

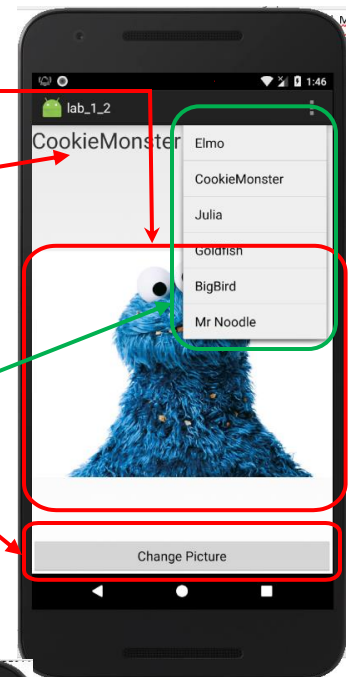
# Sesame Street Friends

Deadline: 5/10/2019 - 23:59:59

In this homework, you need to create an app "Sesame Street Friends". Sesame Street Friends is an app for children who are crazy sesame street lovers.

Here is the UI spec.

1. Every time run the app, it displays a random Sesame Street Characters picture (Elmo, CookieMonster, Julia, Goldfish, BigBird, Mr Noodle) and its corresponding name.
2. The corresponding name should display in here.
3. There is a button. Every time pressing it, it generates a random number (within 1-6) internally and updates the display with another Sesame street character.
4. (OPTIONAL) There is a menu you can add, by clicking the menu, you can choose which character picture to view immediately.



Pressed!!



**Hint:**

How to use random in Java:

1. Create the a variable in Random type (e.g. Random random)
2. Do the initialization ( "random = new Random();" )
3. Get a random number in the range 0 – n-1 by coding "random.nextInt(n);"

Please answer the following question in a text file.

What is the difference between RelativeLayout and LinerLayout?

**Hand-in method:**

Pack the android (java) project with the answer of the question(above) into one single zip file, [upload the file to Google Drive](#), then [send it as a Drive attachment](#) . The email is [eesm5060ust@gmail.com](mailto:eesm5060ust@gmail.com).

This work can be hand-in group of two. (Please write down student name and IDs in the email)

There will be no notification for receiving your work. If there is no bounce-back email or non-delivery report returned, it is assumed your work sent successfully.

For the email title, please use "[EESM5060\_2019] Assignment 1"