Homework #1

- Create the following screen:

![Sheep order form](image)

- The user can add number of sheep in the EditText box or using the slider. Using one UI element will update the other UI (for example changing the slider will also update the EditText UI)
- Only when the “With food” is selected, the “Make Order” button will be enabled
- Only when there is positive input for number of sheep the “Make Order” will be enabled
- Pressing on “Make Order” will show a toast saying “Order sent”

Show a toast by using the following command:

```java
Toast.makeText(getApplicationContext(), "your text goes here", Toast.LENGTH_SHORT).show();
```