You will be using this website to complete the following scavenger hunt/questions: **http://developer.android.com/design/index.html**

1. What are the three main [overarching] goals that apply to Android’s core apps as well as the system at large? Describe each briefly.

 Goal 1 –

 Goal 2 –

 Goal 3 –

1. Think about your favorite app – what is it? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

In regard to your favorite app, name three **design principles** that apply to it and tell me how it applies. [For example, I LOVE the Pinterest app. Three design principles that apply to it are: They keep it brief with only pictures/short text, everything is in pictures, I know my way around easily and quickly. (But when you answer please explain in more detail).]

1. What does the “System Bar” do on Android?
2. What components make up a “Typical Android App” in regard to layout aka Common App UI?
3. Speaking of “UI”, what do those two letters mean when developing apps?
4. What two default color styles does the Android UI use?

1. What four type sizes does Android UI use when it comes to font in an app?
2. Define what an icon does for your app:
3. Draw an icon in Microsoft Paint and insert it below. This icon should correspond to your app idea you created for Question Set 3 & 4.
4. What is the newest operating system for Android?
5. Name the seven gestures that Android supports.
6. What is a widget?
7. How does Android describe accessibility?
	1. Is it important to make an app that is accessible?
	2. What do you have to take into consideration when you build an accessible app?
	3. What are the three tools that Android offers in regard to accessibility?
8. What are seek bars? Define.
9. What are pickers? Define.