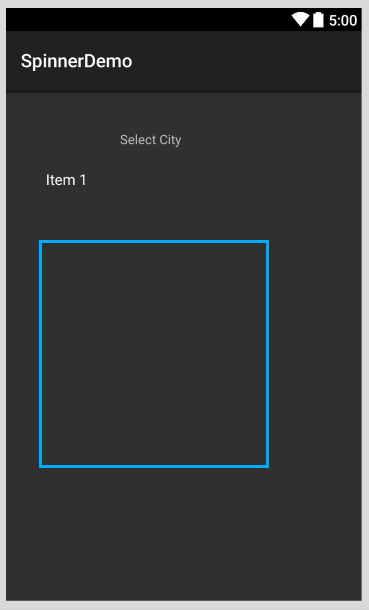
**Learning Outcomes**

1. Understanding Spinner, Image View, Dialogs
2. Understanding Seek bar

**Design a layout as shown below**

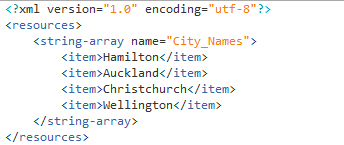


Add a spinner and an Imageview

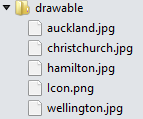
Under values create a file called Strings.xml



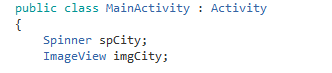
Declare an array as shown in String.xml

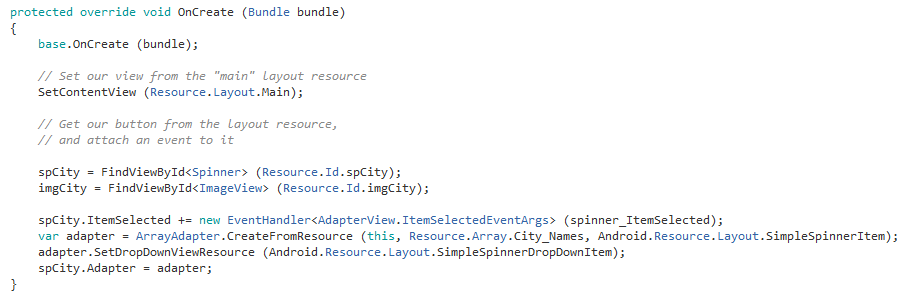


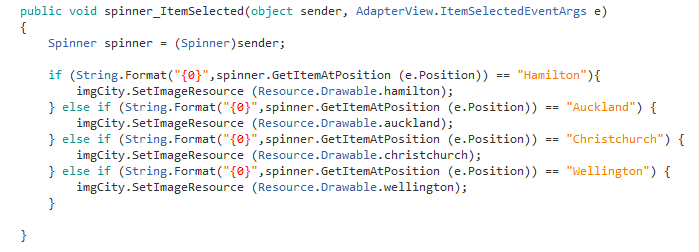
Add pictures of cities in the drawable folder (\*\* Do not have – (dash) or \_ (underscore) in the filenames for pictures)



**Code**







**Alert Dialogs**

Single Button, Two button or Three Button alert dialogs

This is a type of dialog, where content is displayed with a dialog title and a button. The following layout is for the example of displaying alert dialogs. We have three buttons.

Write the following code





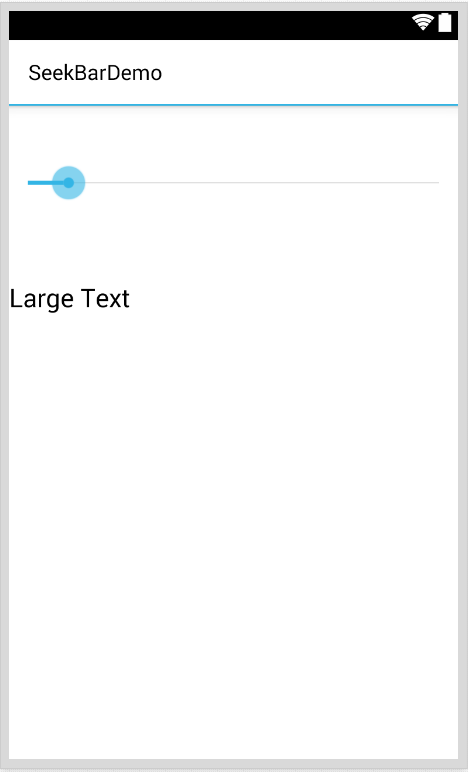




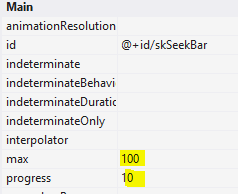
**Seekbar**

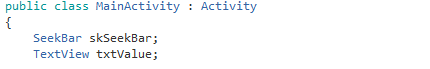
SeekBar is another input type control. It takes user’s input to change the SeekBar value. Normally in windows we use Slider control for this.

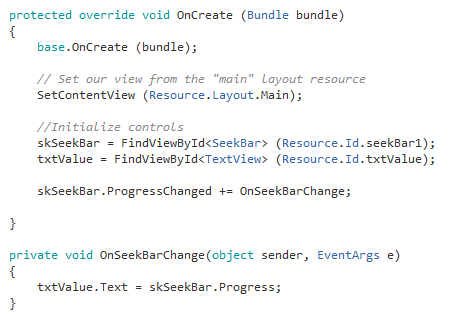
**Design a layout as shown below**





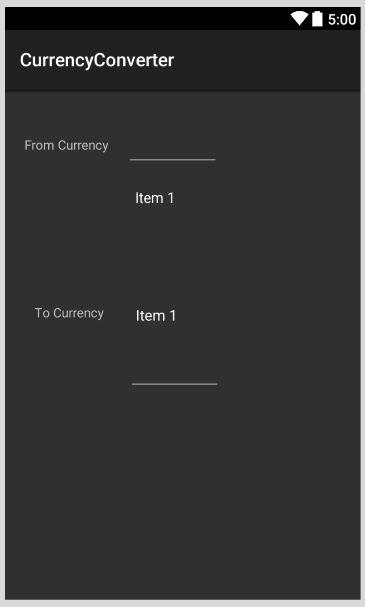




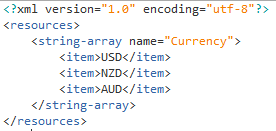


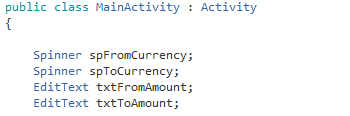
**Exercise**

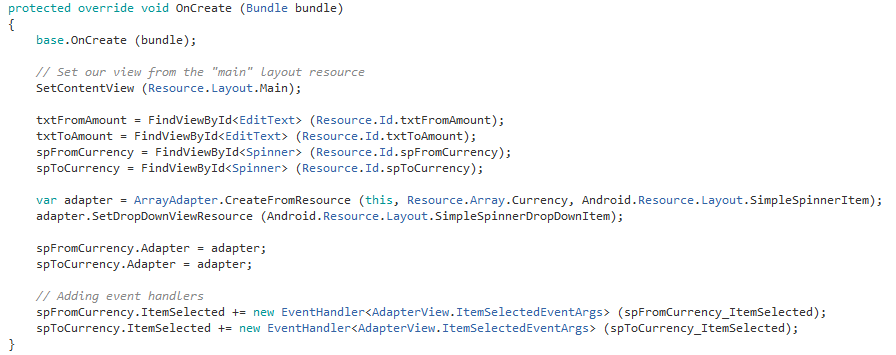
1. Design a Currency Converter App

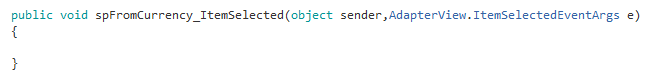


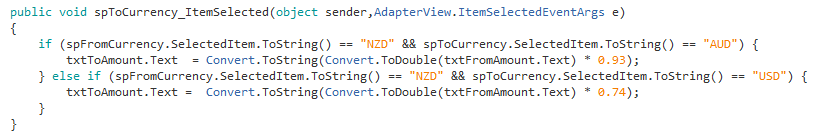
Add the currency in strings.xml











1. Implement a Length Converter App

