

Exercises: Spinners (and Activity Switching Preview)

- 1.** Make a project with a Spinner that displays the choices Red, Yellow, Blue, and Green. Have a TextView whose color matches the Spinner. Set the choices in XML.
- 2.** Make a project with a Spinner with the same choices and behavior as above. But, this time, set the choices from Java.
- 3.** Make a project whose initial screen has a TextView that says “Activity 1” and has a Button that says “Go to Activity 2”. Have Activity 2 show a TextView that says “Activity 2” and have a Button that says “Go to Activity 1”. Have the buttons switch back and forth.