

Your First Android App - GeoQuiz App-04

In this assignment you will create an app called GeoQuiz. GeoQuiz tests the user's knowledge of geography. The user will press TRUE or FALSE to answer a question and GeoQuiz will provide instant feedback.

1. Create a new Android Studio project called "GeoQuiz", create a GitHub repository and link it to your Android Studio project, then perform an initial commit and push.
2. Add an activity called "QuizActivity" and a layout called "activity_quiz.xml"
3. Edit the string resource file and add strings for:
 - a) The text of your question (e.g. "Canberra is the capital of Australia.")
 - b) The label text of your true button
 - c) The label text for your false button
4. Open the layout file and add the following using LinearLayouts:
 - a) A TextView, use your question text string resource as it's text
 - b) Two buttons (one for true and one for false), use your button label text string resources as their text
5. Wire/Hook up your buttons by:
 - a) Connecting your buttons to code using findViewById
 - b) Adding click listeners to your buttons using anonymous inner classes
6. When the user presses the buttons, make a Toast message that will tell the user if they are correct or not
7. Run your app using the emulator and ensure it works properly

