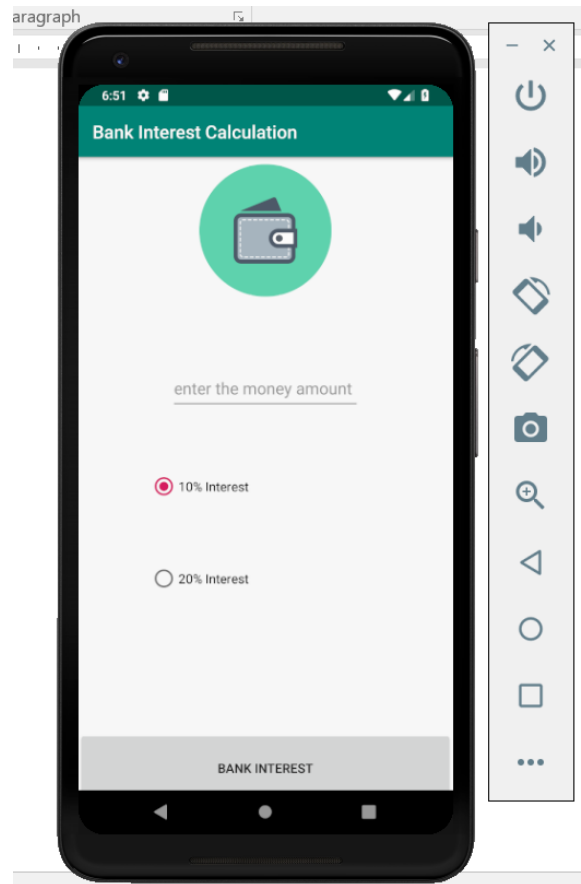


Bank interest calculation program

In this exercise, you will design a project using the previous commands. This project contains a few views comprising a button, two radio buttons, an edit text, and an image view.

This app gets a value from the user, calculates the profits, and then shows the profit as a toast message to the user.

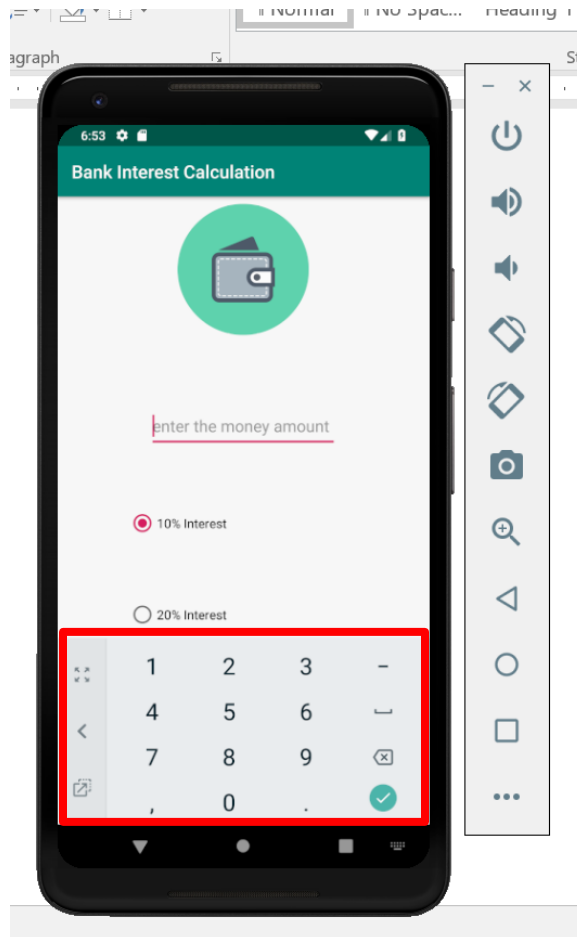


1. Create a new project and name it profit calculation.
2. Change the color of the top bars. For this, you can use the color tool site in order to find a proper color. → <https://material.io/resources/color/#!/?view.left=0&view.right=0>
3. Add an **image view** through Platte → images → imageView. In case of having issue with the name of the image, you can rename it by either pressing shift+f6 - OR- rightclick-> refactor->rename

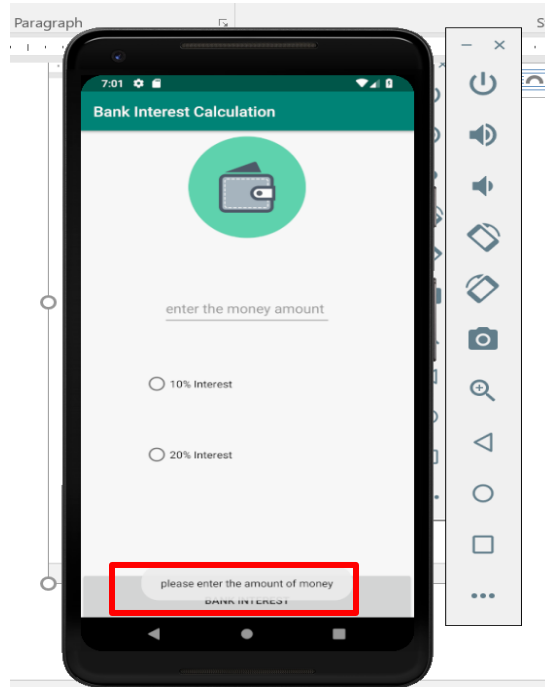
****Not necessary to do this****

- a. In order to convert your image into different size using the plugin you can install the plugin through File → setting → plugin → search the **android drawable importer** plugin.
- b. To insert an image: res → drawable → right-click on drawable → new → batch drawable import → In the new window click on the + → browse the image and insert it.

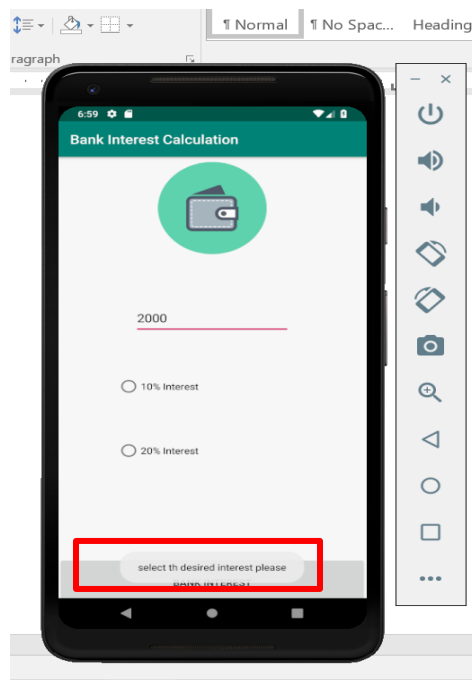
4. add an image icon by copy the image from your computer, to the res → drawable → right-click on drawable → paste the image; In order to find a proper icon go to <https://www.iconfinder.com/>
5. Add a plain text view for entering the amount of money; change the input type of the text to number to show the numerical keyboard.



6. Add a button, resize it according to the screenshot, and apply the horizontal constraint match in order to keep the size and design of the button in different devices same.
7. Write a program to show the interest of customers' money. The program should show a toast message if the user did not enter any value for the amount of money.



8. The program should show a Toast message if the radio button is not selected.



Sample solution

```
buttoninterest.setOnClickListener {

    //checking the edittext is empty or not
    if(editTextmoney.text.length==0) {
        Toast.makeText(this, "please enter the amount of money",
            Toast.LENGTH_LONG).show()
        return@setOnClickListener //close the setonclicklistener function
    }

    //checking the radiobutton is checked or not
    if(radio10.isChecked==false && radio20.isChecked==false) {
        Toast.makeText(this, "select the desired interest
            please", Toast.LENGTH_LONG).show()
        return@setOnClickListener
    }

    var money=editTextmoney.text.toString().toInt()
    var result=0
    if(radio10.isChecked==true)
    {
        result=money*10/12
    }
    if(radio20.isChecked==true)
    {
        result=money*20/12
    }
    Toast.makeText(this, result.toString(),Toast.LENGTH_LONG).show()
    }
}
```