

Exercises: Spinners

- 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.** Add a second Spinner with the same choices and behavior as above. But, this time, set the choices from Java. If you want to have a prompt (i.e., title at the top when the spinner pops up, use `yourSpinner.setPrompt` and supply either an id or a String).
- 3.** [Bonus] If you finished the two Spinner exercises and feel like playing around with Activity switching, you can try the following exercise. However, the lecture only briefly (barely?) summarized how to do this, and we will cover it in great (gory?) detail in the next few lectures, so it is not important to try this now.

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.