Day – 1 Home work for Lesson-1 and Lesson-2

Only Submit the tasks 3 and 4 Kotlin code in one PDF file and submit in online.cs.mum.edu Assignments.

Convert your Kotlin homework programs into one pdf file with the corresponding output and upload it. No need to use GitHub for this homework. Because of the IntelliJ IDEA useful for Lesson 2 Homework only. From Lesson 3 you are going to work with Android Studio only.

Perform the given tasks

1. Read Lesson -1
2. Practice Kotlin fundamentals discussed in Lesson 2 in the given below link
    a. https://try.kotlinlang.org/#/Examples/Hello,%20world!/Simplest%20version/Simplest%20version.kt
    b. Convert some Java code to Kotlin by clicking Convert from Java Tab

3. Try the following Kotlin code either try.Kotlinlang.org or install IntelliJ Idea from https://www.jetbrains.com/idea and click Download and select Community based on your OS.
    a. Create a function to print the last digit and first digit of the given number
    b. Write a function to find the sum of add squared values in the given array of integers.
    Example : { 1,2,3,4,6,5}
    Output : 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. 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
6	Neptune	1.23

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
    a. https://developer.android.com/studio/install