1. Create a new Android 2.3.3 Application as demonstrated in the video lecture.

2. Open main.xml in the layout folder and make sure you are in the Graphical Layout mode. Drag three TextView controls on to the application surface. They should appear one on top of another.

3. Make sure they are ID’ed as follows:
   @+id/TVName
   @+id/TVEmail
   @+id/TVPhone

4. Using the properties of the fields you have created populate them with your Name, Email and Phone number. (If you wish you can create String resources in the strings.xml and apply that strong resource to the fields.)

5. Find an image of you and (if necessary) resize it so it appears no more than 100px by 100px. Make sure it is a .png, .jpg or .gif and drag it in to the Drawables folders. (Make sure the filename is all lowercase or an error will occur)

6. Move back to the Graphical Layout mode with main.xml selected. Drag an ImageView object on to the application surface. Give the ImageView the id @+id/IVPictureOfMe.

7. Below the ImageView place a Button. Put the text “Show Picture” on the button.

8. Move to the Java code file and, as demonstrated in the video lecture, write the code to make local references to the Button and image view. (You will use the findViewById() method for this).

9. As demonstrated in the video lecture create a listener on the button reference and code it so the image of you appears when the button is clicked.

10. If you haven’t already created an AVD (Android Virtual Device) create one that is compatible with version 2.3.3 of Android. Test your application and find and correct any errors in your code.