## Exercise 3.1: Your own Launcher Icon for the Recipe Book

Replace the Android robot icon with an individual icon for the launcher. You can use an image from the web or the one provided in the Materials folder.

## Exercise 3.2: Image in Recipe Details

Add an *ImageView* to the *RecipeDetailsActivity*. Use a placeholder image for the time being. You find one in the Materials or use one from the Internet. Later, there will be an individual image for each *Recipe*.

## Exercise 3.3: Flags for the Recipe List

Next, we will beautify the interface of our *RecipeListActivty* with an image of the flag of the dish’s country of origin. You can use the flag images provided in the Materials folder.

Do the following steps:

1. Unpack the archive from the materials folder and *Copy & Paste* it to the drawable-folder of your project.
2. Extend the layout for your *ListView* entries with an *ImageView* for the flag.
3. Use the method *getImageResourceName()* from the *CountryCollection* class to get the file name for each country’s flag image
4. Implement a custom *RecipeListAdapter* that creates *View* objects that contain image and text (Layout: *LinearLayout* horizontal).
5. Use *RecipeListAdapter* instead of *ArrayAdapter* for the *ListView*.

Remarks:

* Possible starting point for your adapter implementation:

public class RecipeListAdapter extends BaseAdapter {

private List<Recipe> data;

public RecipeListAdapter() {

data = new ArrayList<>();

}

@Override

public int getCount() {

// TODO

}

@Override

public Object getItem(int position) {

// TODO

}

@Override

public long getItemId(int position) {

// TODO

}

@Override

public View getView(int position, View convertView, ViewGroup parent) {

Context context = viewGroup.getContext();

// TODO: (Create and) Initialize view with text and image

}

public void setData(List<Recipe> data) {

this.data = data;

}

}