

Lessons
Lessons>Lesson 6

 Back

Next 

[Lesson 6, Part 1](#): Sailing Adventures app (PDF file)

Part 1 describes how to

1. create the project,
 2. add two tablet images for Nexus 7 and Nexus 10 tablets,
 3. add a custom icon,
 4. copy the image file into the project, and
 5. add dimensional, string and color resources.
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[Lesson 6, Part 2](#): Sailing Adventures app (PDF file)

Part 2 describes how to build the "standard" (default) phone layout.

[Lesson 6, Part 3](#): Sailing Adventures app (PDF file)

Part 3 describes how to add the Java code that presents a Date Picker dialog to the user so they can choose the date of their sailing adventure, and test this functionality using the emulator with the Nexus 5 system image.

[Lesson 6, Part 4](#): Sailing Adventures app (PDF file)

Part 4 describes how to use Android Studio's implementation of Responsive Design to easily develop an "extra large" layout for a 10-inch tablet and test the app using the Nexus 10 emulator image created in Part 1.

[Lesson 6, Part 5](#): Sailing Adventures app (PDF file)

Part 5 describes how to add yet another layout for a "large" device (a Nexus 7 tablet) and see responsive design in action again as we re-compile and test the app using the Nexus 7 emulator image created in Part 1.

← Back

Next →

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