**Task 1 - Managing simple widgets – Image, Button, Labels**

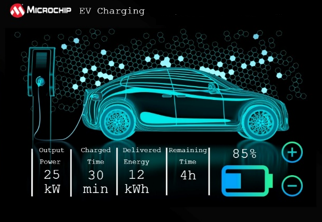
How to create a basic legato graphics project with MCC and Legato Graphics Composer will be covered.

Add images, labels, button widget (setting image pressed/released), position, size, set alpha level using schemes

 Screen 1

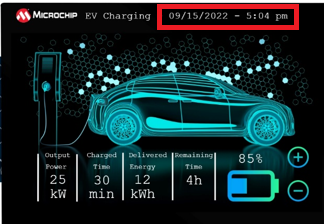
**Task 2– Managing Button events and screen transition**

Pressing Button transitioning to screen 2. Concept of multiple layers will also be introduced.

**** Screen 2

**Task 3 – Dynamic String & RTC**

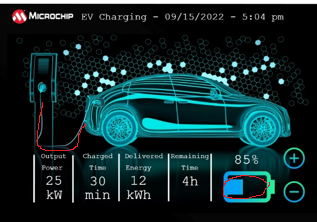
Displaying Date/Time using RTC:

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**Task 4- Animation Using Canvas and Image Sequence widget**

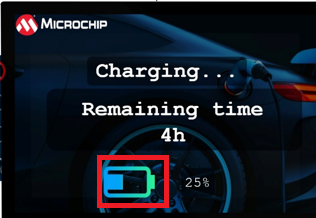
4a. The charge cable will show animation using Canvas and timer TC0 - “Screen 2” onShow event will start start TC0.

4b. On pressing button + / - button (button event), the battery level will change using ImageSequence Widget.

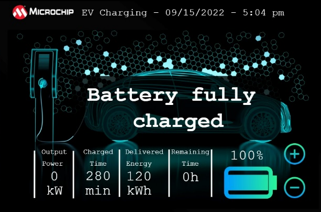


4c. Display Charging screen and Animate using panel animation

After 10 seconds (timeout event) the following screen will show with battery level animation:

\*\*\* if less than 100% charge required show with dotted line

After 10 seconds (timeout event) following will show:



**Task 5: Event Filter**

From the “Battery Fully Charged” screen, a swipe from top to bottom of the screen will show an info box which will disappear after 5 s.

BONUS TASK: instead of doing screen switch, create a screen of size 480 x160 and using canvas, move screen for button event.

**Topics Covered:**

1. Buttons, labels, images, image sequence widget, schemes
2. Multi layers
3. Button events and screen transitions, screen (OnShow) events
4. Timers & RTC
5. Dynamic Strings
6. Canvas Animation and sprite