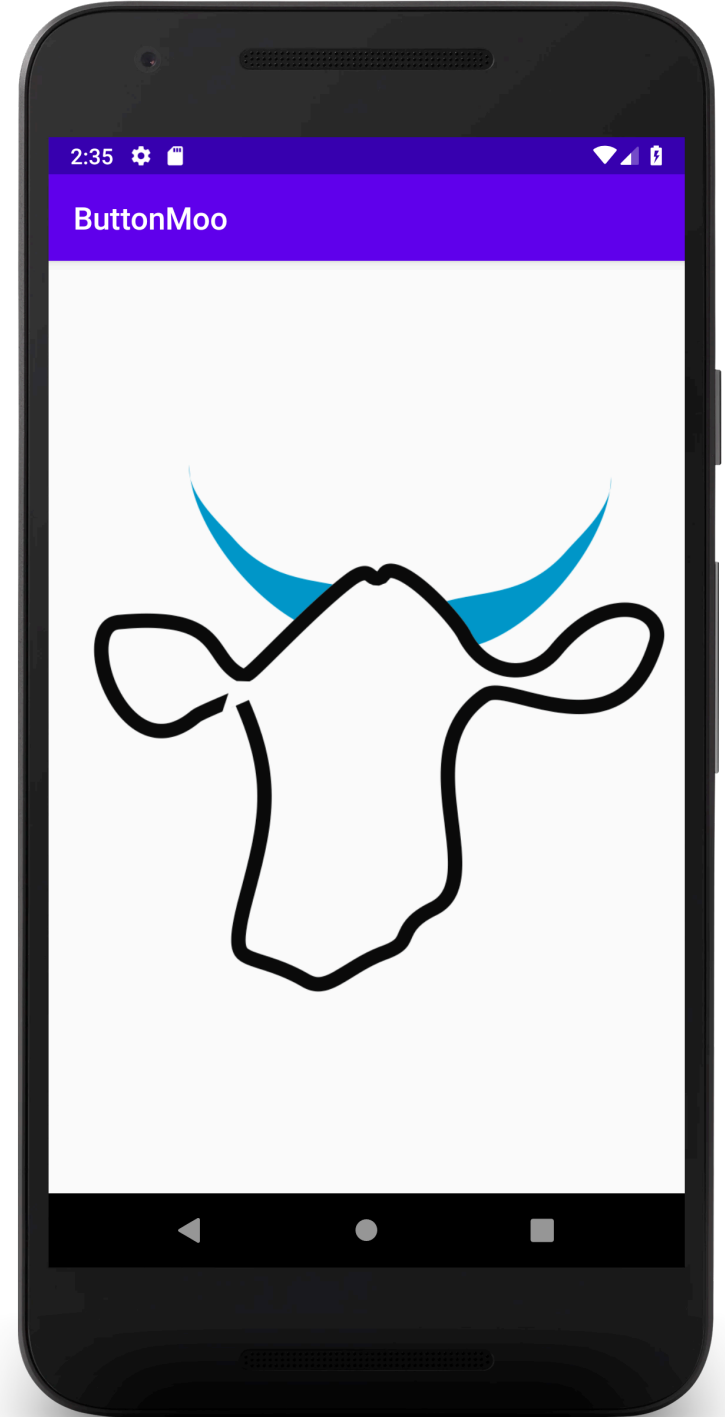


Button Moo

Aplikácia – krava



Resources - obrázok

- cow.png do priečinka **/res/drawable/**
- v layoute pridať widget **ImageView**
 - **app:srcCompat="@drawable/cow"**

Životný cyklus aktivity

onCreate()

onStart()

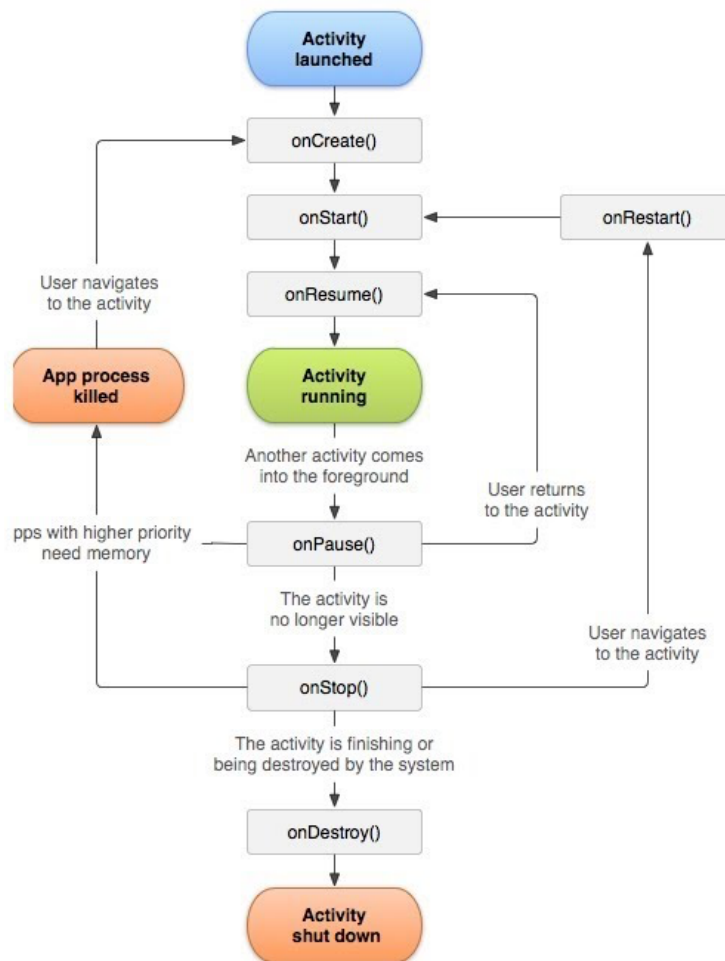
onRestart()

onResume()

onPause()

onStop()

onDestroy()



Resources - zvuk

- umiestnime do **/res/raw**
- inicializácia v **onResume**
 - **MediaPlayer.create(this, R.raw.cow) ;**
 - <https://developer.android.com/guide/topics/media/mediaplayer>
- odpojenie v **onPause**
 - **mediaPlayer.release() ;**
- spustenie prehrávania v **cowClick**
 - **mediaPlayer.start() ;**