

First program in Kotlin

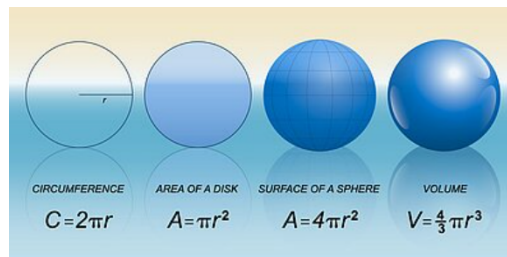
Create a project in Android Studio named *CurrenciesYourName*.

The program should ask the user for an amount in € and then display the equivalent in the following currencies: \$ (dollars), £ (pounds), and ¥ (yen), knowing that the current exchange rates are:

- 1 € equals 1.16 \$
- 1 € equals 0.84 £
- 1 € equals 132.5 ¥

Create a project in Android Studio named *CircleYourName*.

The program will ask the user for the radius of a circle and display on the screen its perimeter, area, and also the surface and volume of a sphere with that radius.



Create a project in Android Studio named *ExpressionsYourName*.

The program should ask the user for four decimal numbers and perform the following operations with those numbers:

- Operation 1: $a+b-c+d$
- Operation 2: $(a*b+c*d)/(a+b+c+d)$
- Operation 3: $a*a+b*b-c/d$
- Operation 4: $a>b$
- Operation 5: $a-b \leq c-d$
- Operation 6: $a>b$ o $c<d$
- Operation 7: $a<b$ y $c<d$ o $a+b>c-d$
- Operation 8: $a+d<b*(c-a)$

The result of each operation must be stored in a variable, and at the end, each performed operation and its result should be displayed one by one.