
- And it has a button to go to the next page

LOGO


IMPORTANT WEATHER SIGNS
Sunny
Cloudy
Overcast
Thunder storm
Partly sunny
Fog
Showers
Heavy rain
Rain with sun
Snowy
Partly cloudy night
Unknown data
Rain night
Sleet
Cloudy night
Clear night

LOGO

This logo presents the importance of the weekly weather conditions

MAIN ACTIVITY KT

Main Activity KT is Where the magic happens .

That’s where you put your code in for the function of the App

You give instructions to the user on how to use the App

MAIN ACTIVITY KT

```kotlin
package com.example.theweeklyweathercondition

import ...

class MainActivity : AppCompatActivity() {
    @SuppressLint("MissingInflatedId")
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)

        val Next = findViewById<Button>(R.id.btnCalculate)
        val Exit = findViewById<Button>(R.id.btnExit)

        Next?.setOnClickListener {
            val intent = Intent ( packageContext: this, MainActivity2::class.java)
            startActivity(intent)
        }

        }
    }
```

NEXT BUTTON

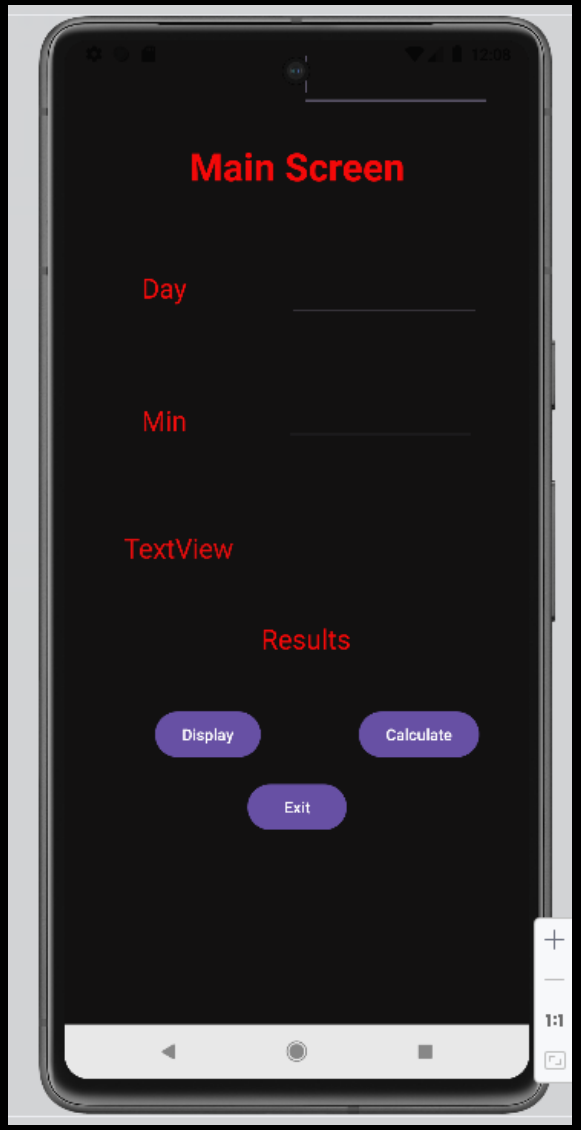
This button has a function of taking the developer to the next page

NEXT PAGE BUTTON AND THE CODE


```
Next?.setOnClickListener {
    val intent = Intent ( packageContext: this, MainActivity2::class.java)
    startActivity(intent)
```

MAIN SCREEN

The Input of
the weather conditions



MAIN SCREEN

This main screen presents the days of the week and the daily degrees

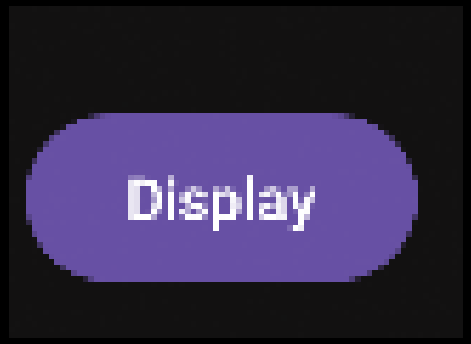
This is where the developer enter inputs of the weather

And calculates the average of degrees

MAIN ACTIVITY 2 KT

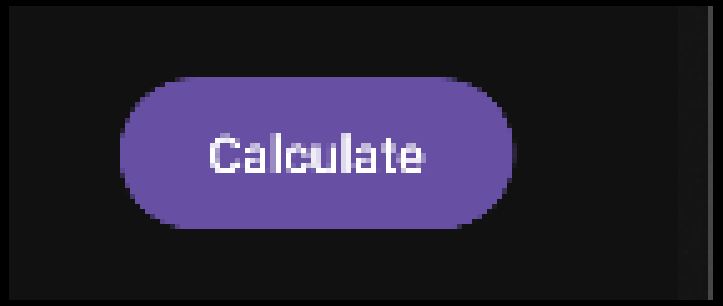
```kotlin
package com.example.theweeklyweathercondition

import ...

class MainActivity2 : AppCompatActivity() {
    @SuppressLint("MissingInflatedId")
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main2)

        val Display = findViewById<Button>(R.id.btnDisplay)
        val editTextArray1 = findViewById<EditText>(R.id.editTextArray1)
        val editTextArray2 = findViewById<EditText>(R.id.editTextArray2)
        val editTextArray3 = findViewById<EditText>(R.id.editTextArray2)
        val Calculate = findViewById<Button>(R.id.btnCalculate)
        val textViewResult = findViewById<TextView>(R.id.txtResults)
        val Exit  = findViewById<Button>(R.id.btnExit)
```

DISPLAY BUTTON AND THE CODE




```
Display?.setOnClickListener {
    val intent = Intent( packageContext: this, MainActivity3::class.java)
    startActivity(intent)
```

CALCULATE BUTTON AND CODE




```
Calculate?.setOnClickListener {
    //collectData
if (editTextArray1.text.toString().isEmpty()&& editTextArray2.text.toString().isEmpty()&& editTextArray3.text.toString().isEmpt
    //println("Please fill in")
    Toast.makeText(applicationContext, text: "Please fill in", Toast.LENGTH_SHORT).show()
}else {
    editTextArray1.text.toString()
    editTextArray2.text.toString()
    editTextArray3.text.toString()
```

DETAILED VIEW SCREEN

This is where you get your output of your main screen