

Challenge 1: Add a picture and swipe event to a widget

Part 1: Add a picture to the start/next button in your Main Activity

Instead of displaying a text in the button, add a picture of your choice (for example, an arrow to the left?). Place the picture inside the *res/drawable* folder. It is important to note that any file that you place inside the *res/* folders are read-only, and their name must be lower-case, and only use letters and numbers 0-9.

Instead of using a button, use an *ImageButton* widget and look at the property to add the picture that you have in your *res/drawable* folder.

Part 2: Add a swipe event to your Assignment 1

Add swipe event to any of the widgets on your Assignment 1. For example, to start the game, put an *ImageButton* with a right arrow picture. Then instead of adding a *onClick* event, add a swipe event to the arrow to start the second activity.

You can add the swipe event to any widget of your Main or second activity. You can also add the swipe event to an *ImageView*, for example.

This is the template for the swipe event. Using this template, the Swipe event is not added in the xml file, but instead in the *Activity.kt*.

This template is to be placed in the *onCreate(..)* function of the activity. Replace *widgetID* with the ID of the widget that you want to add the swipe event.

```
//ADD THIS CODE IN THE onCreate(...) function

widgetID.setOnTouchListener(object : OnSwipeListener(this) {
    init { // constructor
        setDragHorizontal(true)
        setExitScreenOnSwipe(true)
        setAnimationDelay(500) //You may want to modify these values
    }

    override fun onSwipeLeft(distance: Float) {
        //action when the widget is swiped left
    }

    override fun onSwipeRight(distance: Float) {
        //action when the widget is swiped right
    }
})
```