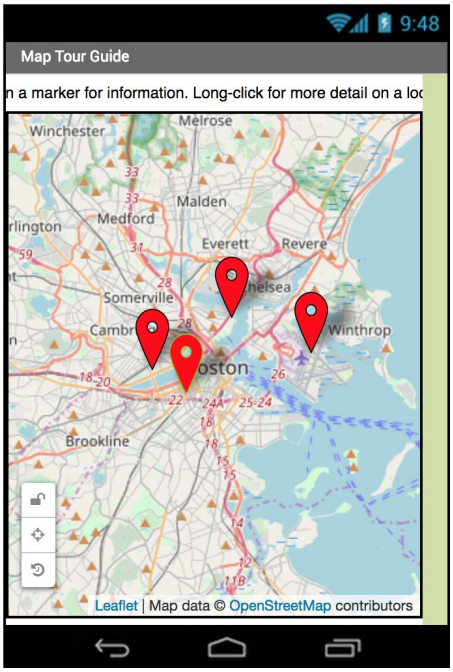
TOUR GUIDE

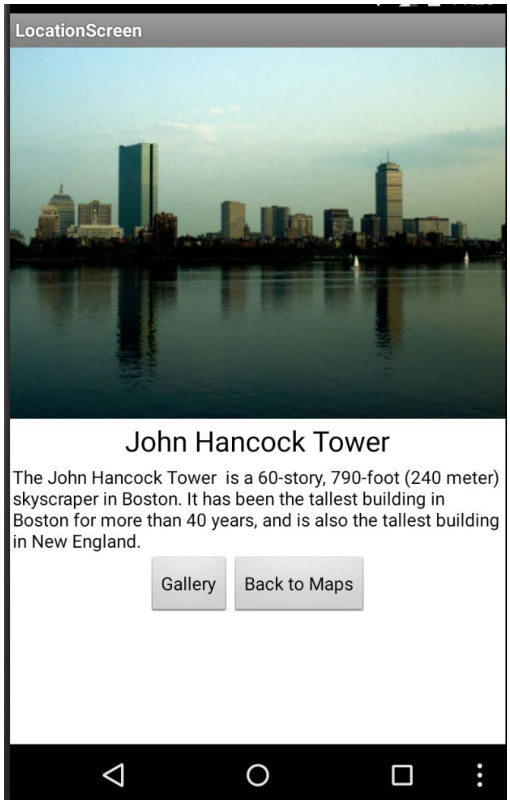
Using the template provided, make a Tour Guide app with the following behavior:

Screen1

- ❑ App should display a Map of your community with your four chosen landmarks as Markers on the map. All four markers should be visible.
- ❑ Zoom for map should be a reasonable level, showing all four Markers for easy clicking.
- ❑ Clicking on any of the four markers will pop up an information box with the Title of the corresponding landmark and the short description from your Landmarks Worksheet.
- ❑ Long clicking any of the four markers will open the LocationScreen.

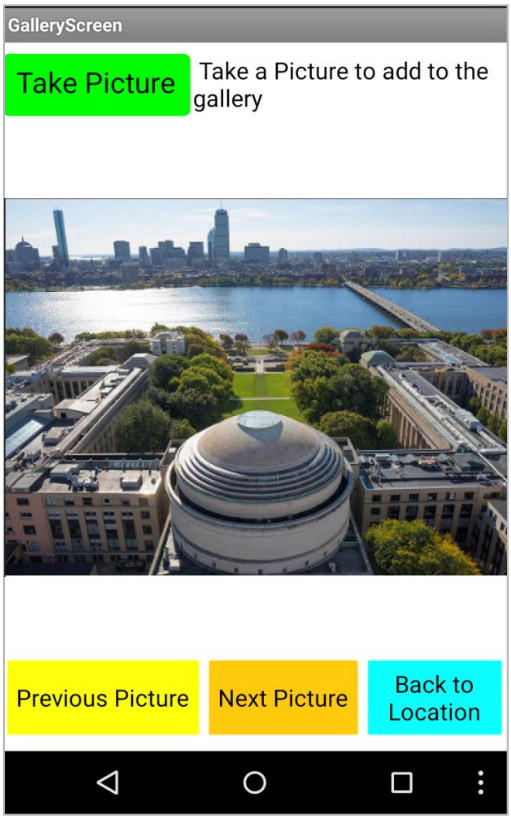


LocationScreen



- When the LocationScreen opens, the Title, image, and long description appear for the marker that was long clicked in Screen1.
- The app "speaks" the long description, using the TextToSpeech component.
- Clicking the Back to Maps button closes this screen and return to Screen1.
- Clicking the Gallery button opens the GalleryScreen.

GalleryScreen



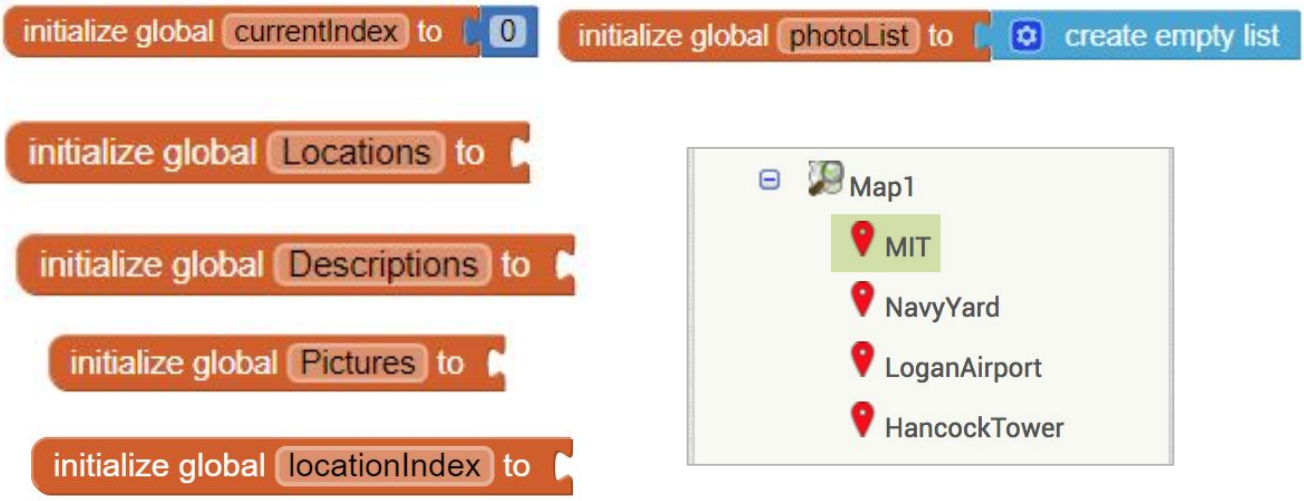
- Clicking the Take a Picture button allows the user to take a picture that appears as the image on the screen.
- Users can take multiple pictures with the camera that becomes a gallery of images.
- Images are stored in a list in TinyDB so they appear anytime the user opens the screen.
- If there are more than one image in the gallery,
  - Previous button displays the previous image in the list, stopping at the first image in the list.
  - Next button displays the next image in the list, stopping at the last image in the list.
- Clicking the Back to Location button closes this screen and returns to the Location screen.

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in this unit.

Tour Guide

1. Naming/Variables



2. Events

3. Conditionals

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in this unit.

Tour Guide
4. Operators 
5. Manipulation of data and elementary data structures