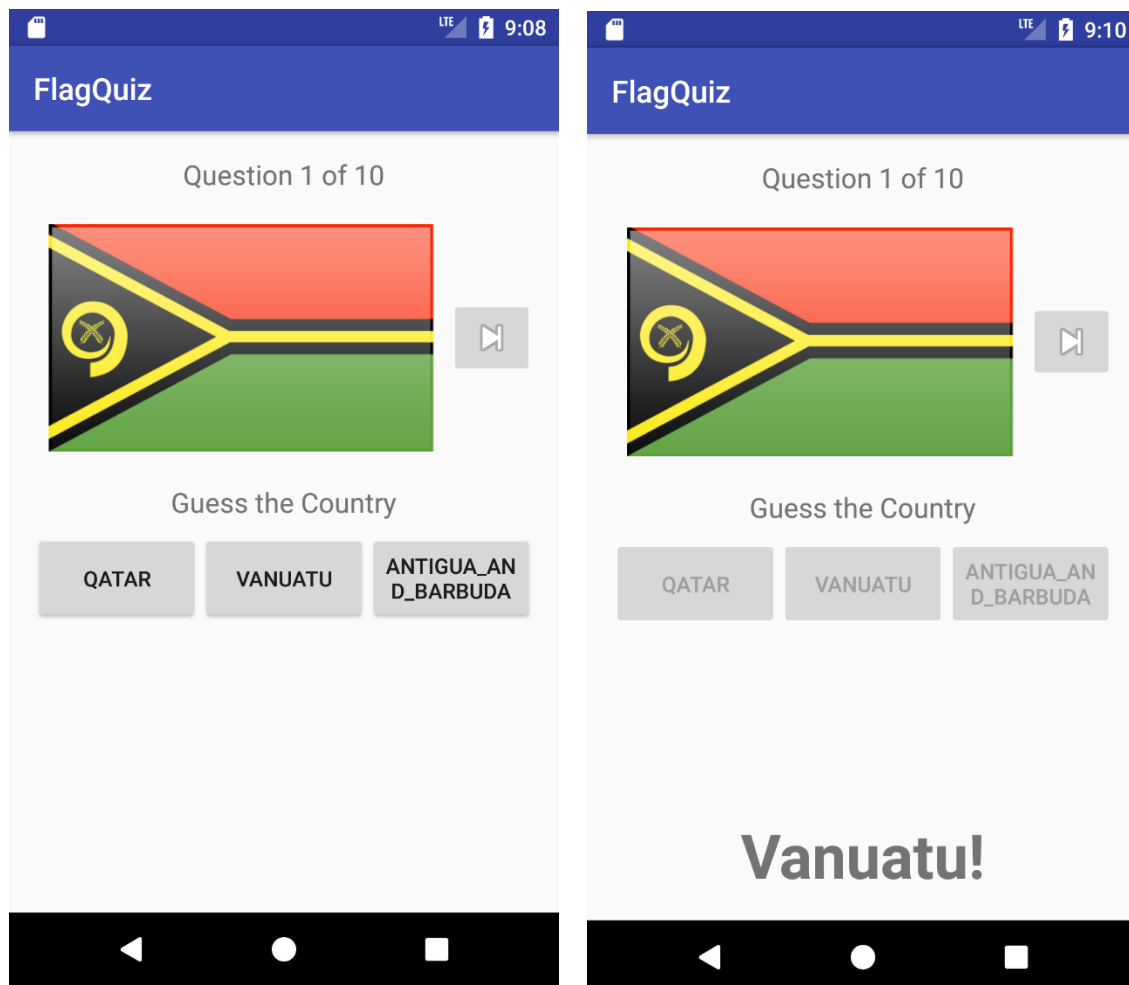


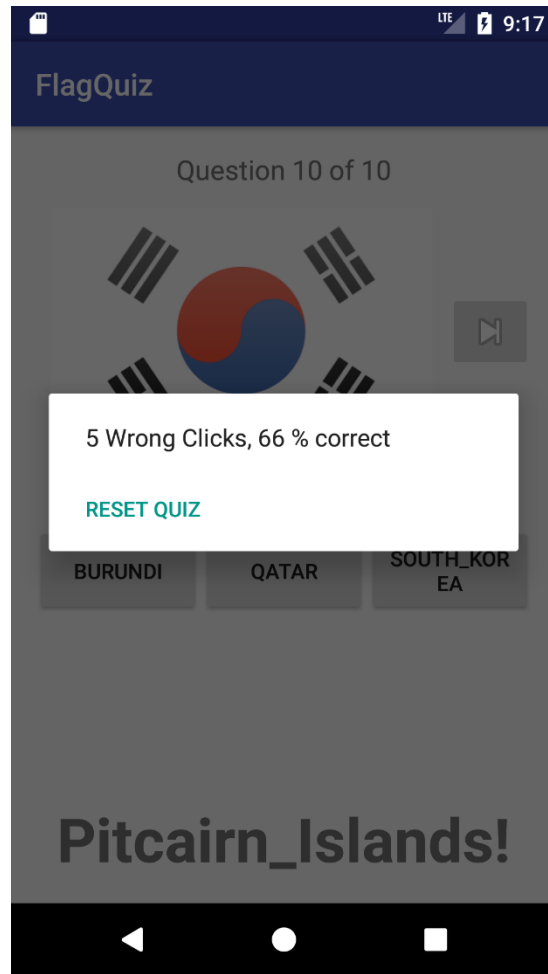
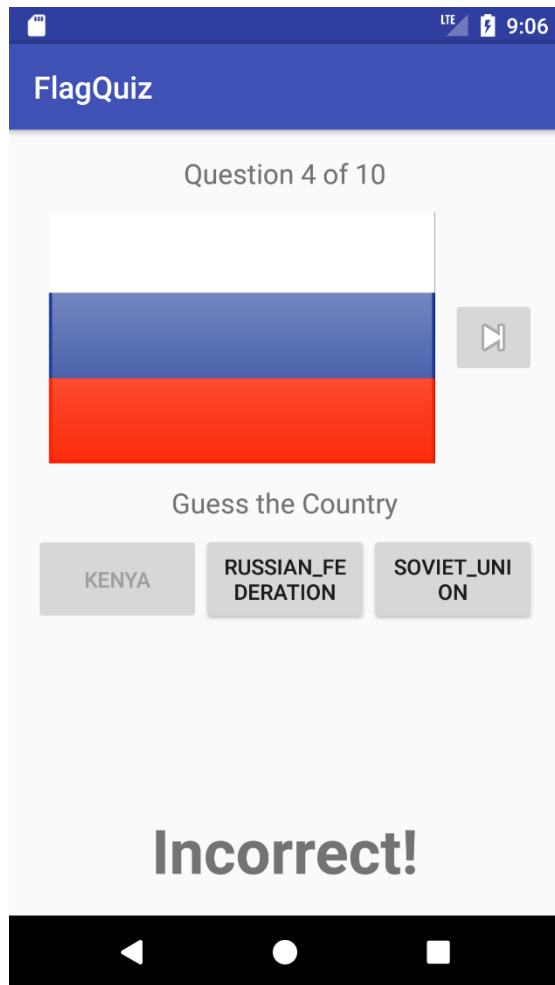
Lab 8 – I3350

Implement the application named FlagQuiz which tests the ability of the user to correctly identify the flags of 10 countries.

The application displays the image of a flag and three buttons on which the names of three countries are displayed. One of the three buttons displays the correct flag name while the other two are automatically generated from the set of flags. The application displays the progress of the user during the test (Question ... out of 10).

Once the user chooses an answer, the correct answer is displayed below the buttons. An ImageButton next to the flag remains inactive until the user chooses a response. The images below display some details of the application.





To access the different images without having to put them in the drawable directory, you have to go through the assets directory in the main directory of the project. Add the assets directory in main then put the images in a directory in assets. All images are accessed as follows:

```
AssetManager assets = this.getAssets(); //get reference on assets folder
ImageView img = (ImageView) findViewById(R.Id.myimage);
try {
    //images contient tous les noms des fichiers dans le répertoire
    assets/png
    String [] images = assets.list("png");
    String nomUneImage = "png/" + images[0]; //contient le chemin du
    premier fichier
    Drawable image =
    Drawable.createFromStream(assets.open(nomUneImage), imageName);
    img.setImageDrawable(image);
} catch (IOException e) {
    e.printStackTrace();
}
```