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### [Lesson 5, Part 1](#): City Guide app (PDF file)

Part 1 describes

1. starting the project,
  2. adding images and a custom launcher icon,
  3. adding string and dimensional resources as well as a string array resource of the Chicago city attractions, and
  4. creating the main activity layout (activity\_main.xml)
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### [Lesson 5, Part 2](#): City Guide app (PDF file)

Part 2 describes adding the Java code to the main activity to

1. define the MainActivity as a child of the ListActivity parent class,
2. display the list of attractions using the attractions string array created in Part 1, and
3. add event handling for list tap (onListItemClick) events that display web pages in the device browser using implicit intents.

In addition, the project is previewed using the emulator running the Nexus 5 system image.

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### [Lesson 5, Part 3](#): City Guide app (PDF file)

Unlike what is described in Chapter 5 of Android Boot Camp, Part 3 describes:

1. adding a single additional activity (named PictureActivity) to display any of the three pictures (photographs) included in this project,
  2. adding the code in MainActivity's onListItemClick method to create an explicit intent with extras that launches the PictureActivity so that the respective image is displayed when the list item is tapped, and
  3. re-building and testing the app using the Android Studio emulator.
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