Create an application that randomizes 3 pictures.

**Step 1:**
Start out by downloading *RandomPeopleInClass.aia*, which should give you something like the following:

![Image of people with random images]

Next write the code in the blocks editor to randomize the pictures for the head, body and legs each time the *Randomize* button is clicked. You can either create multiple if-else statements or you can use string functions to select a random number and concatenate that number together with the other filename components, such as:

![Code block with randomization]

**Step 2:**
Create left(previous) and right(next) buttons next to each image so
that clicking them manually changes only that image, to the next/previous image. To do this you may need to use a variable to store which image is currently stored for each picture. Note that when you are on image 7 and you click right(next) you should "wrap-around" to image 1.

**Extra Credit:**
Figure out how to use a finger swipe motion instead of the left/right buttons on the screen to go to the next/previous image.

I suggest you look at the tutorial for mini-golf to get some ideas on how to do this. You will have to make substantial changes. Rather than a table layout with buttons in it, you will need to use a Canvas. Rather than displaying pictures using images, you will need to use sprites.