

5COSC023W - Tutorial 1 Exercises

As part of this tutorial for this week, you should complete **ALL** the tasks described in the following specifications: (**make sure that you ask questions to your tutor for anything that you do not understand or if you are stuck at any point**):

Familiarisation with Android Studio

1. Create an Android application displaying the message `Greetings from name!` where `name` is your own name
2. Familiarise yourself with the structure of Android Studio files. Ask your tutor if in any doubt.

A Lottery Program

1. Implement the Lottery Android application described in the lecture (watch the lecture video if you did not attend the live lecture)
2. Extend your Lottery application so that it uses 6 separate `TextView` widgets to display the 6 generated numbers. The 6 textviews should have some horizontal space between them.
3. Extend your Lottery application so that it contains a textbox. The user will type a number in the textbox and the program will exclude the number from the generated results.

Hint: Use a `EditText` view (widget) for the textbox

4. Extend your Lottery program so that it contains 6 additional buttons. Once the 6 random numbers are generated by the previously implemented button, the user can use one of the 6 buttons to change of the generated numbers.

For example, pressing the 3rd button will replace the third number with a newly generated unique number while the rest of the numbers remain the same (i.e. the first, second, fourth, fifth and sixth number do not change). The newly generated number should be unique (i.e. not the same with the rest unchanged numbers).