**COSC2543 Mobile Application programming**

**TUTORIAL WEEK 4: EXTRA EXERCISE**

**Aim:** Getting familiar with Low Level UI API and Threading

**Timing estimate**: 90 minutes

## 1. Splash Screen

Implement Splash Screen to your Game. Splash Screen is shown three seconds when the app is launching. User is able to bypass the splash screen by pressing some key or giving touch input.

1. Create new class "SplashScreen" which inherites Canvas
2. Implement the paint(Graphics g) - method and draw a beautiful splash screen to your game. (Implementation free)
3. When the Splash Screen is initalized, start a new Thread. Thread sleeps for three seconds and after that the main screen is shown
4. Implement keyReleased and pointerReleased methods where user can bypass the splash screen and move straight to the main screen
5. In the main screen, set the splash screen as current when the MIDlet starts.