# Add icon

We have one more thing to do before we wrap up our dice game. We need to give the app an icon that will display in the launcher. Open the project in Android Studio, and right-click the App folder, and select New, Image Asset. The Asset Studio window will open and allow us to import and work with an image that we can use as our app icon. We're going to use a single image for our icon. But when you create your app to publish in Google Play, it is recommended that you create assets for all the various resolutions that Android can support.

We can start by selecting Image as the asset type. The default image of an Android droid appears. We can add our own image that is located in the Assets folder in the Exercise Files. Click the triple dots, and then open up the file picker. Now, navigate to where you downloaded the Exercise Files. Go in the Exercise Files for this particular video, and then select the ping image located in the Assets folder. You'll see a file icon310X310.png.

This is a square image that has a picture of a die on a green background. Click OK. Scroll down the list, and change shape from Square to None. We don't want to crop or mask the icon for this app. Now, click Next. Android Studio will then take the image file and show how it will resize the image to match the various resolution types for the project. By default, it'll overwrite the existing default images in the project, which is fine. Go ahead and click finish.

That's it. Let's go ahead and build the app again and run it in the emulator. When the app is deployed to the emulator, it automatically launches it. So, we never get a chance to see the icon. But it actually installs it on a virtual device. So, if we click the home button, we can then look at the list of all the apps to find the app. There it is. We can put it on the home screen, like a real device. Click and hold the icon, and then place it on the home screen. That's it. Our dice game is finished and even has a matching icon to go along with it.

Way to go.