

Project 5-2:

Application title: Chocolate Cafe App

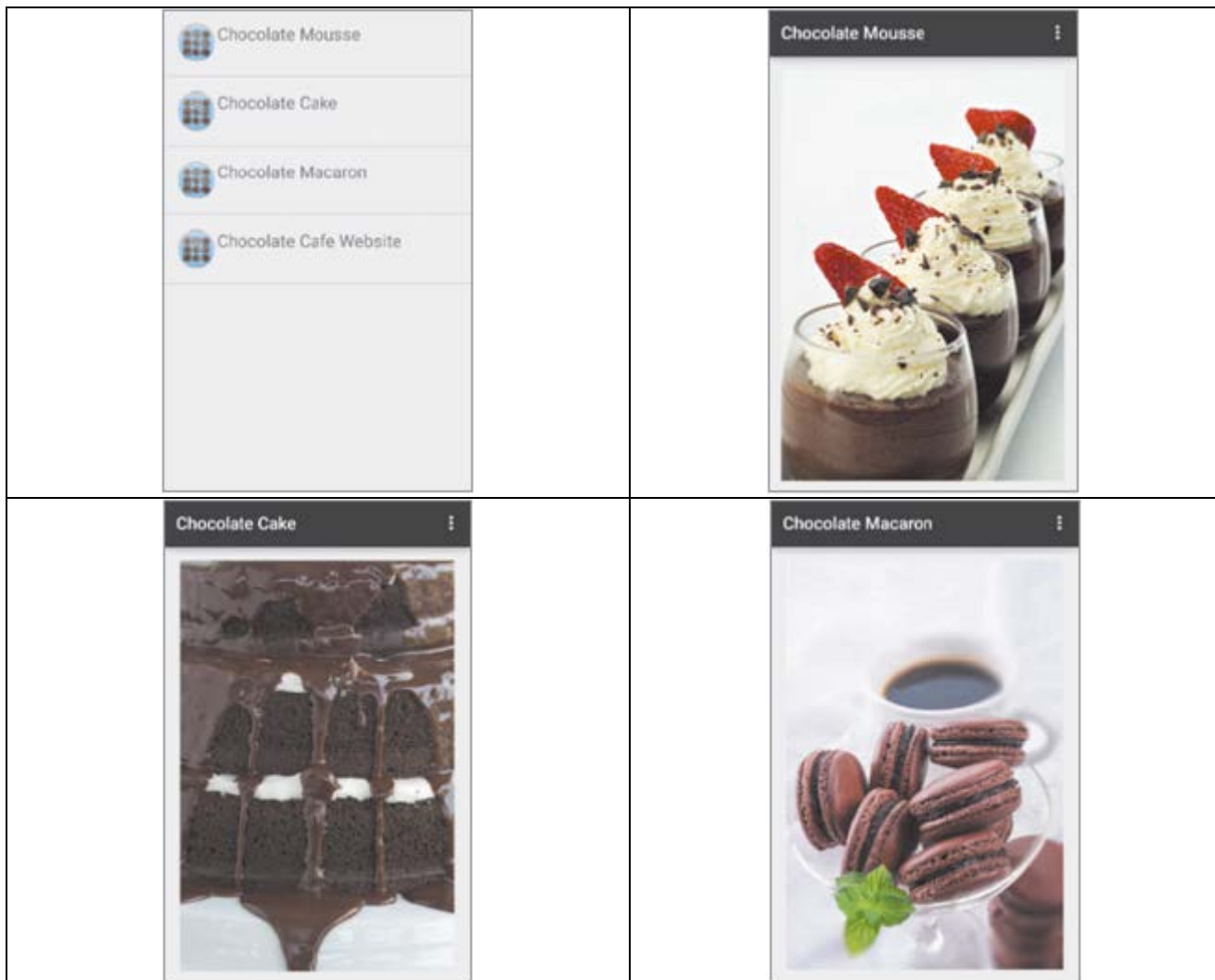
Purpose: A café specializing in chocolate desserts is named Chocolat and would like an app that lists the specials of the day. As each dessert special is selected, an image is displayed.

Algorithms:

1. The opening screen lists the three dessert specials of the day and displays the restaurant's full website with a custom icon.
2. When the user selects one of the three specials (chocolate mousse, chocolate cake, or chocolate macarons), an image of the special is displayed. If the full website is requested, <http://www.chocolatharlem.com> opens

Conditions:

1. The dessert icon is provided with your student files and is named `ic_launcher_dessert.png`. The three images for the specials are named `mousse.png`, `cake.png`, and `macaron.png`
2. Use the Switch decision structure.
3. Use a String table for image descriptions



Strings.xml

```
<resources>  
  <string name="app_name">Chocolate Cafe </string>  
  
</resources>
```

Steps to a successful App.

1. Don't forget to create your Keys and Values in the Strings.xml file
2. Don't forget to link the Keys and Values to their actual Components in the Properties
3. All the design happens in the activity_main.xml
4. All the code for the Events (i.e. Buttons) is done on the MainActivity.java file
5. All pictures and media go inside the Drawable folder
6. To Import classes use Alt-Enter
7. Save and test your work frequently
8. Sync your work frequently

