**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.

Gráfico, Gráfico de burbujas

Descripción generada automáticamente

**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 <= 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.