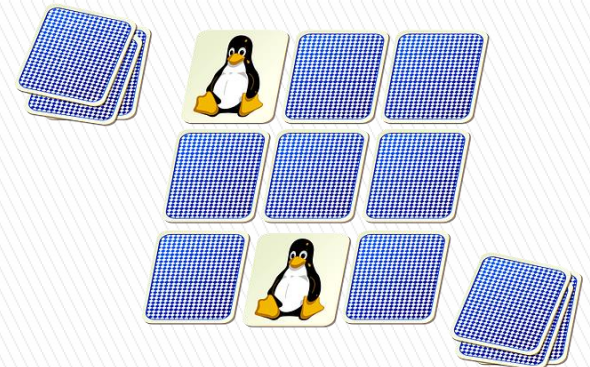


Programming mobile devices

The usage of a WebView component

Exercise 1

- ▶ Based on the lectures on using the Webkit engine
http://www.tomaszx.pl/materialy/pum_wyk6_en.pdf create a „memory game”.
- ▶ The user tries to find pairs of similar items.
- ▶ The picture board should be generated randomly.
- ▶ Please inform the user about the number of moves made.



Exercise 2

- ▶ Using the WebView component create an application that will familiarize you with interesting places in a chosen city.
- ▶ The application should display a list of interesting places.
- ▶ When you click on the name of a place, you have the option to open a map with a location (downloaded from the internet, e.g. google maps) or view more information about the location.

Choose a place

Institute of Computer Science

Faculty of Materials Science

Show on map

View more information

