Exercise 1.

Guess My Number

```
Sub Globals
      'These global variables will be redeclared each time the activity is
created.
      'These variables can only be accessed from this module.
      Dim MyNumber As Int
      Dim EditText1 As EditText
End Sub

Sub Activity_Create(FirstTime As Boolean)
      Activity.LoadLayout("lay1")
      MyNumber = Rnd(1,100)
End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

Sub Button1_Click
      If EditText1.Text > MyNumber Then
            ToastMessageShow("Ur number is smaller.",False)
      Else If EditText1.Text < MyNumber Then
            ToastMessageShow("Ur number is larger.",False)
      Else
            ToastMessageShow("Well done.",True)
      End If
      EditText1.SelectAll

End Sub
```

Exercise 2.

<u>**Two Activities**</u>

```
----------------------------------------------------
main.bas
----------------------------------------------------
1. File >> Save >> "two activities.b4a"
....................
2. Click Designer:
      a. replace Title:'Activity' to Title:'This is First Page'

      b. AddView > Button
      - Main > Name > btnNext
      - Common properties > Text > 'Next'

      c. Abstract Designer:
      - right click 'btnNext'
      - Generate > Dim btnNext As Button
      - right click 'btnNext' again
      - Generate > Click

      d. AddView > Label
      - Main > Name > Label1
      - Common properties > Text > 'Page 1'

      e. **File > Save > 'layout1'

      f. Exit Designer 'layout1'
....................
3. Project > Add New Module > Activity Module
      - Module Name > page2.bas

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page2.bas
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4. Click Designer:
      a. File > New

      b. replace Title:'Activity' to Title:'This is Second Page'

      c. AddView > Button
      - Main > Name > btnBack
      - Common properties > Text > 'Back'

      d. Abstract Designer:
      - right click 'btnBack'
      - Generate > Dim btnBack As Button
      - right click 'btnBack' again
      - Generate > Click

      e. AddView > Label
      - Main > Name > Label1
      - Common properties > Text > 'Page2'

      f. **File > Save > 'layout2'
```

```
g. Exit Designer 'layout2'

h. .......................
Sub btnNext_Click

        StartActivity(page2)

End Sub
i. .......................
Sub btnBack_Click

        StartActivity(Main)

End Sub
.......................
```

End of Exercise Set A.