ITMD 455/555 - HW5

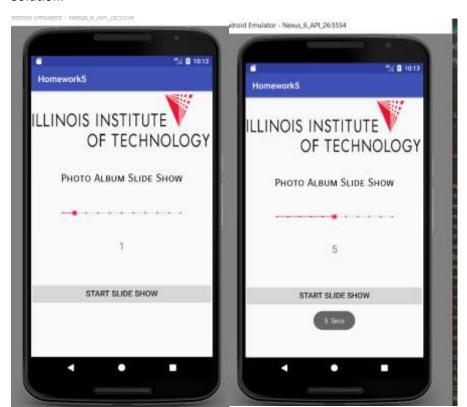
Due: Oct 9 2017

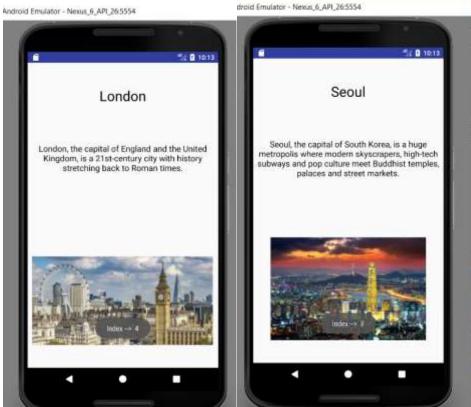
Please send all XML files, Java code, and screenshots in one PDF file to: phuang9@iit.edu

Please create an Android app that has two UIs (i.e. two Activities). The first UI/Activity should look the following screen shots. The SeekBar is used to set a timer. The timer controls how long each picture will be displayed on the second UI/Activity. The Button is used to launch the second UI/Activity.

The second UI/Activity should look the following screen shot. It should display pictures (at least 10) in a slide show fashion. After the last picture is displayed, it should go back to display the first picture. The length of time each picture is displayed should be based on the timer set by the SeekBar on the First UI/Activity. E.g. 5 seconds in my case. But the user should be go back to change the timer to go faster or slower.

Solution:







On pressing back button

Android Emulator - Nexus_6_API_26:5554



Activity Main.xml

```
<TextView
```

MainActivity.java

```
protected void onCreate(Bundle savedInstanceState) {
public void Seekbarprogress() {
       public void onProgressChanged(SeekBar S1, int progress, boolean
            seekval.setText(valueOf(progress));
        public void onStartTrackingTouch(SeekBar S1) {}
public void addListeneronbutton()
```

Activity_main2.xml

```
<?xml version="1.0" encoding="utf-8"?>
   <TextView
       android:layout width="match parent"
       android:layout alignParentStart="true"
   <ImageView</pre>
</RelativeLayout>
```

Main2Activity.java

```
package com.example.vasugupta.homework5;
import android.app.Activity;
import android.os.CountDownTimer;
import android.os.Handler;
import android.os.Bundle;
```

```
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
```

```
mToastToShow.show();
{myHandler.removeCallbacks(myRunnable);
```

Directory Screenshot

