

1. Make an app that contains two Buttons (with labels “Push Me” and “Click Me”) and a TextView (with text “This is a Test”). Use the XML-based approach, and you can hardcode the label of the buttons and the text of the TextView inside main.xml (i.e., you do not need to use strings.xml at all yet). Nothing needs to happen when you press the buttons.
2. Test your app on the emulator.
3. Update your app so that the Button labels and TextView text are taken from strings.xml
4. Give your buttons some behavior. Here are some options for the button behaviors:
 - Make them pop up Toasts.
 - Have them change the foreground color of the Button that was clicked. Choose at random among *Color.RED*, *Color.BLUE*, *Color.YELLOW*, etc. To change the color of the Button, call *setTextColor* on the Button that is passed to the event handler. However, note that although Button has a *setTextColor* method, View (the parent class of Button) does not. So, you have to cast the View to Button before calling *setTextColor*.
 - Have them change the text of the Button to “I was clicked n times”. Use two *instance* variables for the counts.
5. Make a new app that is similar to the old one, but this time, when you press a button, it should change the color of the TextView instead of the color of the button that was pressed.