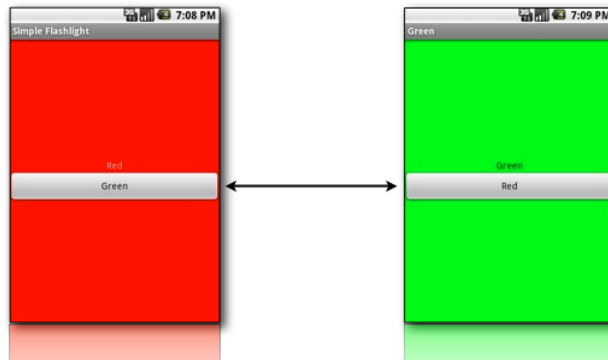


1. Implement the Flash Light app discussed in class - Use two XML layouts (one with a red background, one with green).

Clicking the green button on the RED screen switches to the Green screen and clicking on the green screen switches back to the RED screen. Remember not to open activities unnecessarily – as discussed in class.



#### Specific points

- Use 2 XML files and 2 activity files
- Each XML file contains a label and a button. Clicking the red screen button switches to the green activity (and so, to the green screen) – and vice versa.
- A linearlayout is an easy one to use for these XML files.
- Each app project has a configuration file called the manifest XML file - it lists all activities in your app. You will need to add the names of all your activities in to the manifest file for your project. The “first” launcher activity is in there automatically. Add the second activity by editing the manifest XML.
- You switch from one activity to another by using an Intent object.
- To get the background colours working for your XML layout(s), Use the colors.xml file in the Res/values directory where colours hex codes are mapped to a variable name. E.g.

```
<color name="red_background">#FF0000</color>
```