**Work in Progress Report**

Major developments/breakthroughs (reference specific code please):

The major developments/breakthroughs we had were getting the button change the images of 2 dices.

public void onClick(View v) {

//https://www.youtube.com/watch?v=yLwhzIPPYxo - Just used the code he used, here.

nCount = nCount + 1;

imgdice1.setImageResource(arDiceImages[nCount]);

imgdice2.setImageResource(arDiceImages[nCount]);

}

Major Challenges/setbacks (reference specific code please):

There were no setbacks/challenges.

Any modifications to your specifications/release schedule:

No, there isn’t modifications to our specifications/release schedule.

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

The generic concept we tested out was making a button change the images of 2 dices. – “RollingDiceScratch”

Source any web site/book that helped you with that concept:

<https://www.youtube.com/watch?v=yLwhzIPPYxo> -

Describe the code and the lesson that you learned from it:

Basically in the button listener, the nCount is at -1 and going add +1 every time the button is clicked. Then the imageview (imgdice1 and imgdice2) will set as the image resource and then it will go through the array of images in the drawable folder that we manually picked. When the button is clicked the dice images will change to what the nCount is at.

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

The challenges that I enjoyed in intergrading this scratch code into your major project would be getting this annoying error that said it couldn’t find my imgdice1 when it was in the drawables folder the whole time. So I couldn’t get it intergraded into the program because this problem. Tried searching the answer for this but couldn’t exactly find it.