Adding fragments to the Pig Game

1. Created a project using the Blank Activity with a Fragment
2. Create / Modify fragment layouts for the two UI panes
   1. Copied layout from PigGame v1
   2. Copied strings from PigGame v1
   3. Copied the images
   4. Add buttons to the two fragments to take the user back and forth
3. Create / Modify classes for the two fragments
   1. Add event handlers to load fragments when you click the buttons.  
      (use beginTransaction().replace)
4. Create two-pane portrait and landscape layouts
5. Create folders: values-large-land and values-large-port
   1. Add layout.xml files with items that reference the two-pane layouts.