

Northern Michigan University (Marquette Co, MI)

CS345-01-23W: Android Programming (Andrew A. Poe)
Quiz 5

Name: _____
Friday 24 February 2023 1:00 P.M. EST

Time: 15 minutes

Your android activity (in Kotlin) contains a button named myButt and 3 text fields named mWhole, mLetter, and mReplace. Their ids in the layout file are, respectively, button1 and TF1, TF2, and TF3.

Write that portion of the onCreate() method (not the whole method) that connects the above widgets to the layout and programs the button so that whenever it is clicked:

The string in mWhole is scanned for the letter contained in mLetter. All lowercase instances of that letter are to be replaced with its uppercase counterpart and the answer reported in mReplace. It should work no matter whether the letter in mLetter is upper or lowercase.

For example, if mWhole contains "Boomerang" and mLetter contains an 'o' (or 'O'), mReplace should end up with "BOOmerang". (mWhole should remain unchanged.)

```
override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)
    mWhole = findViewById (R.id.TF1)
    mLetter = findViewById (R.id.TF2)
    mReplace = findViewById (R.id.TF3)
    myButt = findViewById (R.id.button1)

    myButt!!.setOnClickListener () {

        var s = ""
        for (ch in mWhole!!.text)
            if (ch.lowercaseChar() ==
                    mLetter!!.text[0].lowercaseChar())
                s += ch.uppercaseChar()
            else
                s += ch
        mReplace!!.text = s
    }
}
```