Lab 1

Topic: Layouts, Buttons, Images, Event Handling
Deadline and Submission: Check Sakai

#	Task	Check
1	Open Android Studio and create a new project.	
2	Change the layout to LinearLayout (activity_main.xml).	
3	Place some components on it: two Buttons, and a TextView. Place the Buttons horizontally in one row. Place the TextView on the second row.	
4	Change the properties of these components: Size and Color. Buttons show be squares. The width of the TextView should be twice the width of a Button. Choose a color for the background of the TextView.	
5	Create an event handler for the Buttons that will determine which button is clicked and print a message such as "Left Button is Clicked", "Right Button is Clicked". Do this step to test if your click events are handled correctly.	
6	Go online, grab two pictures, and add them to your project. One picture is for your App's icon, and the other is for the Button's background.	
7	Change the App icon to one of your pictures.	
8	Set the background of your buttons to some picture.	
9	Let's change the behavior of the buttons. We want to change the background of each Button to an image when it is clicked. And, if we click it again, the background image will disappear. (i.e. show/hide background when it is clicked)	
10	Using "Toast.makeText()" method to show a popup message: Show a pop up message, saying "same image", whenever a button is clicked AND the two buttons have the same background image.	
11	Add a third Button (name it: "Snap") and an ImageView	
12	When the snap button is clicked, start the camera activity to take a picture, get the result image back and set the image to the ImageView.	