Northern Michigan University (Marquette Co, MI)
CS 345-01-25W: Android Programming

Program 2
Due: Wednesday 12 February 2025 4:00 P.M. EST

Create a folder called "PG2" in the top level of your CS345-01-25W folder. Place all files pertaining to this assignment into the top level of your PG2 folder. Place a (possibly empty) file called "DONE" into this folder when you are ready to have your programs graded. The only files you need to turn in are the .kt files. Please don't turn in any files other than these!!

You will write a single activity app in Kotlin for the Android. Your activity will a contain a multi-line textview (allowing for at least ten lines) and two buttons: "Higher" and "Lower".

This is similar to the old game "Card Sharks".

The computer will choose a random number from 1 to 10 and display it on the screen. The user will predict whether the next number will be higher or lower and will select the appropriate button. The computer will then choose ANOTHER random number (not based on the user's guess). If the user guesses correctly, then the game continues, the user guesses again, and the computer picks again, and so on. When the user finally guesses wrong, the game ends, and the computer will report the length of the streak.

If the computer's next number exactly matches the previous number, that's considered a successful guess, no matter whether the user picked higher or lower.