

Day – 1 Homework for Lesson-2 – [30 Points]

Only Submit the tasks 3 and 4 Kotlin code in online.cs.miu.edu under Assignments.

Upload only the Kotlin files

Note: Do not upload compressed file. No need to use GitHub for this homework. Because IntelliJ IDEA useful for Lesson 2 Homework only. From Lesson 3 onwards you are going to work with Android Studio only.

Perform the given tasks(Submit 3 & 4 for this homework)

1. Read Lesson -1
2. Practice Kotlin fundamentals discussed in Lesson 2 and more examples in the given below link
 - a. <https://play.kotlinlang.org/byExample/overview>
3. Install IntelliJ Idea from <https://www.jetbrains.com/idea> and click Download and select Community based on your OS. Then do your homework using IntelliJ Idea IDE.
 - a. Create a function to print the last digit and first digit of the given Int value. Get integer input from the console.
Example: 1245 \rightarrow 15
 - b. Write a function to find the sum of odd squared values in the given array of integers.
Example: Arrays contains {1, 2, 3, 4, 6, 5}
Output: $1^2 + 3^2 + 5^2 \rightarrow 1 + 9 + 25 = 35$.
 - c. Write a Program using **when** expression to find the weight of a person in various planets according to the choice of user input from the console. Assume inputs in pounds.

Weight = Input * Relative gravity

Choice Planet Relative gravity

1	Venus	0.78
2	Mars	0.39
3	Jupiter	2.65
4	Saturn	1.17
5	Uranus	1.05

4. Practice OO Concepts (Class, Object, Getters and Setters, Inheritance, Override etc.,
 - a. Create a class Book with the fields title, author and price. Make a constructor which initialize all the fields. Add a behavior with read() and just print a message “Reading Paper book”.
 - b. Create a subclass EBook from Book, include additional attribute filetype as String. (ex: pdf, epub, kindle etc.,). Override read() method and print the message as “Read from Electronic Device”.
 - c. Write a Test class. Create object for Book and EBook. Make use of getters and setters.
5. Install Android SDK in your own Machine from the given link. From Lesson 3 all apps are going to develop using only Android Studio

<https://developer.android.com/studio/install>

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. Will check emulator working or not during Lesson-3 practices.