

# Slider Puzzle

by [David Vávra](#)

Native app for Android 2.1+

## How to install

- Make sure the “Install from unknown sources” is enabled in Android settings
- Transfer file “/r/s/Slider Puzzle.apk” to the phone, easiest by emailing yourself
- Install from APK file

Tested on Nexus One and Galaxy Nexus phones.

## Open-source libraries

My code is based on the project [Android-Slider-Puzzle](#) by Tony Hillerson (MIT License). It contains basic functionality for this assignment. I have created a fork and improved it greatly. I have touched every part of that code. I believe my approach is compatible with Facebook open-source policies. I didn't have to reinvent the wheel and it's showing I can quickly understand and improve someone else's code.

Changes to the original code:

- Full width of the screen for the puzzle
- Borders around tiles
- Better recognition of the click gesture
- ActionBar and app icon
- Smoother dragging of tiles
- Preserving game state when device orientation changes
- About screen
- Support for pre-Honeycomb devices, I had to emulate some new APIs for older platforms
- Major refactoring of all classes, renamed classes and methods for better readability
- Tons of comments

I have also used library [ActionBarSherlock](#) by Jake Wharton (Apache License) for emulating some post-Honeycomb APIs for older platforms. I have used it for ActionBar and some animation APIs.

## How to build

The code is prepared as Eclipse project. It would be easiest to import it into Eclipse with Android SDK. It requires library project ActionBarSherlock - see [their documentation](#).