

Project 7-3:

Application title: Seven Wonders of the World App

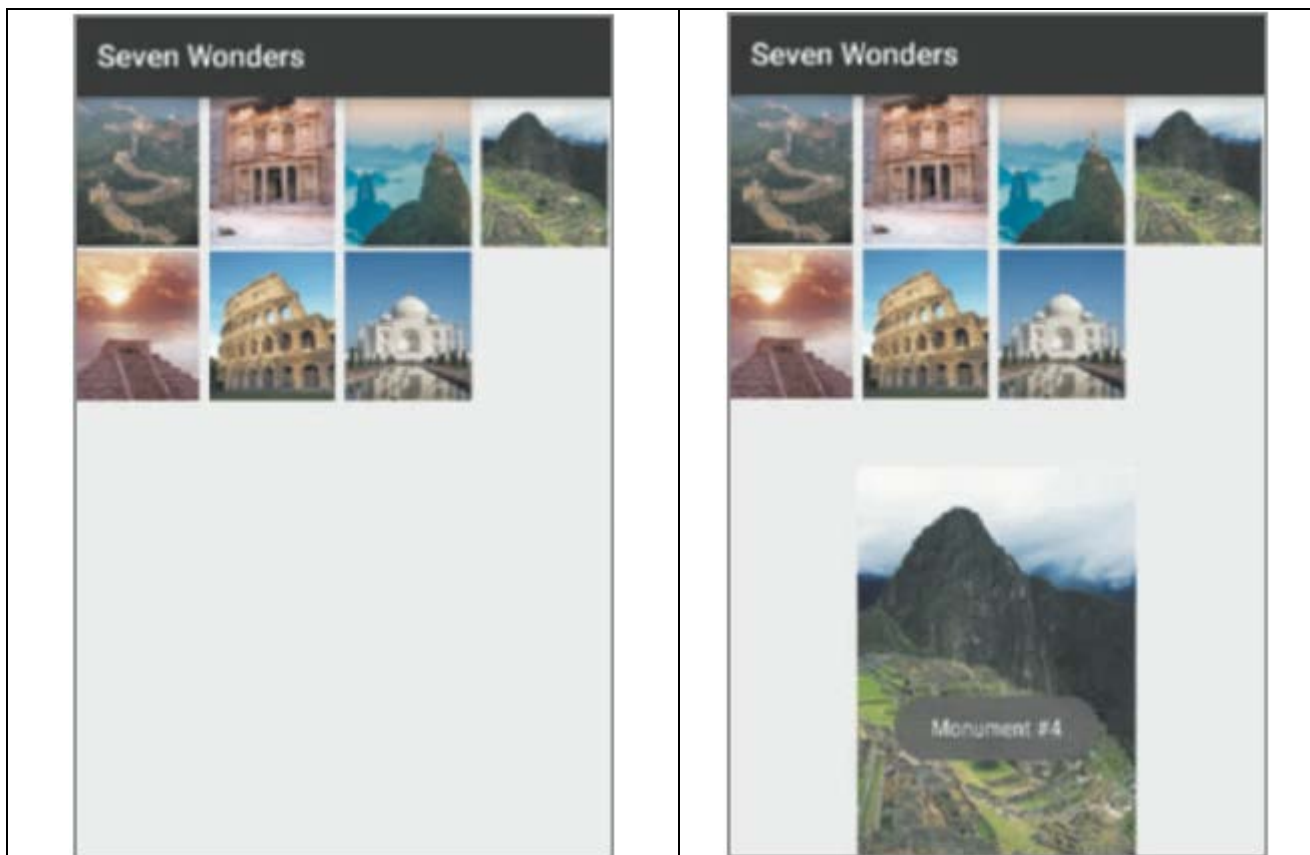
Purpose: You would like you to build an app to showcase the new Seven Wonders of the World and allow users to select any monument to see a large picture.

Algorithms:

1. The opening screen should display in a grid the seven images representing the new seven wonders of the world—Great Wall of China, Petra, The Redeemer, Machu Picchu, Chichen Itza, Colosseum, and Taj Mahal
2. When the user selects a monument image in the GridView control, a larger version of the image appears below the GridView. A toast message states which monument image the user selected by number

Conditions:

1. The pictures of the seven wonders are provided to you with the names wonder1 through wonder7.
2. Display each image in the GridView control with four images across each row, and use a column width of 60dp, horizontal spacing of 3dp, and vertical spacing of 3dp.



Strings.xml

```
<resources>  
  <string name="app_name"> Seven Wonders App </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

