

5COSC023W - Tutorial 8 Exercises

The Room Library - Another Example Application

Develop an Android application using Kotlin and the Room library based on what we covered in the lecture. Make sure that you include the dependencies and the plugins in the `build.gradle` after you create the Android Studio project.

The application will be used to store products that the user needs to purchase in their next visit to the supermarket.

1. The user interacts with a 2 textboxes entering a product name (e.g. “Cheese”) and its price respectively. There are also 2 buttons displayed in the same screen, labelled **Save to DB** and **Retrieve all**.
2. Every time that the user presses the **Save to DB** button the corresponding product and its price are saved in a table in the database using the Room library.
3. When the user presses the **Retrieve all** button, all the products saved in the database (and the corresponding prices) are displayed in a new activity.

The total sum of all (to be purchased) products is also displayed.