Let's try migrating our Zoo program to an Android app and see just how much code can be reused.
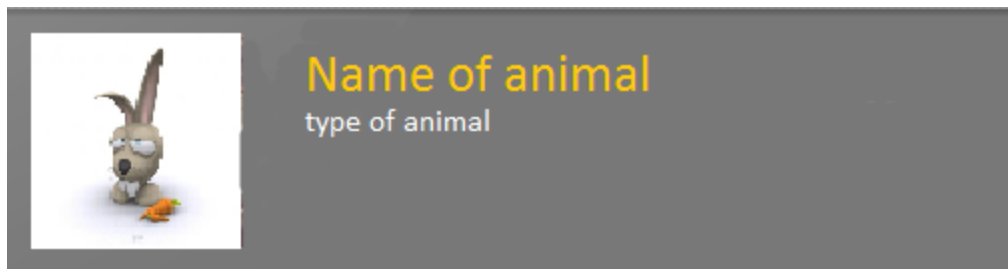
For now, we will only tackle the listing of animals and not their creation, so initially, your application should have 3 buttons: *Create (disabled)*, *List* and *Exit.* They should be aligned nicely one bellow the other, centered both horizontally and vertically with ~30 dpi between each other.

After this, you can start thinking about what can be safely copied from the Java application to the Android one.

1. Model classes
   All model classes can safely be copied into the android application. Simply recreate the packages and move all the classes there.
2. Repositories
   You can copy these files as well, however, you will have to change a few things regarding reading and writing the *xml* files.
3. Controllers
   They will all be skipped and entirely replaced by Activities
4. Views
   Also skipped an entirely replaced by Activities + xml files.

Even though in the near future we may implement writing *to* an *.xml* file in Android, for now, concentrate on reading an *.xml* file from the **assets** folder. (Read up and watch tutorials on Android Internal Storage before attempting this part)

When clicking on the *List* button in the first activity, a new activity will appear which will contain a list of all the animals from the *.xml* file. The animals will be listed inside a ListView with custom list item elements which will should look something like this:

(Rough sketch, but you get the point. Feel free to add any additional data to the list item)
Use a custom adapter for this!

Twist 1:
TBA!