

Assignment 1, Mobile Programming

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Put all deliverables into github repository in your profile. Share link to google form 24 hours before defense. Defend by explaining deliverables and answering questions. There should be proof that you did yourself.

Deliverables: report in pdf

Google form: https://docs.google.com/forms/d/e/1FAIpQLSe0GyNdOYlvM1tX_I_CtlPod5jBf-ACLGdHYZq1gVZbUeBzlg/viewform?usp=sf_link

Git: https://github.com/rvmzik/Lab1_layout_task.git

Exercise 1: Kotlin Syntax Basics

1. Variables and Data Types:

- Create variables of different data types: `Int`, `Double`, `String`, `Boolean`.
- Print the variables using `println`.
- I did it with swift



```
1 import UIKit
2
3 var IntEx: Int = 22
4 var DoubleEx: Double = 1.1
5 var myStringEx: String = "Lab1"
6 var BoolEx: Boolean = true
7 print("Int: \{IntEx}, Double: \{DoubleEx}, String: \{myStringEx}, Boolean: \{BoolEx}")
8
9
10
11
```

Int: 22, Double: 1.1, String: Lab1, Boolean: true

Conditional Statements:

- Create a simple program that checks if a number is positive, negative, or zero.

```
1 // Import UIKit
2
3 //
4 //var IntEx: Int = 22
5 //var DoubleEx: Double = 1.1
6 //var myStringEx: String = "Lab1"
7 //var BoolEx: Bool = true
8 //print("Int: \($IntEx), Double: \($DoubleEx), String: \($myStringEx), BoolEx: \($BoolEx)")
9
10
11 var number: Int = -99
12
13 if number > 0 {
14     print("Positive")
15 } else if number < 0 {
16     print("Negative")
17 } else {
18     print("0")
19 }
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```

Loops:

- Write a program that prints numbers from 1 to 10 using **for** and **while** loops

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```

Collections:

- Create a list of numbers, iterate through the list, and print the sum of all numbers.

```
Lab1
24 //for i in 0..<n.count {
25 //    print(n[i])
26 //}
27
28 //let n = [1,2,3,4,5,6,7,8,9,10]
29 //print("while")
30 //var i = 1
31 //while i <= n.count {
32 //    print(i)
33 //    i += 1
34 //}
35
36 var sum = 0
37 let n = [1,2,3,4,5,6,7,8,9,10]
38
39 for i in n {
40     sum += i
41 }
42 print(sum)
```

55

Exercise 2: Kotlin OOP (Object-Oriented Programming)

1. Create a **Person** class:

- Define properties for **name**, **age**, and **email**.
- Create a method to display the person's details.

```
Lab1
main
Person
Employee
BankAccount

1 import Foundation
2 class Person {
3     var name: String
4     var age: Int
5     var email: String
6
7     init(name: String, age: Int, email: String) {
8         self.name = name
9         self.age = age
10        self.email = email
11    }
12
13    func displayInfo() {
14        print("Name: \${name}, Age: \${age}, Email: \${email}")
15    }
16 }
17
```

Inheritance:

- Create a class **Employee** that inherits from the **Person** class.
- Add a property for **salary**.
- Override the **displayInfo** method to include the salary.

```
Lab1
main
Person
Employee
BankAccount

Lab1 | Lab1 | Employee | Employee
1 import Foundation
2 class Employee: Person {
3     var salary: Double
4
5     init(name: String, age: Int, email: String, salary: Double) {
6         self.salary = salary
7         super.init(name: name, age: age, email: email)
8     }
9
10    override func displayInfo() {
11        print("Name: \${name}, Age: \${age}, Email: \${email}, Salary: \${salary}")
12    }
13 }
14
```

Encapsulation:

- Create a **BankAccount** class with a private property **balance**.
- Provide methods to **deposit** and **withdraw** money, ensuring the balance never goes negative.

The left screenshot shows the `BankAccount` class with a private `balance` property and `deposit` and `withdraw` methods. The right screenshot shows the `main` function creating a `Person`, an `Employee`, and a `BankAccount`, then performing deposit and withdraw operations.

```

1 import Foundation
2 class BankAccount {
3     private var balance: Double = 0.0
4
5     func deposit(amount: Double) {
6         if amount > 0 {
7             balance += amount
8             print("Add: \$(amount) Balance: \$(balance)")
9         } else {
10            print("Invalid")
11        }
12    }
13
14    func withdraw(amount: Double) {
15        if amount > 0 && amount <= balance {
16            balance -= amount
17            print("Withdraw: \$(amount) Balance: \$(balance)")
18        } else {
19            print("Invalid")
20        }
21    }
22
23    func getBalance() -> Double {
24        return balance
25    }
26 }
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```

```

1 import Foundation
2 let person = Person(name: "Rick", age: 20, email: "123@mail.ru")
3 person.displayInfo()
4
5 let employee = Employee(name: "Grimes", age: 25, email: "321@mail.ru", salary: 50000)
6 employee.displayInfo()
7
8 let account = BankAccount()
9 account.deposit(amount: 7000)
10 account.withdraw(amount: 200)
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```

Output:

```

Name: Rick, Age: 20, Email: 123@mail.ru
Name: Grimes, Age: 25, Email: 321@mail.ru, Salary: 50000.0
Add: 7000.0 Balance: 7000.0
Withdraw: 200.0 Balance: 6800.0
Program ended with exit code: 0

```

Exercise 3: Kotlin Functions

1. Basic Function:

- Write a function that takes two integers as arguments and returns their sum

```

46 func sum(a: Int, b: Int) -> Int {
47     return a + b
48 }
49
50 let result = sum(a: 1, b: 2)
51 print(result)
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```

Output:

```

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```

Lambda Functions:

- Create a lambda function that multiplies two numbers and returns the result

```

46 //func sum(a: Int, b: Int) -> Int {
47 //    return a + b
48 //}
49 //
50 //let result = sum(a: 1, b: 2)
51 //print(result)
52 //
53
54 let multiply: (Int, Int) -> Int = { (a: Int, b: Int) -> Int in
55     return a * b
56 }
57
58 let a = multiply(1, 9)
59 print(a)
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```

Output:

```

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```

Higher-Order Functions:

- Write a function that takes a lambda function as a parameter and applies it to two integers.

```

Lab1
52
53 let multiply: (Int, Int) -> Int = { (a: Int, b: Int) -> Int in
54     return a * b
55 }
56
57 let a = multiply(1, 9)
58 print(a)
59
60 func applyOperation(a: Int, b: Int, operation: (Int, Int) -> Int) -> Int {
61     return operation(a, b)
62 }
63
64 let res = applyOperation(a: 6, b: 7, operation: multiply)
65 print("res2 = \${res}")
66
9
res2 = 42

```

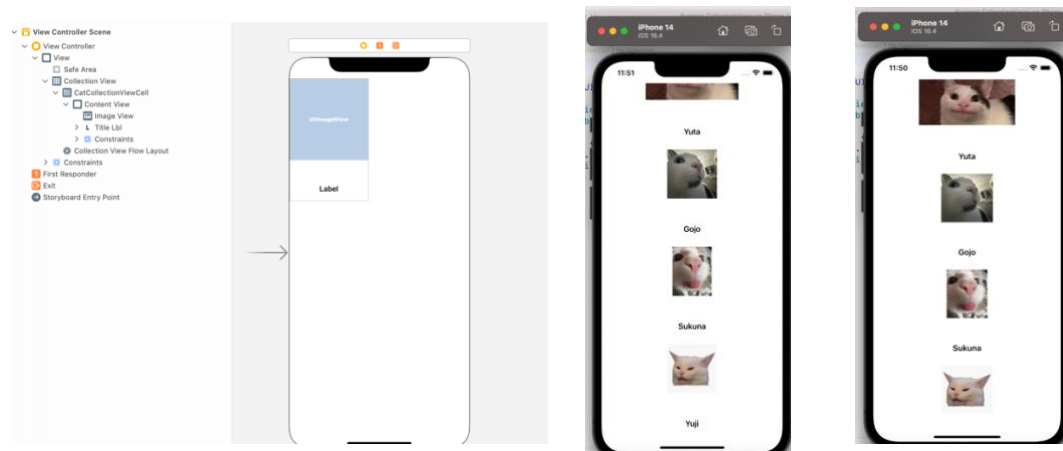
Exercise 4: Android Layout in Kotlin (Instagram-like Layout)

1. Set Up the Android Project:

- Create a new Android project in Android Studio.
- Ensure you have a Kotlin-based project.

2. Design the Layout:

- Create a new XML layout file (`activity_main.xml`) for a simple Instagram-like user interface.
- Include elements like `ImageView`, `TextView`, and `RecyclerView` for the feed



Create the RecyclerView Adapter:

- Set up the RecyclerView to display a feed of posts with `ImageView` for the picture and `TextView` for the caption.

MainActivity Setup:

- Initialize the `RecyclerView` in `MainActivity` and populate it with sample data

I use `CollectionView` in swift, it's like a `RecyclerView`

