

## Project 6-3:

**Application title:** Animal Voices Children's App

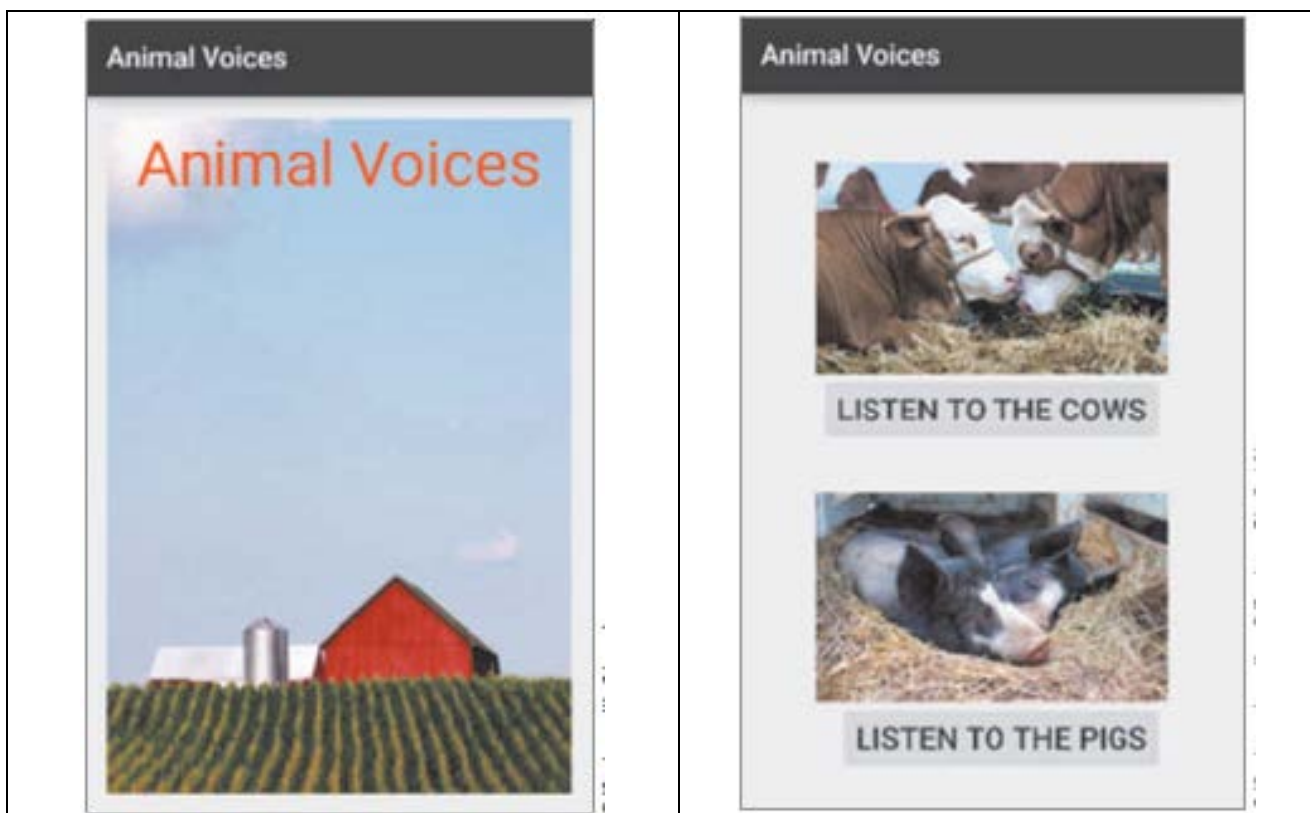
**Purpose:** The Animal Voices app plays sounds of cows and pigs in the barnyard.

### Algorithms:

1. The opening screen displays an image of a farm and the title "Animal Voices" for six seconds
2. The second screen displays two buttons with two images that allow the user to select cow sounds or pig sounds

### Conditions:

1. The cows.png and pigs.png images are available in the student files and the sound effects are named cows.mp3 and pigs.mp3.
2. When a sound effect is playing, the other button should not be displayed. Each sound effect can play and pause on the user's selection.



## Strings.xml

```
<resources>  
  <string name="app_name"> Animal Sounds </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

