

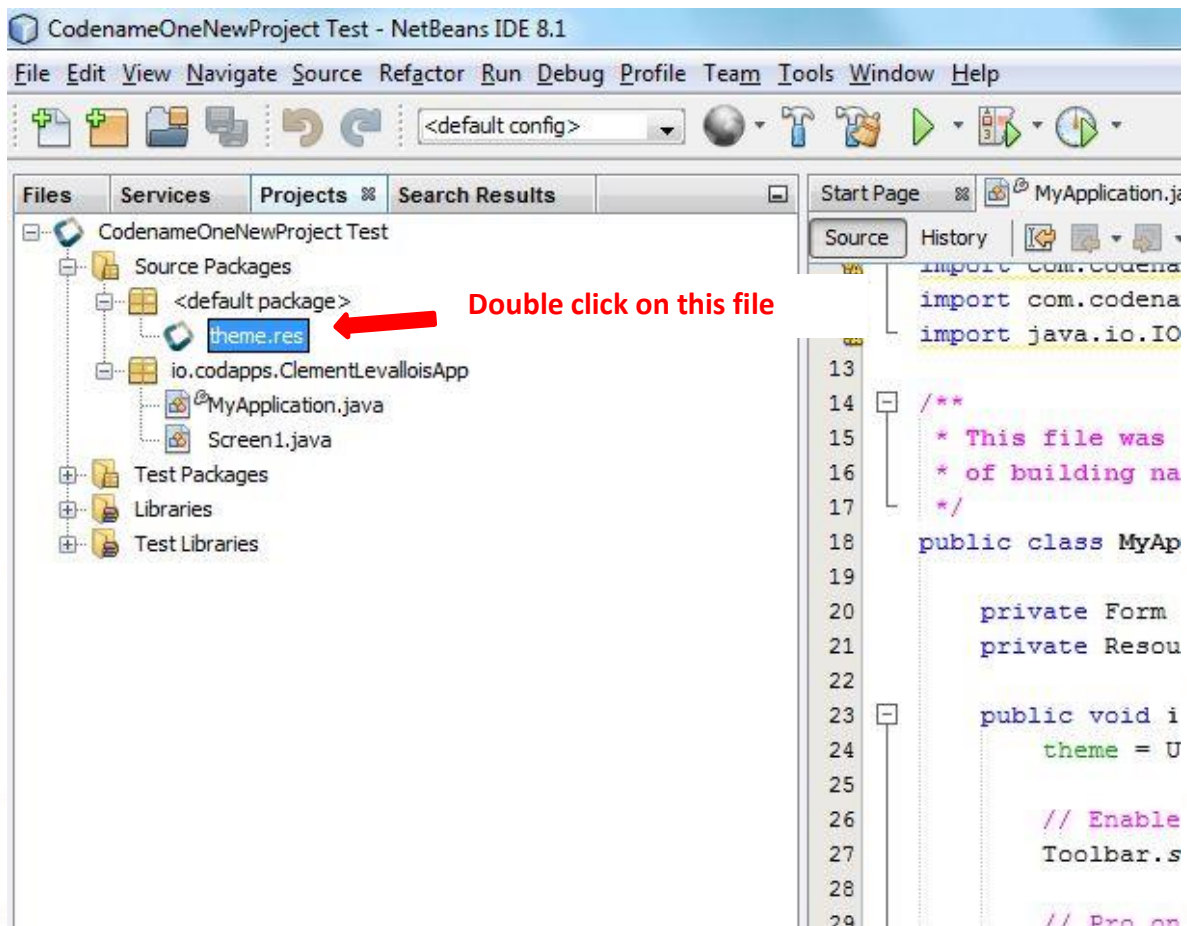
How to add pics to your app

To put a picture on the screen of your mobile app, we need to proceed in 3 simple steps:

- Import your picture . You need to have a very small picture ready to use on your computer.
- Create a Label (see previous lesson: How to add text to your app)
- Delete the text of the Label and put the picture instead.

1. Importing a picture in your mobile app:

Double click on theme.res to open a new window. **It can take a while to open it, be patient!**



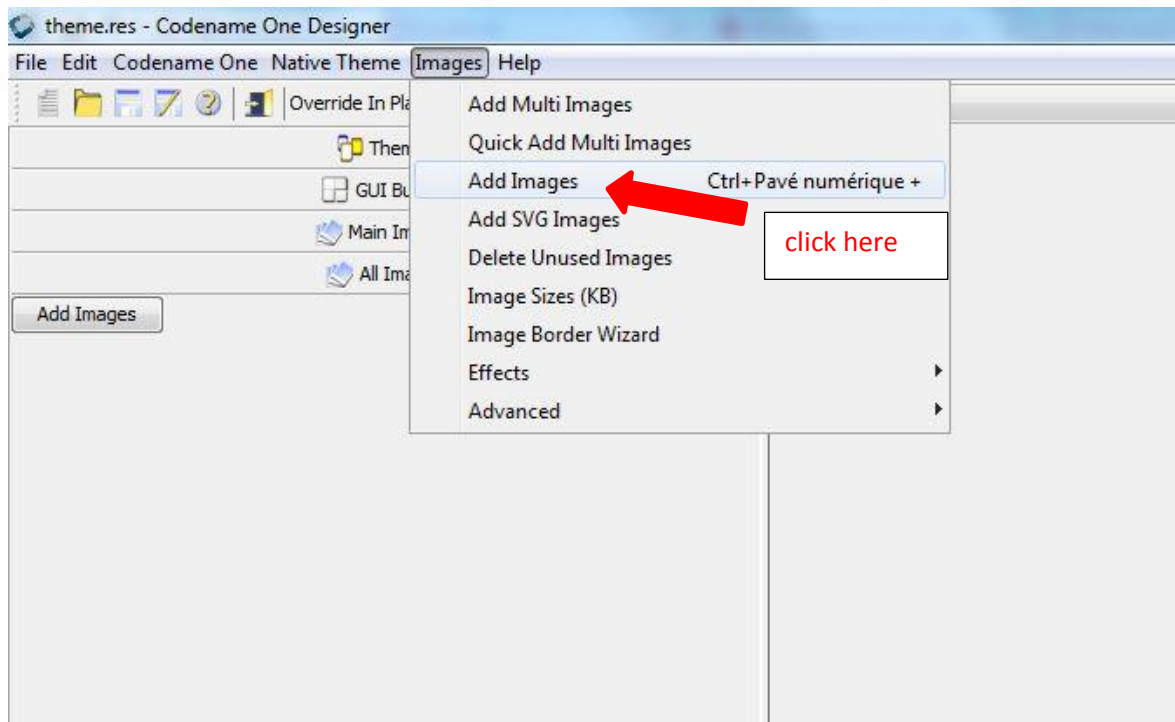
Module 2: How to add text, pics, links etc. to your app

Level of difficulty: ● ○ ○ ○

Estimated time: 5 mn

How to add pics to your app

2. In the window that is open, click in the Menu "Images", choose "Add Images":



Please choose a picture which has a small file size, let's say 50kb max. Why? Of course you can put larger pictures, but in this course we use the free plan of CodenameOne, and this limits the size of the apps we can create. To make sure we stay within the limits of size, small pictures are useful.

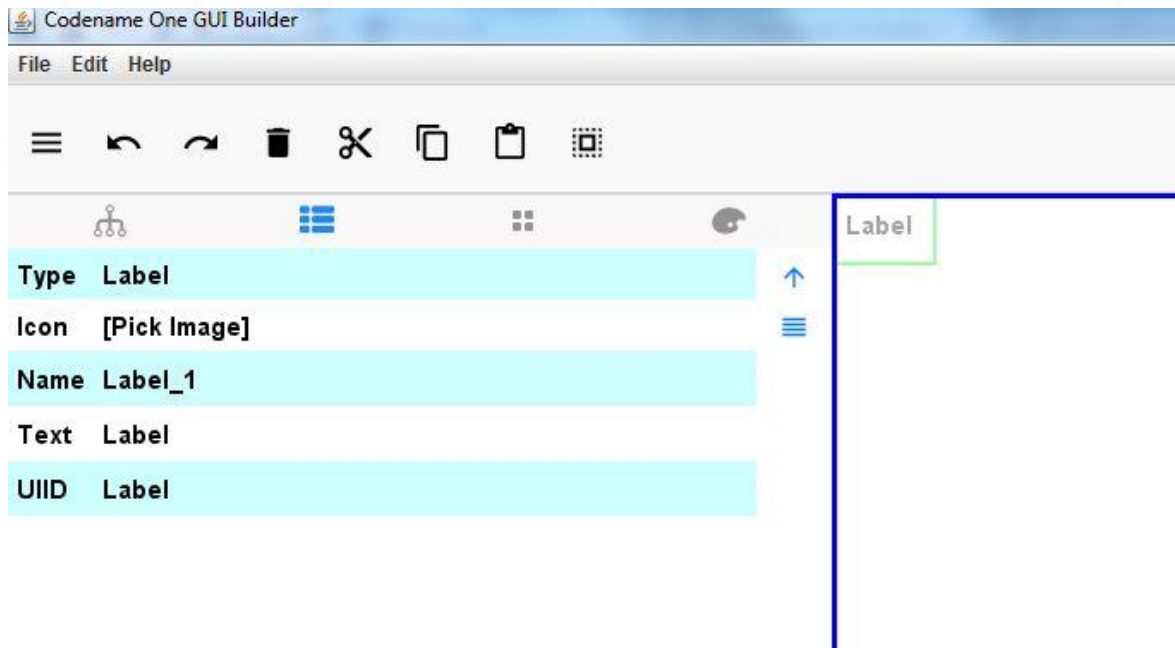
3. Save this window (File -> Save) in the menu, and close it (File -> Exit)

Module 2: How to add text, pics, links etc. to your app

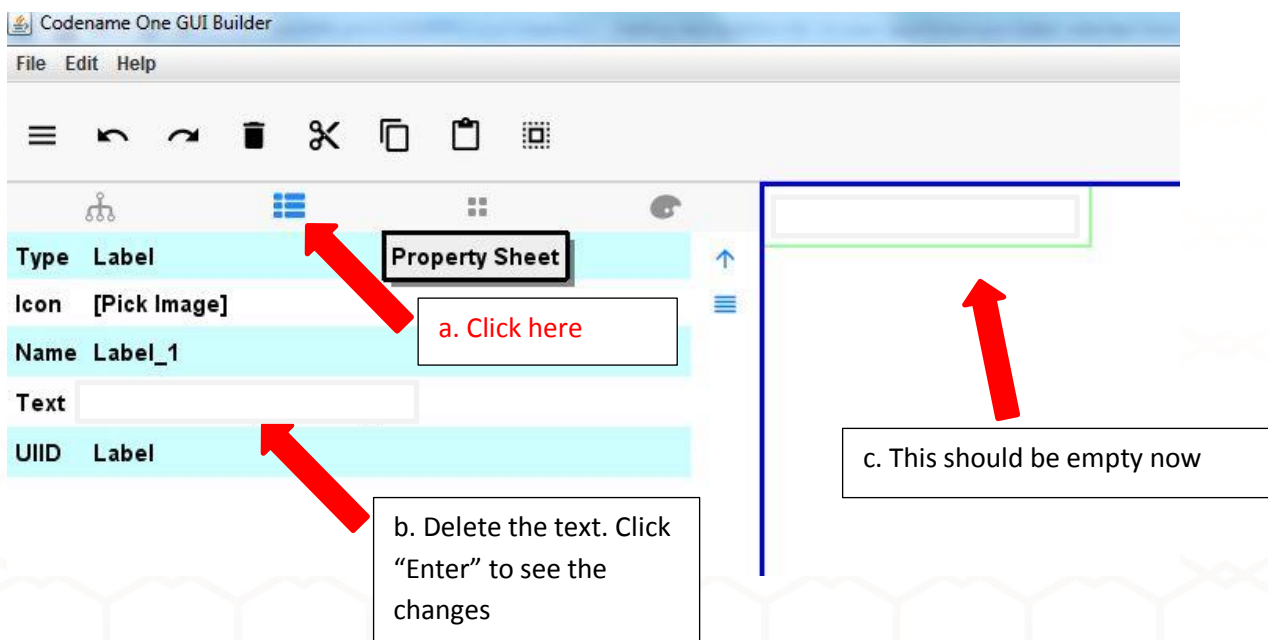
Level of difficulty: ● ○ ○ ○
Estimated time: 5 mn

How to add pics to your app

4. Open the screen of your app, create a Label in it (for this, see the lesson just before. It takes 2 minutes), and select it (it is selected when you see green borders around it). You should get this:



5. Delete the text of your Label.

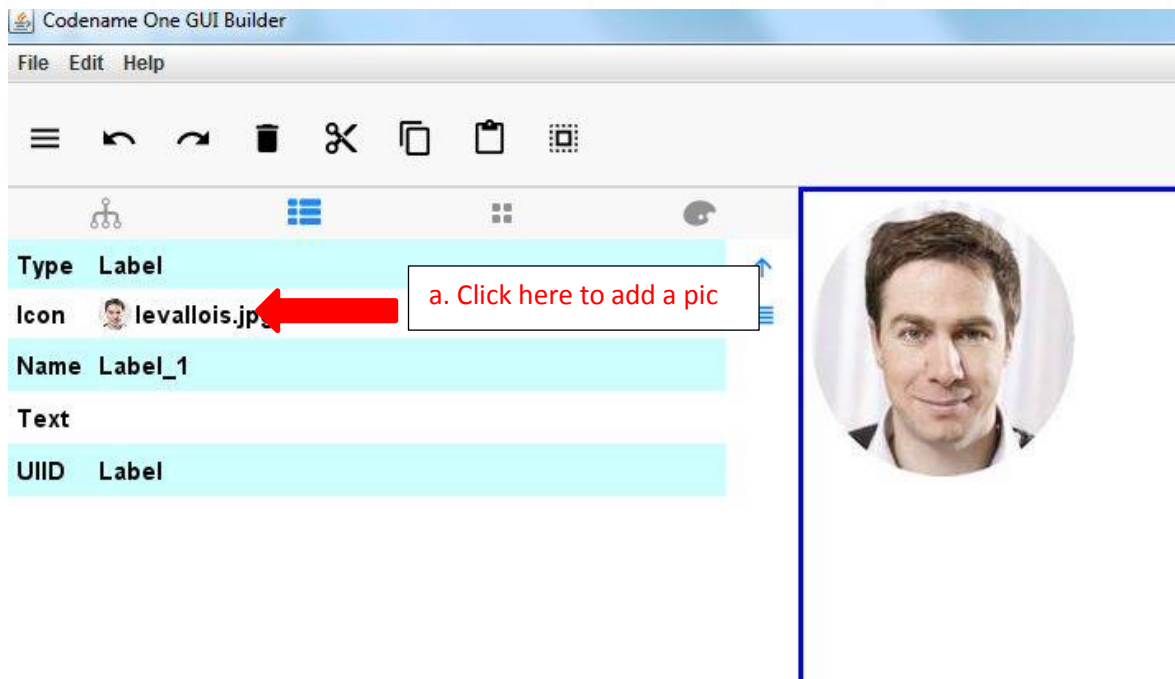


Module 2: How to add text, pics, links etc. to your app

Level of difficulty: ● ○ ○ ○
Estimated time: 5 mn

How to add text to your app

6. Now, click on “Pick Image” and select the image you had imported. Click Enter. The result should look like this:



In the next module, we will see how we can change the place of the pictures, texts and buttons... on the screen!