Mobile Computing
Practice # 5
Graphical Views

1. Recalling problem 3 of sheet #3, design and implement a simple graphical screen for that "Moon landing" game. You can take as a more complicated example the Android sample LunarLander (present at <android-sdk>/samples/android-xx/legacy/LunarLander, if you have installed the samples for a recent Android version, in the Android SDK Manager).