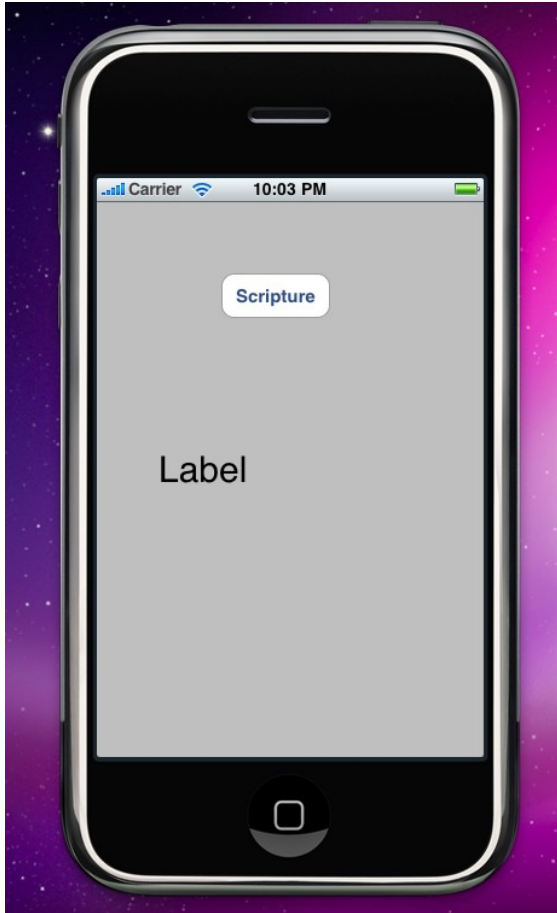
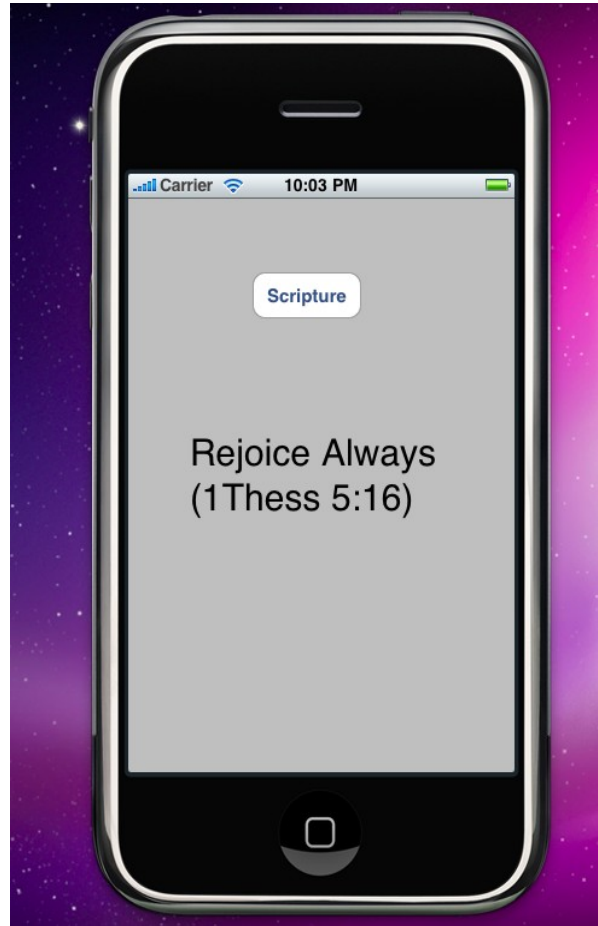


IST 4352 Assignment 1

1. Make a copy of our oneButton-oneLabel project (done in class last week – a copy is available in the “All Class” folder) and name it “scripture-button1”. Modify the existing project so that it looks like the screen-capture on on left below before touching the “Scripture” button, and puts a scripture of your choosing in the label after touching the “Scripture” button like the screen-capture on the right.



(before button touch)



(after button touch)

(continued on next page...)

2. Make a copy of your scripture-button1 project and name the copy scripture-button2. Make modifications to scripture-button2 so that there are two buttons (an Old Testament button and a New Testament button) and pressing either button puts an Old Testament or New Testament scripture in the label. A screen-capture shows an example after touching each button:



(after top button touch)



(after bottom button touch)

3. Make a copy of your scripture-button2 project and name it scripture-button3. Modify scripture-button3 so that there are two OT buttons and two NT buttons that result in four different scriptures showing up in the label.

4. Create the project in the reading assignment. Store all these projects in your class folder.