Please implement a simple *FLASHLIGHT* Android application. The app's UI should look like the following screenshots. You are free to modify/enhance the GUI.

**HINT:** Use nested Linear Layouts (as discussed in class) to produce the UI for this assignment.

1. Test your application using a software emulator or device.
2. Document your code (good variable names, indentation, explanations, etc).
3. Prepare your report (see instructions below)
4. *Extra points for improved design and features!*
HOW TO ORGANIZE YOUR REPORT

Please use the following format to assemble your reports

1. **Header.** Consists of
   a. Author name - School number
   b. Project # - Date

2. **App Description (WHAT).** This is an executive summary targeting the end-users of this application. The section explains *what the app does*. Keep in mind that at this point your reader is NOT a programmer but instead a paid customer who bought your app and wants a clear description of what it does and how to work with it.

3. **Technical Description (HOW).** The reader of this section is a fellow software developer. Explain here *how your app works*. Keep in mind the reader needs specific guidance into the app so he/she could maintain/enhance your solution.

4. **Java Code.** Paste a neatly formatted image of your Java code. Each non-trivial method should be documented. Pay attention to formatting standards: indentation, line wrapping, variable naming, etc.

5. **Screenshots.** Use the Android-Device-Monitor tool to take pictures of your working app. Add meaningful images illustrating the way your app operates and interacts with the user.

6. **What did I learn? (ME)** Explain what you personally acquire from this learning experience.

7. **References.** List all sources used in the preparation of your project. Give credits to all sources consulted (notes, books, blogs, websites, etc.)