

Chapter 2 Projects

1. Clickable Number Images

Make sure you have downloaded the media files from the website. In the *Numbers* folder, you will find the image files shown in [Figure 2-86](#). Create an app that displays these as clickable images. The app should perform the following actions:

- When the user clicks the 1 image, the app should display the word *One* in a Label
- When the user clicks the 2 image, the app should display the word *Two* in a Label
- When the user clicks the 3 image, the app should display the word *Three* in a Label
- When the user clicks the 4 image, the app should display the word *Four* in a Label
- When the user clicks the 5 image, the app should display the word *Five* in a Label



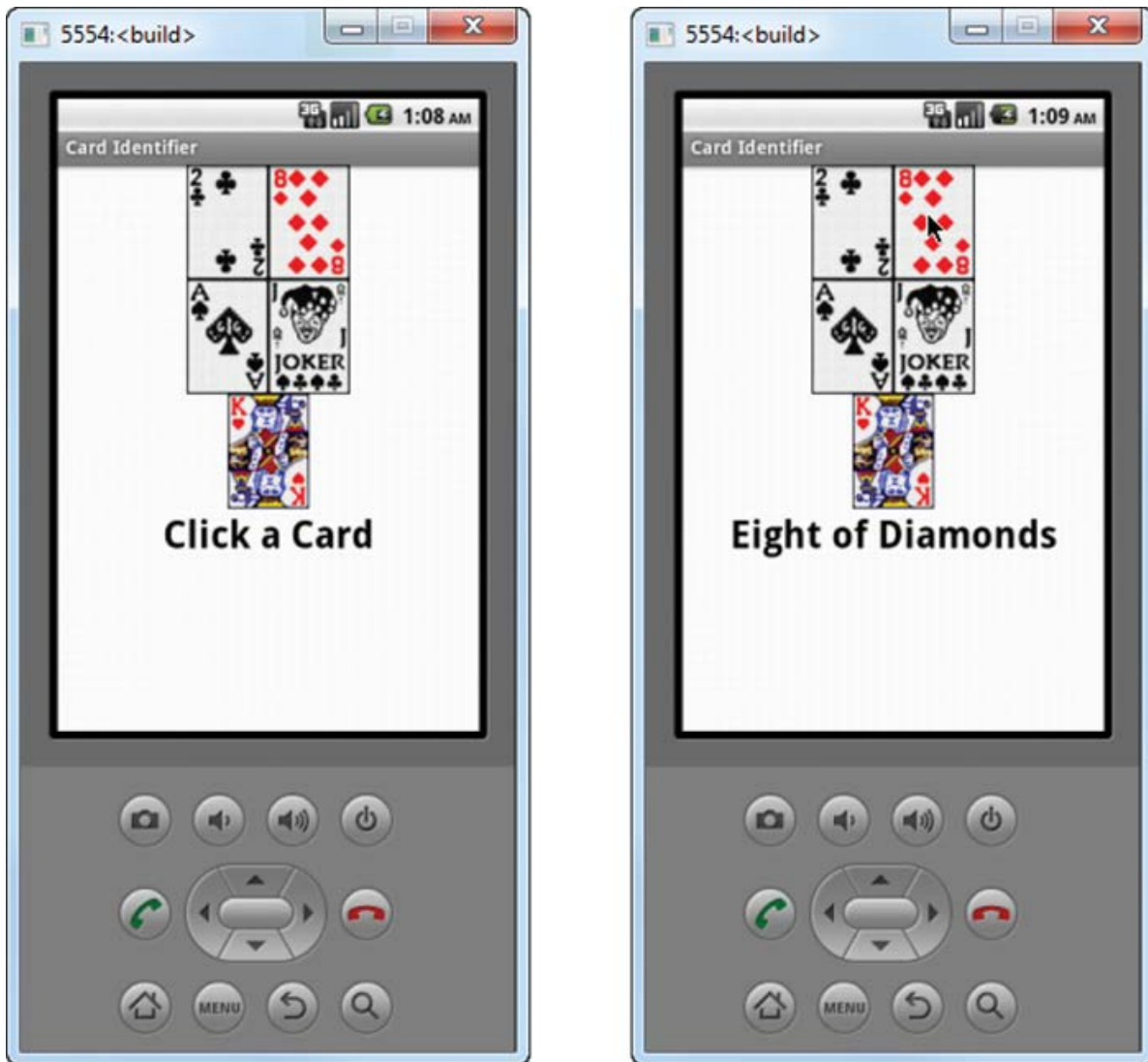
2. Say the Number

In the website, you will find media files, inside you will find a Sounds folder. In the Sounds folder, you will find audio files named *one.wav*, *two.wav*, and so forth. Modify the app that you created for Programming Project 1 so it plays the *one.wav* file when the user clicks the 1 image, plays the *two.wav* file when the user clicks the 2 image, and so forth.

3. Card Identifier

Make sure you have downloaded the media files from the website. In the *Poker Cards Extra Small* folder you will find image files for a complete deck of poker cards. Create an app displaying five different cards from the set of images. When the user clicks any of the images, the name of the card should be displayed in a Label component. [Figure 2-87](#) shows an example of the app running. The image on the left shows the app's screen when it starts running. The image on the right shows the screen after the user has clicked the eight of diamonds card.

Figure 2-87 Card Identifier App



4. Heads or Tails

Make sure you have downloaded the media files from the website. In the *Coins* folder you will find image files showing the heads and tails sides of a coin. Create an app with a *Show Heads* button and a *Show Tails* button. When the user clicks the *Show Heads* button, an image of the heads side of a coin should appear. When the user clicks the *Show Tails* button, an image of the tails side of a coin should appear. [Figure 2-88](#) shows examples of how the app's screen might appear.

Figure 2-88 Heads or Tails App



5. Audio Player

Create an app that uses either a Sound component or a Player component to play an audio file. The app should have the following buttons:

- A *Play* button that plays the audio file
- A *Pause* button that pauses the audio file
- A *Resume* button that resumes the audio file, if it is currently paused
- A *Stop* button that stops the audio file