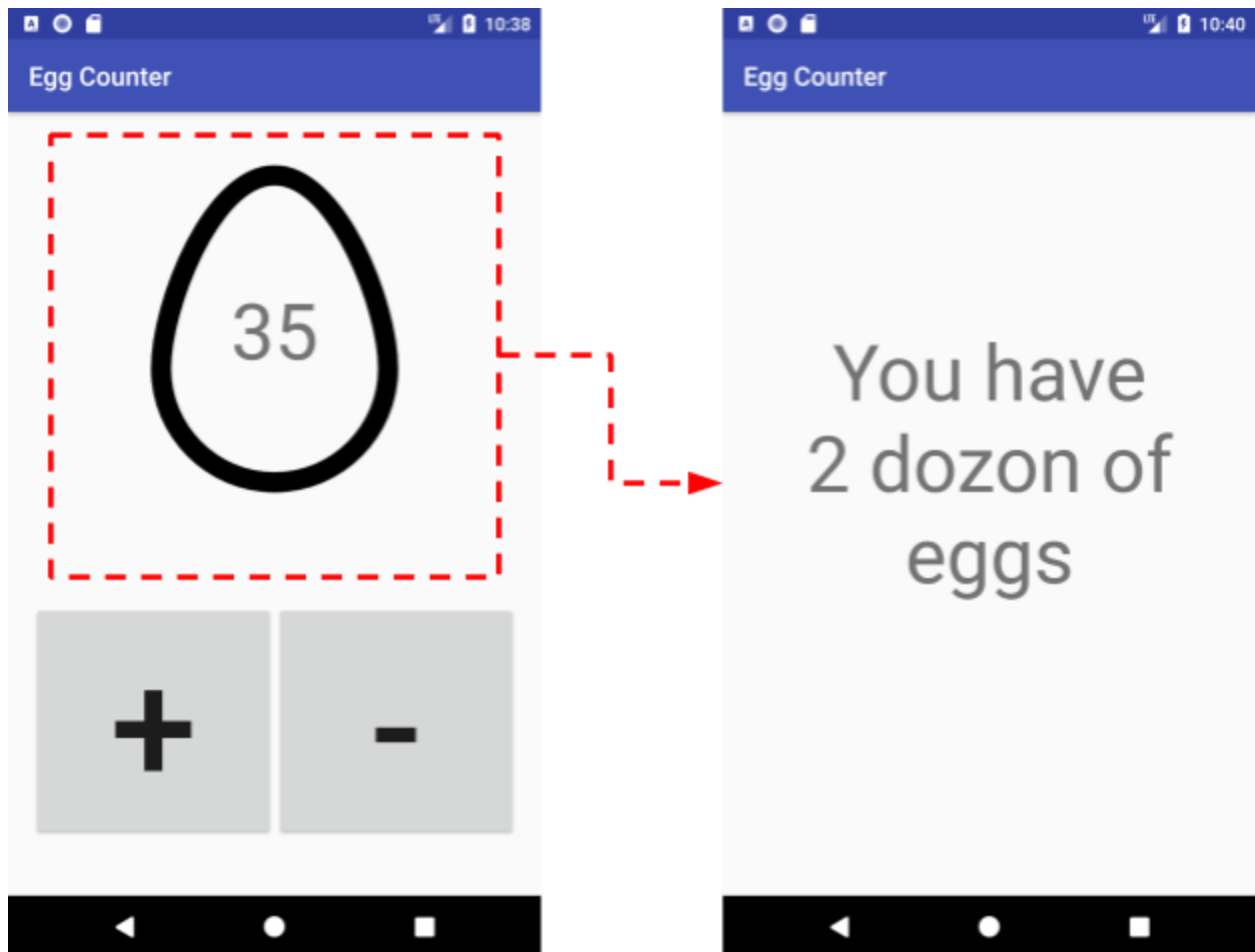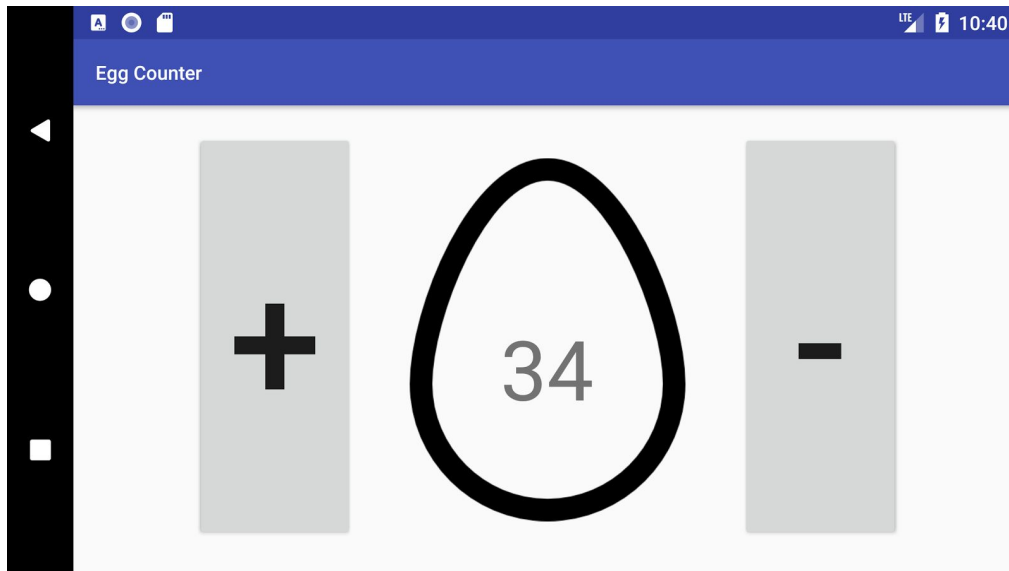# Egg Counter App

Create a simple egg counter app based on the screenshot above, that has the following features:

- When the app starts the counter inside the egg image is 0
- Tapping + button increments the count, and the - button decrements the count
- The red dashes are not part of the UI but the red square shows the boundary of the image. When user taps anywhere on that image they will be take to the second activity on the right that tells them roughly how many dozen of eggs they have
- Count is persistent (restarting the app does NOT reset the count)
- When user switches to landscape view the main activity layout changes so that the increment button is on the left of the image and the decrement is on the right. Below is a screenshot of how that should look like

Landscape view of main activity

Tips

- There is an egg image that you can download from the assignment module to use in this project
- Once you finish the portrait view choose "create landscape variation" from drop down menu available in android studio layout editor to create landscape version that you can then modify separately
- You can drag and drop the image into "res/drawable" folder in your project to make it available
- Whatever layout system you pick, make sure elements are aligned properly and the UI looks organized
- Give yourself 15min (I will make announcement) to clean up code, do a final test, compress your project and upload to moodle (upload will take longer than usual)

Marks

- Buttons work as expected
- Second activity is displayed when tapping on egg image
- Count increment/decrement as expected
- Dozen eggs displayed in the second view
- Count is persistent (restarting the app does not reset count)
- Code is clean and organized. Unused code is removed
- UI looks clean and organized and
- Switching from portrait to landscape works as expected (layout adjusts accordingly and count remains the same