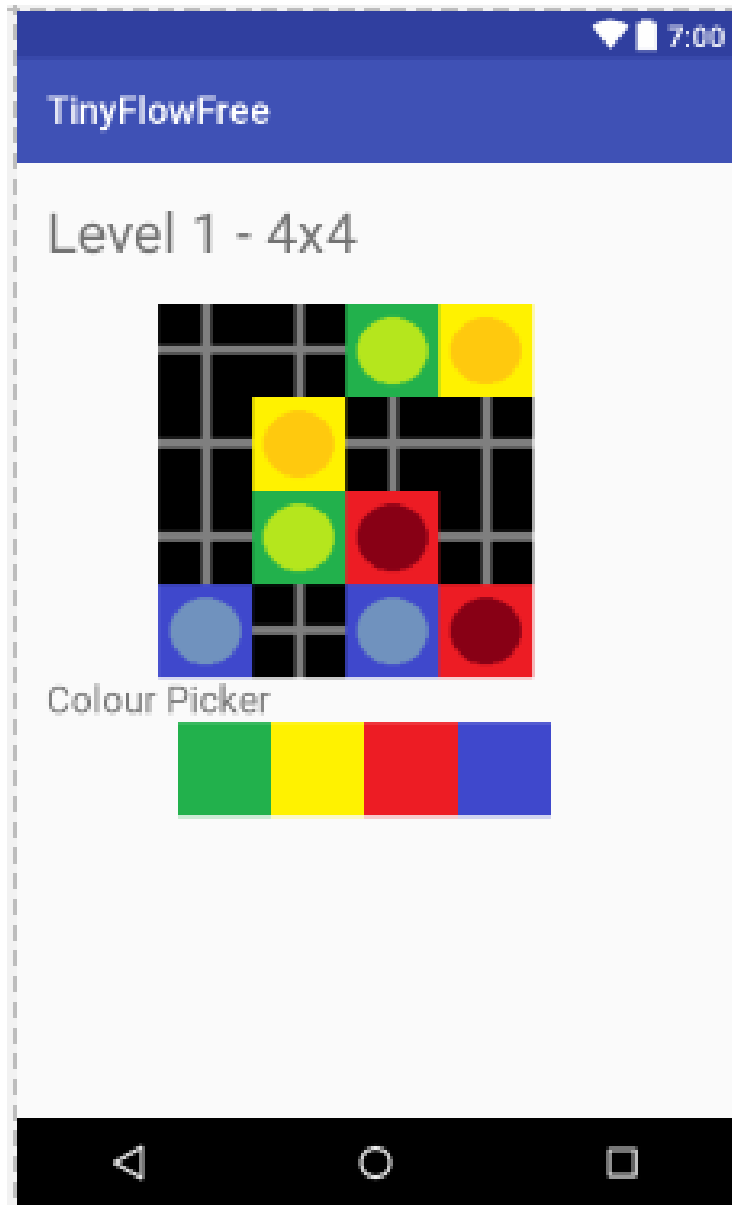


App Finishing

Icon & Build an APK



Colour Picker

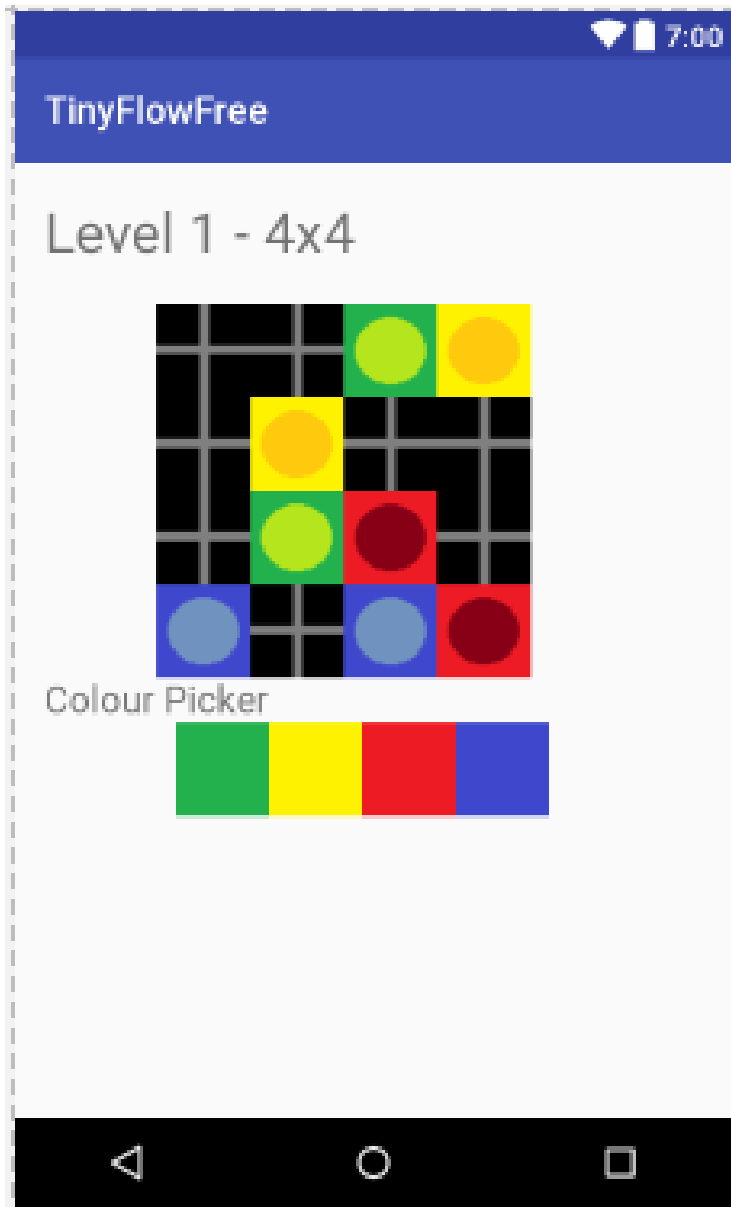
```
int num=0;

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();
}

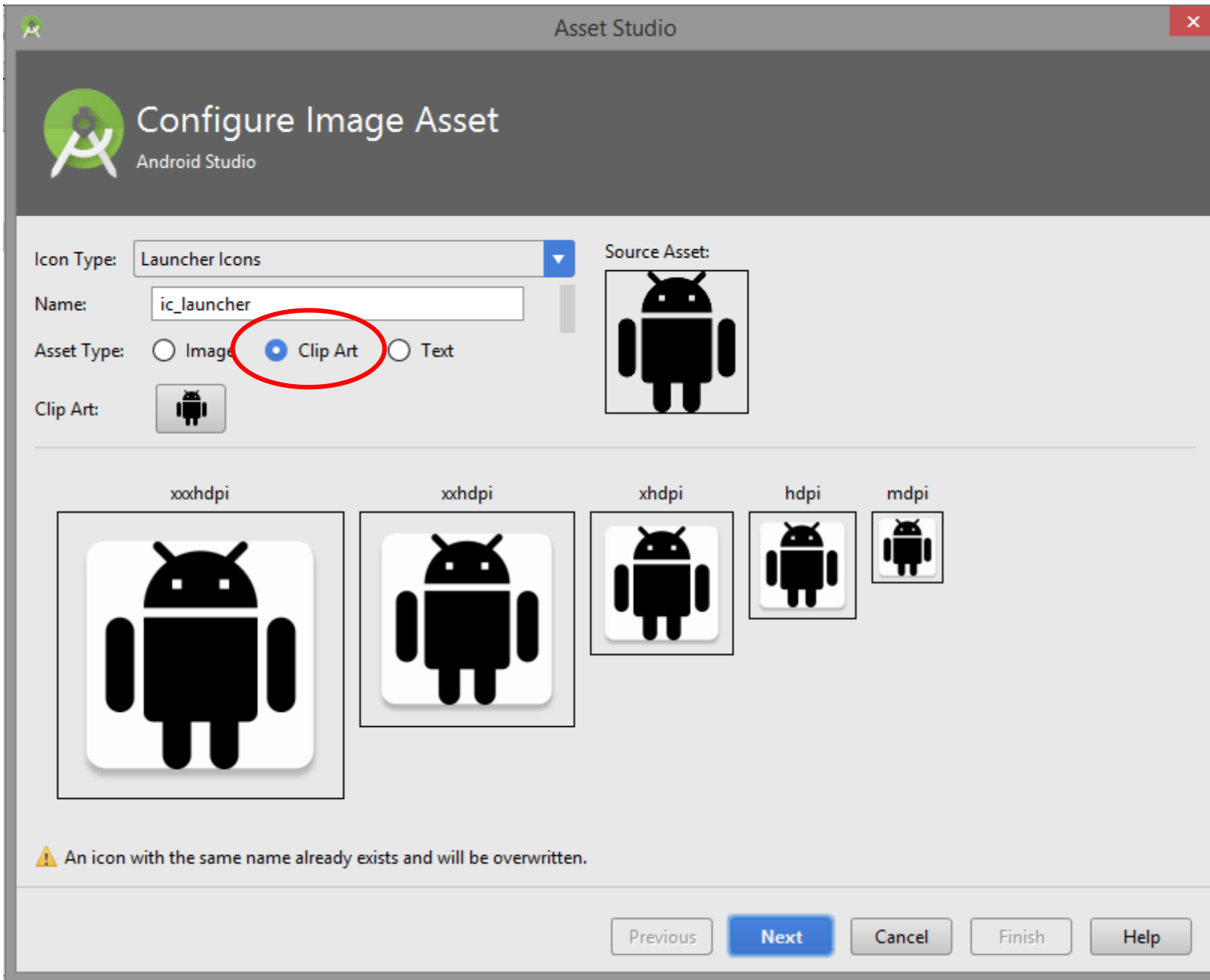
public void br_click(View view){
    num=3;
    Toast.makeText(getApplicationContext(),
        "Colour is Red!", Toast.LENGTH_SHORT).show();
}

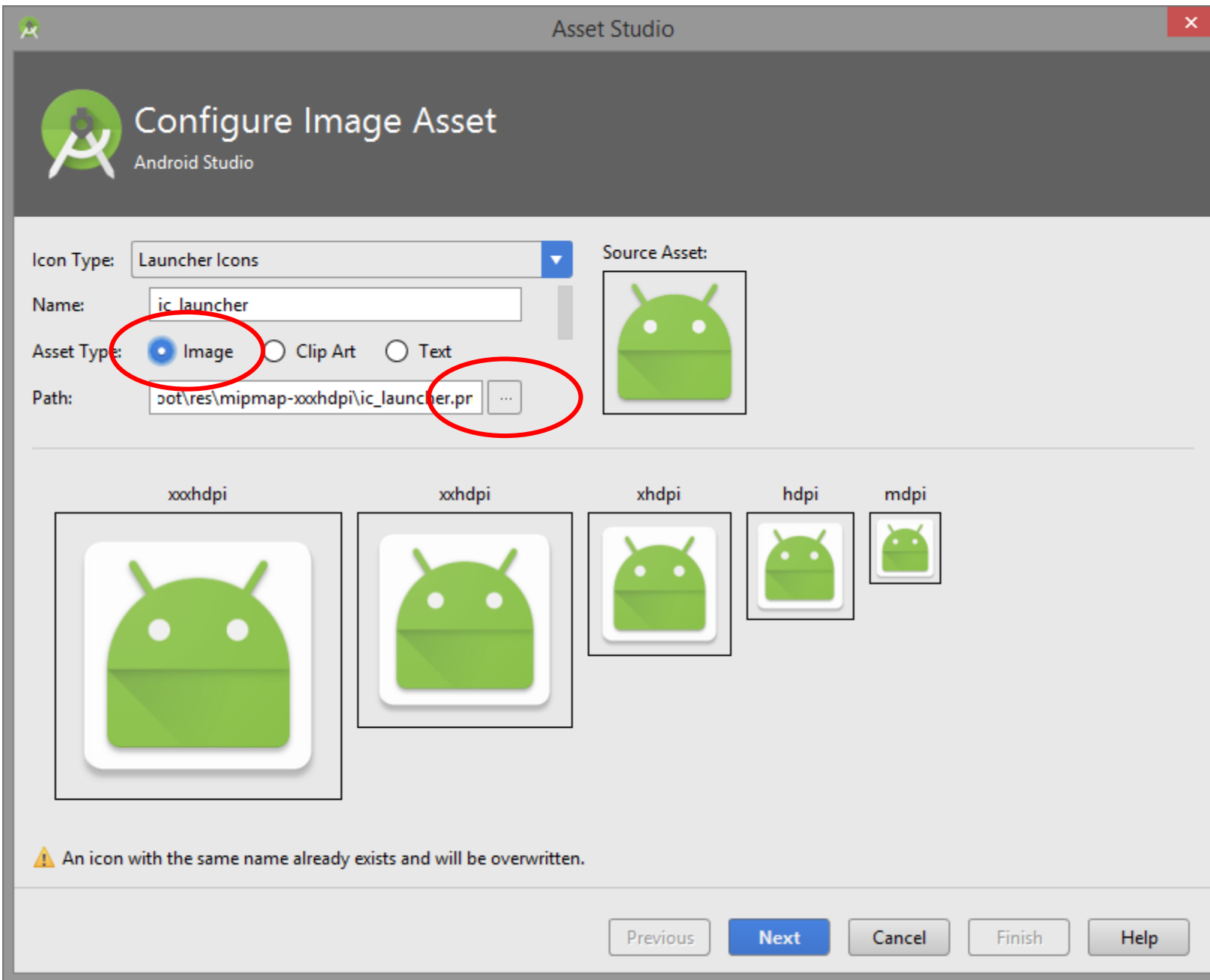
public void bb_click(View view){
    num=4;
    Toast.makeText(getApplicationContext(),
        "Colour is Blue!", Toast.LENGTH_SHORT).show();
}
```

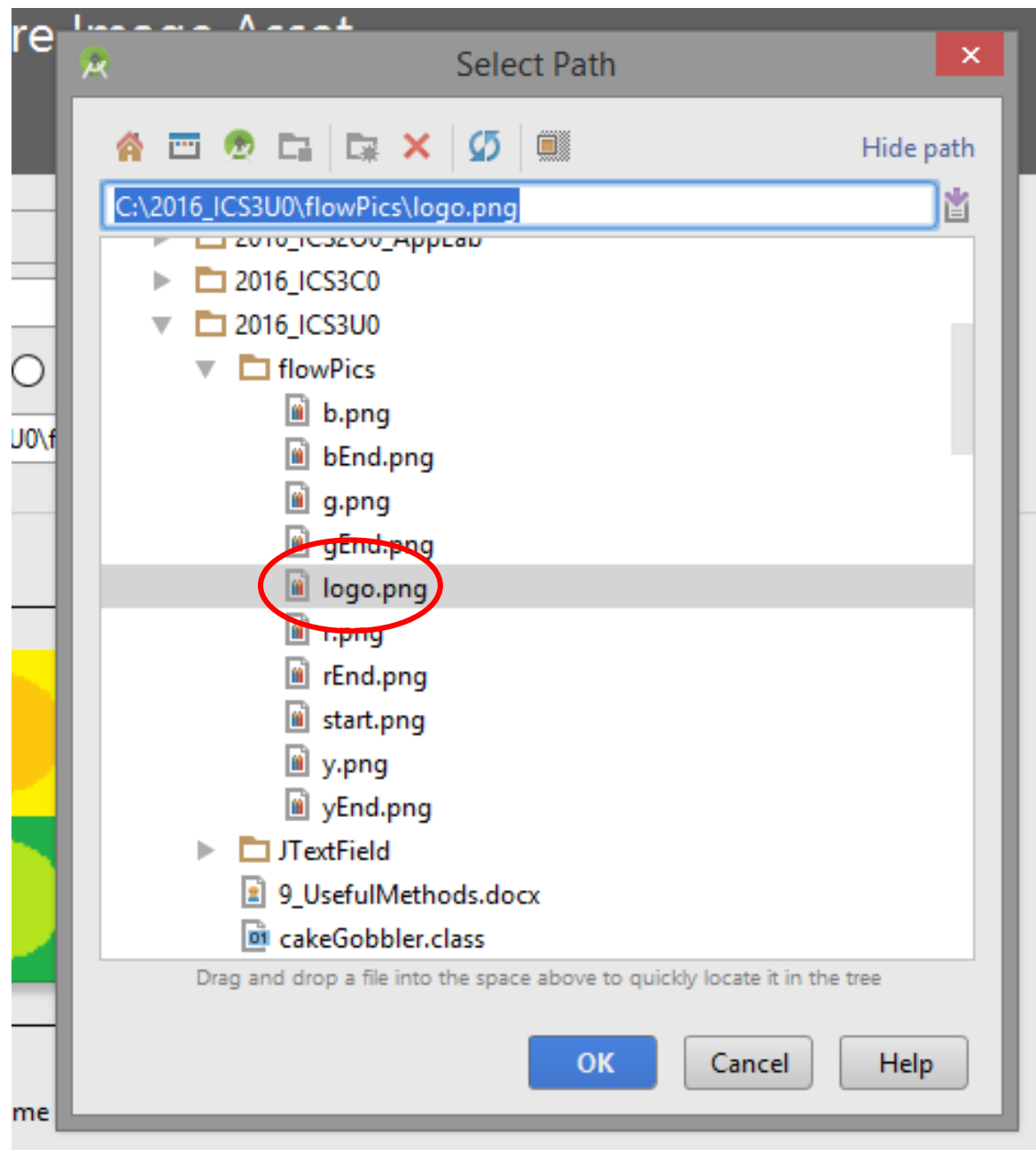


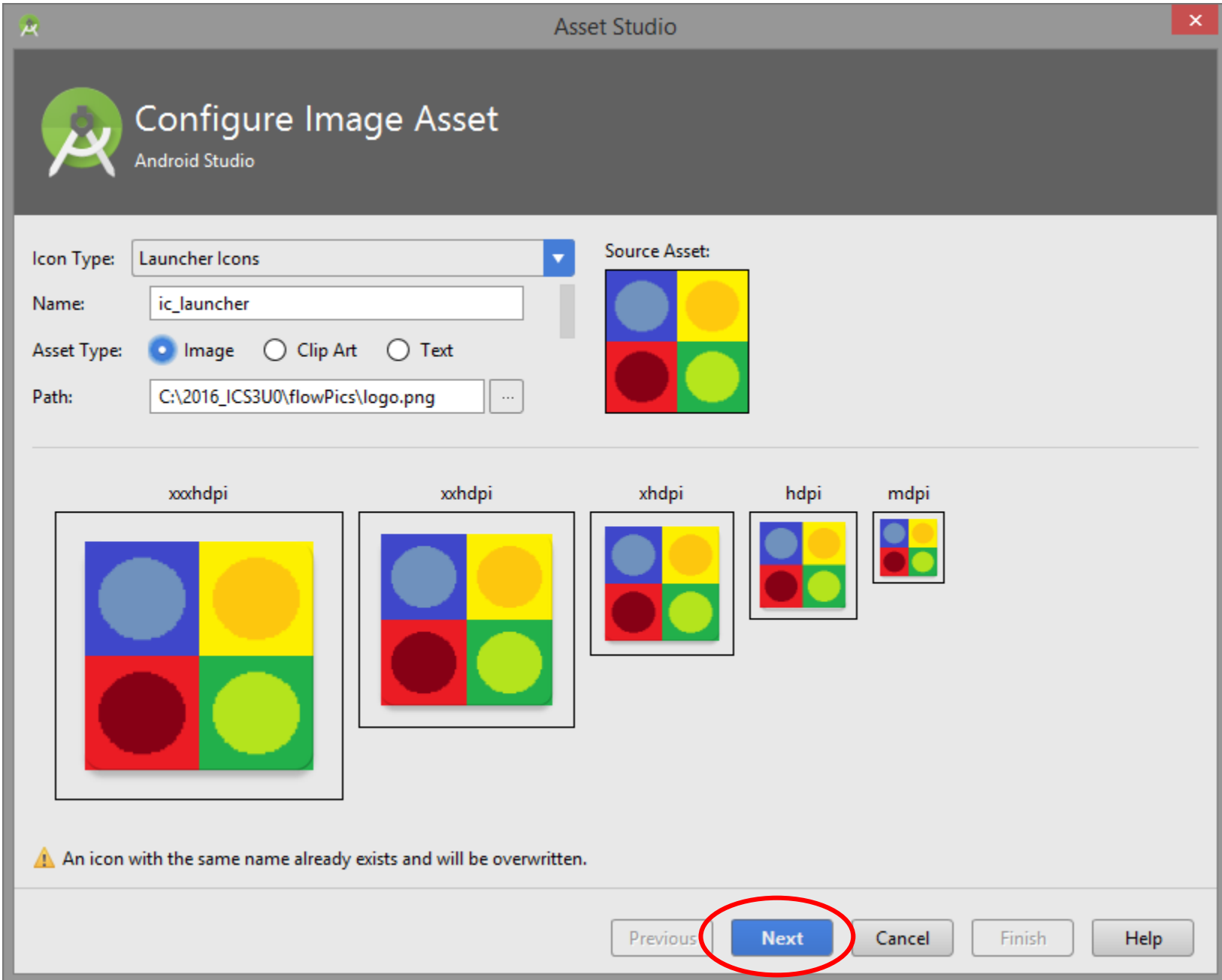
Individual Buttons

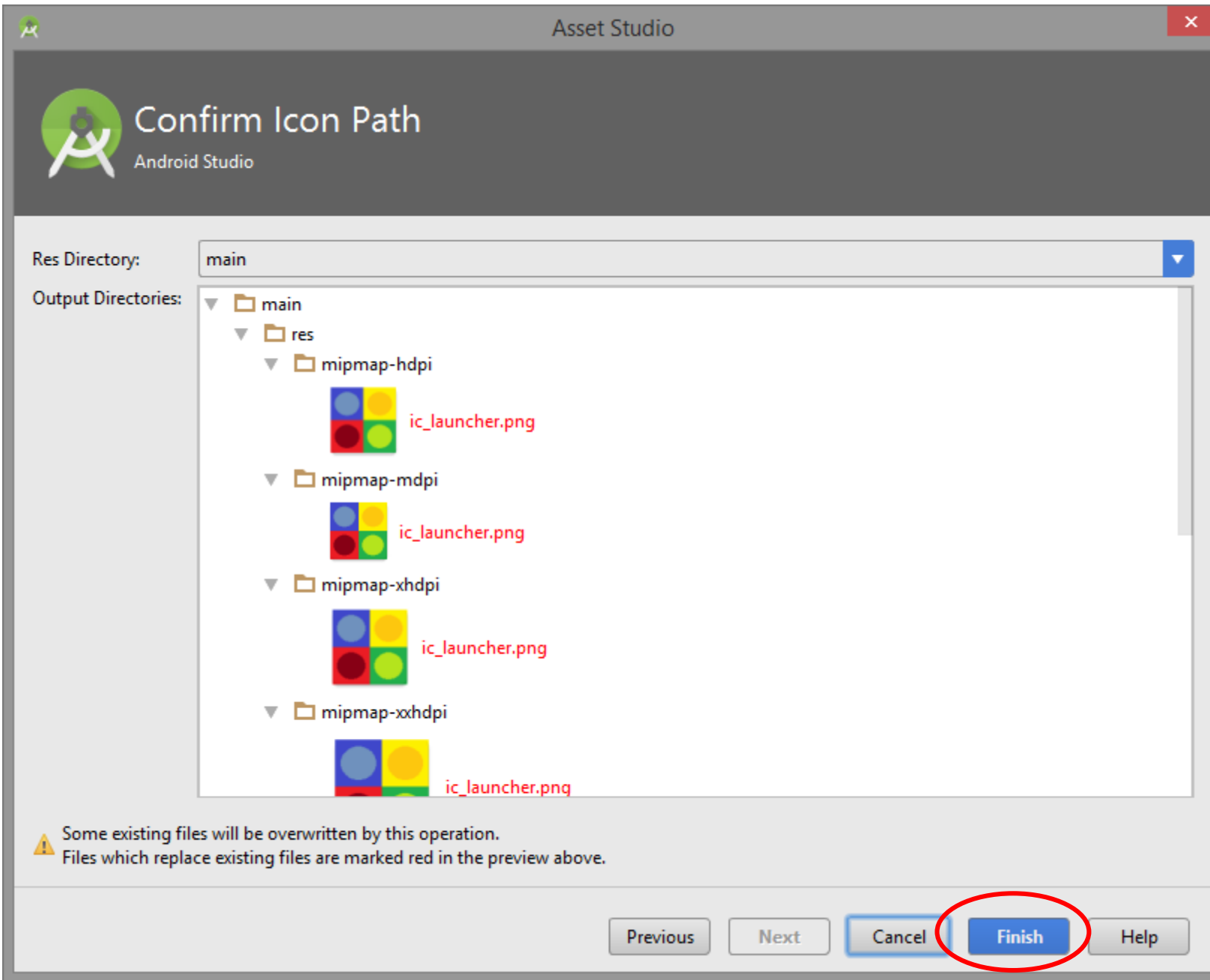
```
public void b1_click(View view){  
    ImageView b1 = (ImageView) findViewById(R.id.b1);  
    if(num==1)  
        b1.setImageResource(R.drawable.g);  
    else if(num==2)  
        b1.setImageResource(R.drawable.y);  
    else if(num==3)  
        b1.setImageResource(R.drawable.r);  
    else if(num==4)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



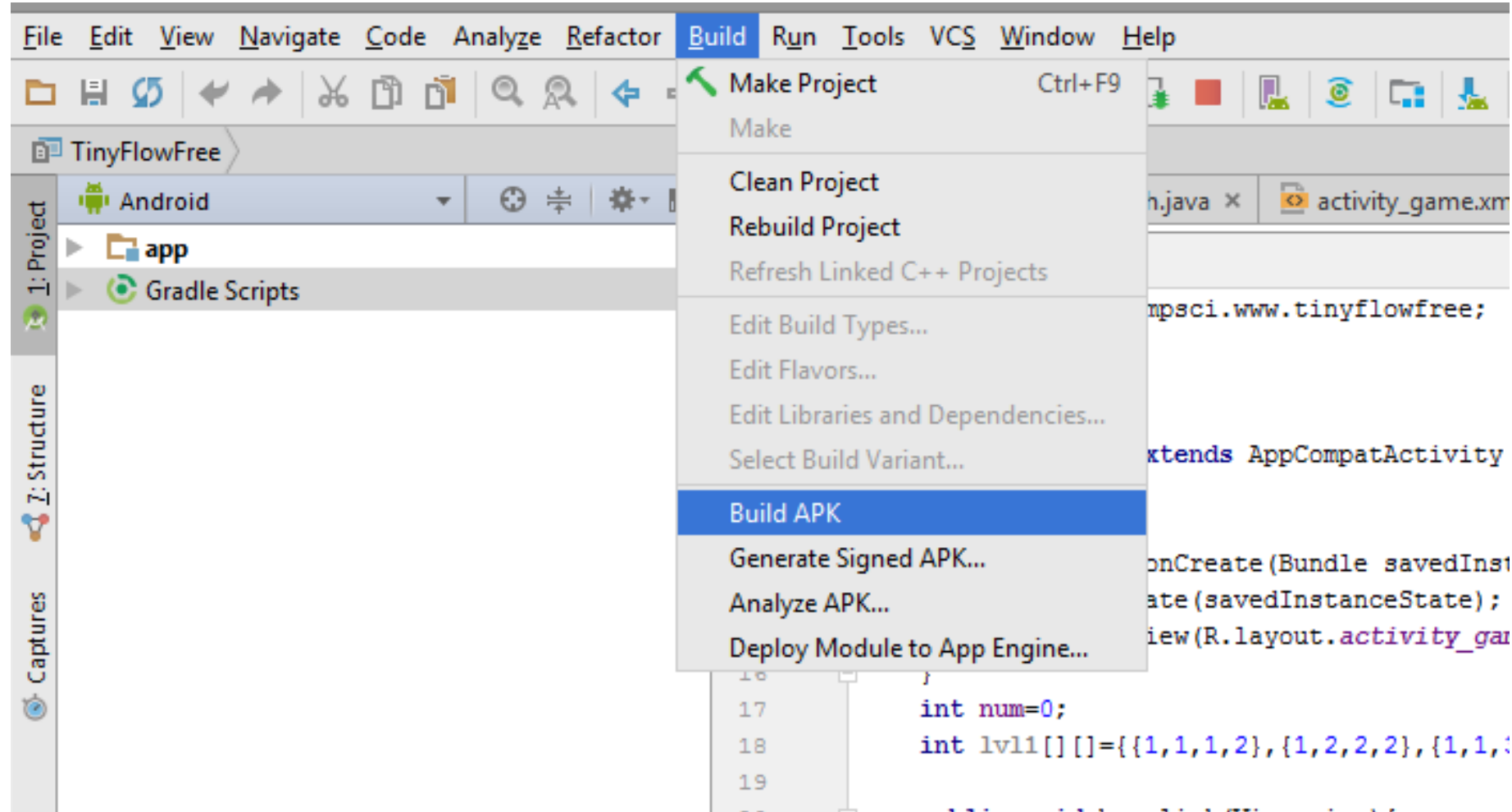




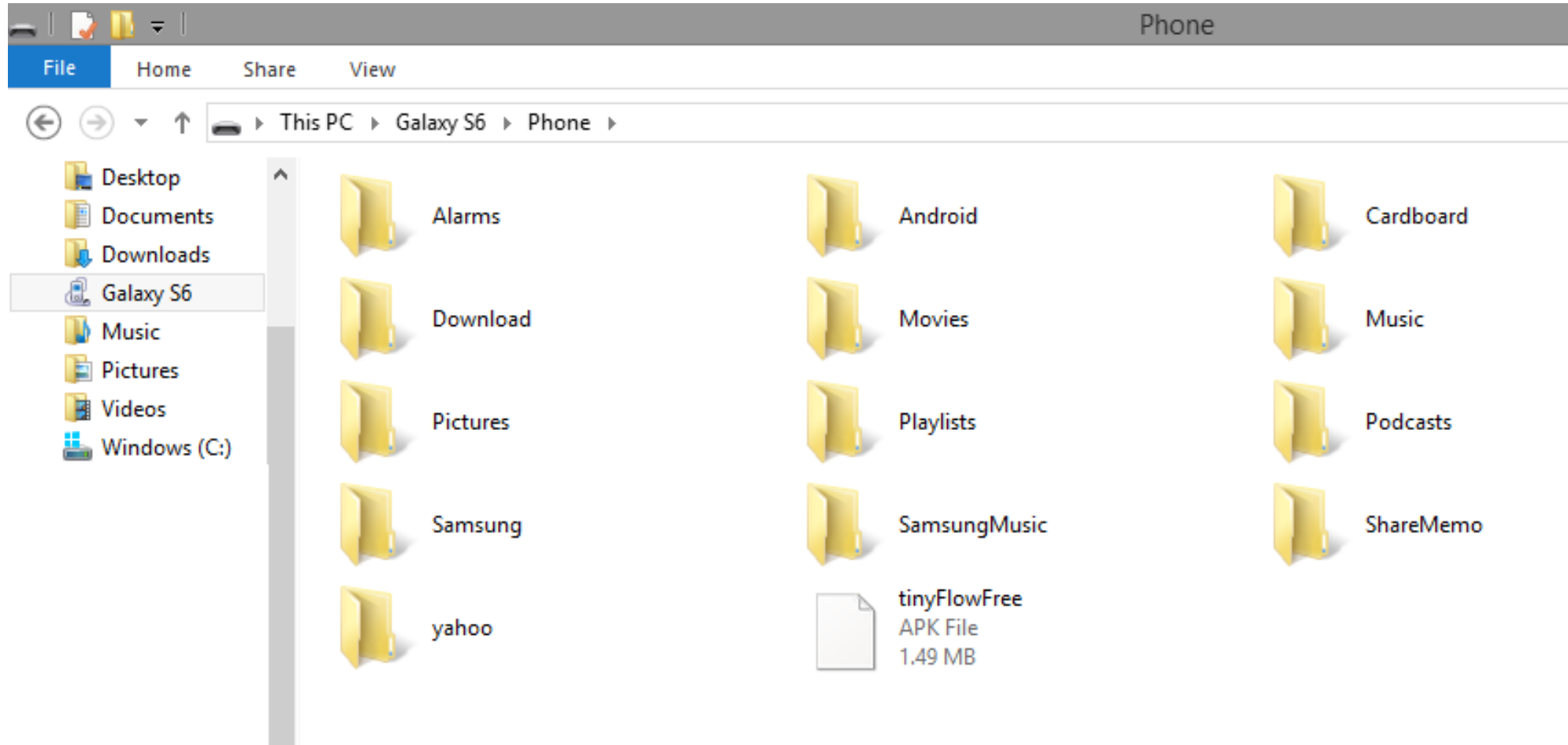


Making an apk file

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



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.