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

Replace the Android robot 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 image to the Recipe Details. You can use the placeholder image from the materials folder for the time being or find your own image on the Internet.

## Exercise 3.3: Flags for the Recipe List (optional)

Next, we will beautify the interface of our recipe list 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 CountryDatabase class from the materials folder to map each country to its corresponding flag.
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 view as well as the ListView from exercise 2.4.

Remarks:

* Possible starting point for your adapter implementation:

public class RecipeListAdapter extends BaseAdapter {

private List<Recipe> data;

public RecipeListAdapter(List<Recipe> data) {

this.data = data;

}

@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();

String recipeName = data.get(i).getName();

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

}

}