**Activity 3**

Using the Manifest editor

ADT plugin includes a visual manifest Editor.

To use the manifest editor in Eclipse right click on Androidmanifest.xml file in your project folder and select Open With-🡪 Android Manifest Editor or simply double click on the AndroidManifest.xml

**A device with a finger touchscreen,a trackball and either a QWERTY or twelve-key hardware keyboard 🡪how would you change in your manifest file to make it function on that particular mobile device with this configuration.**

<uses-configuration android:reqNavigation=*"trackball"*

android:reqTouchScreen=*"finger"*

android:reqKeyboardType=*"qwerty"*

android:reqHardKeyboard=*"true"*/>

<uses-configuration android:reqNavigation=*"trackball"*

android:reqTouchScreen=*"finger"*

android:reqKeyboardType=*"twelvekey"*

android:reqHardKeyboard=*"true"*/>

