
LAB ASSIGNMENT 05

Instruction

1. Create a **splash screen** named **layout_intro**, as shown in **Figure 2A**.
2. This layout must also adapt to landscape orientation (see **Figure 2B**).
3. Create a second empty interface named **layout_first_page**.
4. Link the interfaces to a Kotlin activity.
5. Program the "Enter" button to switch from **layout_intro** to **layout_first_page** when it is clicked.



Figure 2A

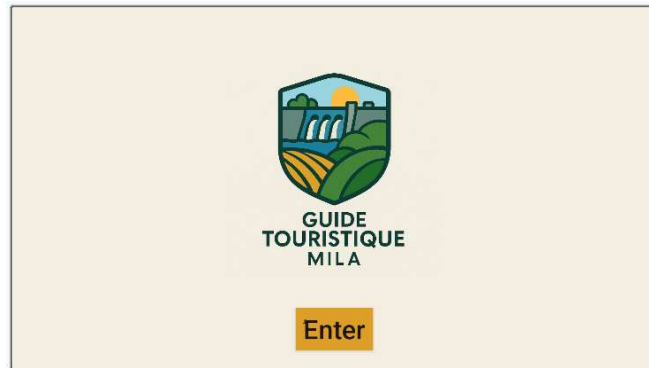


Figure 2B