

Objectives

- Describe the first Homework Assignment
- Introduce the `ImageView` widget for displaying drawables

Teams and Device Sign-out

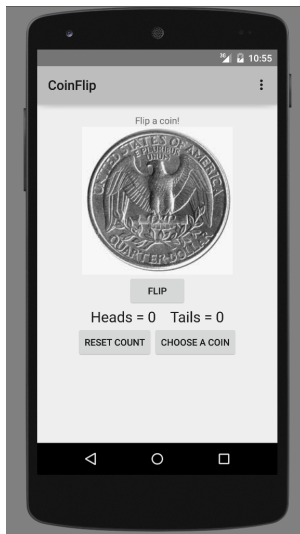
- Please use the following link to access a google docs spreadsheet to indicate your partner and need for device

- Link:

<https://docs.google.com/a/nu.edu.kz/spreadsheets/d/1C89fVwk6H6TyWX71BXRfBWE2U6Mplgtosf9vs4U3-dE/edit?usp=sharing>

Coin Flipping Application

- First Homework Assignment is to design a simple coin-flipping application
- The App should have two screens: a main screen (shown at right) and a settings screen that is launched from the main activity
- Settings allows the user to select from a variety of *types* of coins (e.g. Tenge, Euro, U.S. Quarter, etc.)



The ImageView class

```
<ImageView  
    android:id="@+id/my_image"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:src="@drawable/copy2" />
```

- Image views are a general-purpose widget for displaying a drawable (png, jpg, bmp)
- Reference like other widgets using identifier `R.id`.
- Specify the source of the view somewhere in the drawables resource folder

Setting the source programmatically

```
private ImageView imageView;  
  
// ...  
  
imageView = (ImageView) findViewById(R.id.my_image);  
imageView.setImageResource(R.drawable.copy);
```

- The source of an image can also be specified programmatically at run-time
- Retrieve a reference to the view in the same way as for TextViews and Buttons
- Set or change the source with the setImageResource() method