The most difficult part of this assignment was trying to figure out what was wanted, whether to use 4 activities, or 5, and I decided to use 5, using the first one just to direct the person running it to go back to the main menu, to see the icons to run the activities for JabberWocky, RoundBall, War of the Worlds and Univ. of Illinois at NASA.  I also misunderstood about the poem being below the buttons for Jabberwocky, so added that at the end, since I also embedded the jabberwocky image as an IMG element within the poem html page given by the professor, and as hinted at doing in the assignment description, so I just left it there after I saw that he really meant it to be beneath the buttons only.  It was also challenging at first for me to get the buttons for Jabberwocky to work correctly within the separate XML layout using the web view defined in the main XML file.  I had trouble making the buttons respond at first to the onClick property in the XML file, and in my web search, found another way of doing that, by making a listener for the button within the onCreate activity code.  I also searched and searched but could not find a short enough mp3 clip for the jabberwocky poem, and finally found one as a phone ring, but it was not that great, so instead, used a 30 second music clip I had laying around that has nothing to do with that poem, called "Nutrocker", from Emerson, Lake and Palmer in the 1970's, since I had no other 30 second clip, and no time left to find one that would match better with the Jabberwocky poem!  I had no issues with the other activities, the RoundBall, Univ. of Illinois at NASA, and War of the Worlds activities worked first try, based on what was presented in lecture videos.  
  
I am thankful for the use of the emulators in this class, since I do not yet own my own mobile device, and would have to borrow one in order to test otherwise.  The world of mobile programming is brand new to me, although I have programmed before losing my job 4.5 years ago, for 18 years in the embedded C product market, although that type of thing is a bit different.  The past few years of the free online course markets has introduced me a bit to other worlds of programming, and this particular mobile programming class the uses the Android emulators as mobile devices, allows me to try this without the need to borrow someone's to test!