

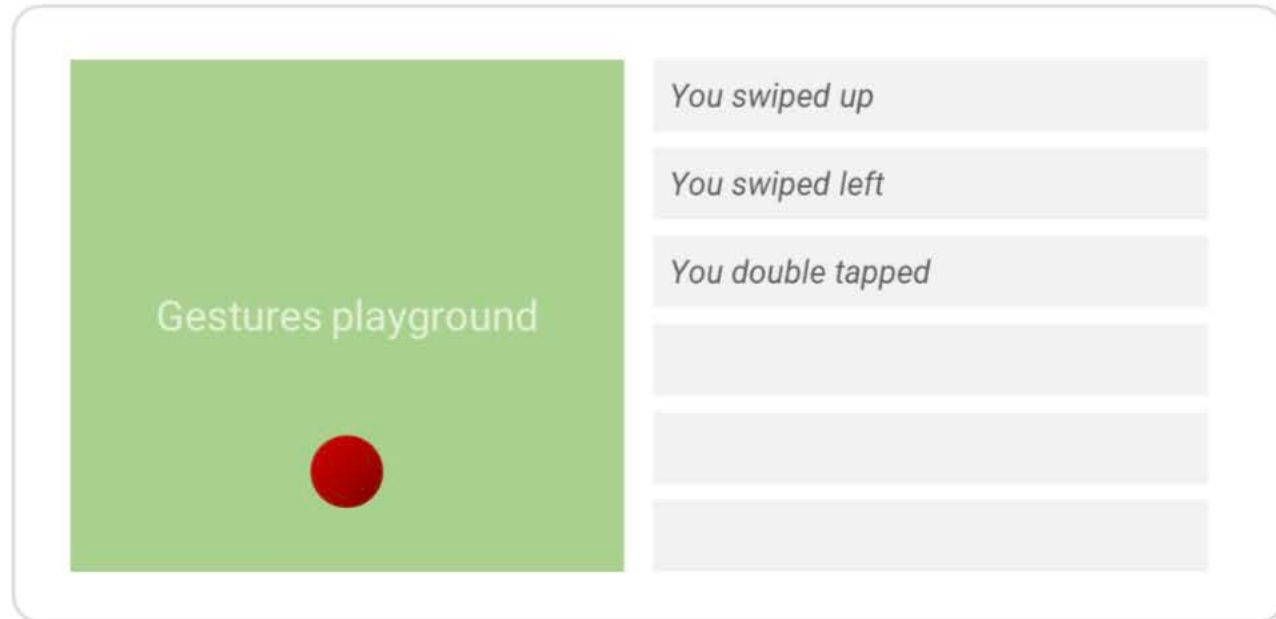
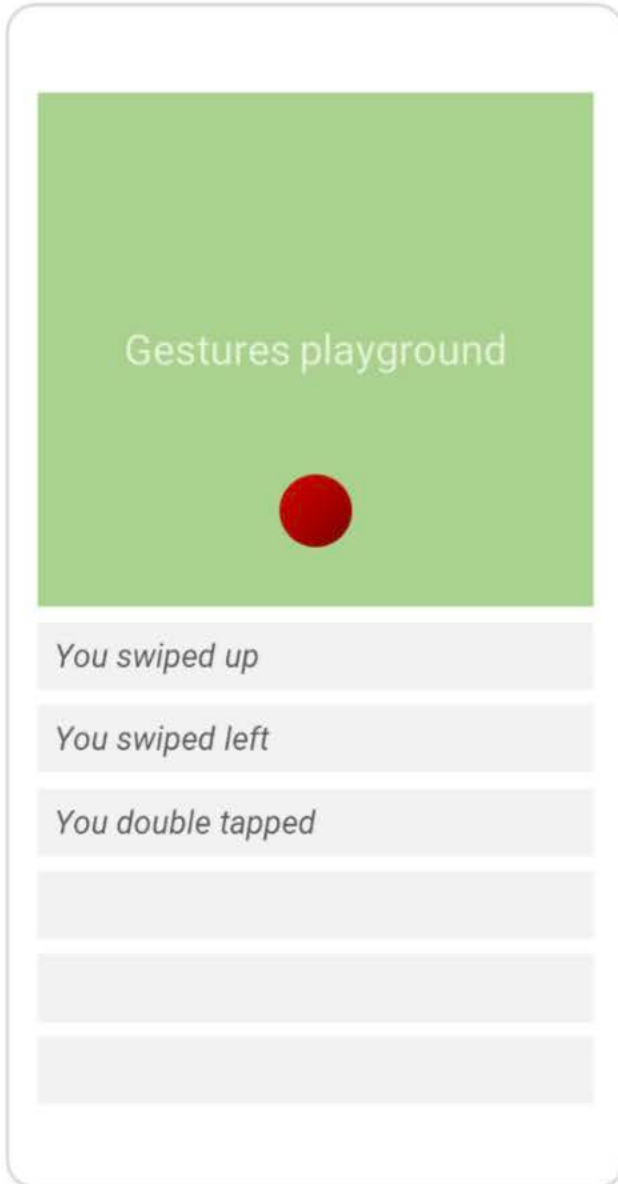
First Activity contains a button called "Gesture" which supports fling operation. The user will be navigated to the second activity when a fling operation is performed. User should NOT navigate to Gesture activity on click.

In the second Activity, you need to have 2 fragments that divide the activity in half.

- The top fragment will have a red ball in it that moves with your Gestures.
- In the bottom fragment you will have a log of activities performed in the top fragment.
- The red ball will move over the screen based on the gesture from the user.
- If user swipes to the left, the ball will move to the left end.
- For every gesture you perform in the top fragment, you need to add its name in the bottom fragment and keep updating it.
- You should use the onTouch() method in the Android API to perform the one finger to move action.

Activity 2: Gesture Activity

When the phone is rotated, the top and bottom fragments adjust to the left and right of the screen.



Hints: (one possible way to accomplish this task)

- Use "Matrix" class to move the ball.
- Use "PointF" class to store the "x" co-ordinate and the "y" co-ordinate that you get from the event object in the "MotionEvent.ACTION_DOWN" case in the onTouch method.
- Use the MotionEvent.ACTION_MOVE in the onTouch method to track the movement.
- Inside the ACTION_MOVE case, get the new "x" co-ordinate and the new "y" co-ordinate from the event object and subtract it from the PointF object stored previously and provide the result to the postTranslate() in the matrix object.
- To make it easier: you may quantize your movements into 8 directions only (right, left, top, bottom, top-right, bottom-left, and so on)
- Finally, in the end of the onTouch method set the Matrix object to the ImageView.
- After that, create a bitmap object using the Imageview Object and then create a canvas object using the Bitmap object.
- Finally, set the canvas object to the imageview using "draw" method.