Northern Michigan University (Marquette Co, MI)
CS 498-50-23W: Practical Kotlin Programming

Program 3

Favorite Book

Create a folder called "PG3" in the top level of your CS498-50-23W folder. Copy your Android project into this folder. Place a (possibly empty) file or folder called "DONE" into this folder when you are ready to have your programs graded.

Write the following program in XML and Kotlin for Android. (But you are allowed to use the GUI to design your layouts.)

This program should have exactly two activities. Not one. Not three. Two.

One activity is the main screen. It should give a menu listing of at least five book categories and ask the user to select a category and invoke the second activity.

The other activity is the book selection screen. When this activity is invoked, it should list at least five books in that category and asks the user to choose the best book. The second activity should then return to the main activity, which displays the chosen book. The activities should communicate with each other via intents, not via global variables or anything like that.