App Finishing

Icon & Build an APK



Colour Picker

int num=0;

```
public void bg click(View view) {
    num=1;
    Toast.makeText(getApplicationContext(),
      "Colour is Green!", Toast.LENGTH SHORT).show();
public void by click(View view) {
    num=2;
    Toast.makeText(getApplicationContext(),
       "Colour is Yellow!", Toast.LENGTH SHORT).show();
public void br click(View view) {
    num=3;
    Toast.makeText(getApplicationContext(),
        "Colour is Red!", Toast.LENGTH SHORT).show();
public void bb click(View view) {
    num=4;
    Toast.makeText(getApplicationContext(),
        "Colour is Blue!", Toast.LENGTH SHORT).show();
```

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TinyFlowFree

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Level 1 - 4x4



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Individual Buttons

```
public void b1_click(View view) {
    ImageView b1 = (ImageView) findViewById(R.id.b1);
    if(num==1)
        b1.setImageResource(R.drawable.g);
    else if(num==2)
        b1.setImageResource(R.drawable.y);
    else if(num==3)
        b1.setImageResource(R.drawable.r);
    else if(num==4)
        b1.setImageResource(R.drawable.b);
}
```

Adding an icon

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Making an apk file

1. Once the app is error-free, "build" it.

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2. Choose to open the build in explorer.

3. Drag the file onto your phone.



4. The app appeared in my apps, I could click on it.