Intent

1. 請參考投影片內容，建立以下的Android應用程式

並請將1.**建立過程**; 2.程式**執行結果**截圖; 2.程式**原始檔 copy&paste**置入作業中

1. 請參考範例
   1. 利用Intent Filter建立數個Button

(於範例43)

一張含有 螢幕擷取畫面 的圖片

自動產生的描述

* 1. Button 1, 送出網址,開啟的方式為 Intent.ACTION\_VIEW
  2. Button 2, 指定圖片, 開啟的方式為 Intent.ACTION\_VIEW
  3. Button 3, 指定圖片, 開啟的方式為 Intent.ACTION\_EDIT
  4. 並請於AndroidManifest.xml中設定相關的Intent Filter

觀看gif檔需另存為”已篩選網頁版”為html檔

一張含有 螢幕擷取畫面, 監視器, 電腦, 螢幕 的圖片

自動產生的描述

1. 請參考範例
   1. 使用Intent技術,改寫之前的作業 **數字比大小**
   2. 主畫面中只有一個Button, 按一下Button 即跳出數字比大小的程式
   3. 數字比大小結束後,會回傳比賽結果給主畫面顯示

跟以前一樣需在drawable放置圖片

觀看gif檔需另存為”已篩選網頁版”為html檔

**程式解說:不知道為甚麼，我原本想直接從範例改，結果不行，所以我自己重新開一個新檔案，把原本的helloworld刪掉，之後程式會擺在下方，並創了兩個Activity，分別為Main2Activity以及activity\_game\_result，還有所屬的layout檔，如此一來，就不用設定manifest.xml，程式會自動生成。**

一張含有 螢幕擷取畫面, 電腦 的圖片

自動產生的描述

一張含有 螢幕擷取畫面, 電子用品, 監視器, 電腦 的圖片

自動產生的描述

**以下程式為MainActivity & Main2Activity & activity\_game\_result**

**以及介面檔activity\_main.xml & activity\_main2.xml & activity\_game\_result.xml**

**還有 strings.xml 跟AndroidManifest.xml 共八個檔案**

**MainActivity**

**package** com.example.myapplication;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.content.Intent;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
 Button btn = (Button) findViewById(R.id.***btnLaunchGame***);  
 btn.setOnClickListener(**btnLaunchGameOnClick**);  
 }  
  
 **private** View.OnClickListener **btnLaunchGameOnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 Intent it = **new** Intent();  
 it.setClass(MainActivity.**this**, Main2Activity.**class**);  
 startActivity(it);  
 }  
 };  
}

**Main2Activity**

**package** com.example.myapplication;  
  
**import** android.content.Intent;  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.ImageButton;  
**import** android.widget.ImageView;  
**import** android.widget.TextView;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** com.example.myapplication.R;  
**import** com.example.myapplication.activity\_game\_result;  
  
**public class** Main2Activity **extends** AppCompatActivity {  
 **private** TextView **mTxtResult**,**mTxV\_S**;  
 **private int checknum**;  
 **private** ImageButton **mImgBtnnum01**, **mImgBtnnum02**, **mImgBtnnum03**, **mImgBtnnum04**, **mImgBtnnum05**, **mImgBtnnum06**;  
 **private** ImageView **mImgViewCom**,**mImgViewPLAY**;  
  
  
  
 *// 新增統計遊戲局數和輸贏的變數* **private int miCountSet** = 0,  
 **miCountPlayerWin** = 0,  
 **miCountComWin** = 0,  
 **miCountDraw** = 0;  
  
 **private** Button **mBtnShowResult**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main2***);  
  
 **mTxV\_S** = findViewById(R.id.***V\_S***);  
 **mImgViewPLAY** = findViewById(R.id.***imgViewPLAY***);  
 **mImgViewCom** = findViewById(R.id.***imgViewCom***);  
 **mTxtResult** = findViewById(R.id.***txtResult***);  
 **mImgBtnnum01** = findViewById(R.id.***imgBtn\_num1***);  
 **mImgBtnnum02** = findViewById(R.id.***imgBtn\_num2***);  
 **mImgBtnnum03** = findViewById(R.id.***imgBtn\_num3***);  
 **mImgBtnnum04** = findViewById(R.id.***imgBtn\_num4***);  
 **mImgBtnnum05** = findViewById(R.id.***imgBtn\_num5***);  
 **mImgBtnnum06** = findViewById(R.id.***imgBtn\_num6***);  
  
  
 **mImgBtnnum01**.setOnClickListener(**imgBtnNUM01OnClick**);  
 **mImgBtnnum02**.setOnClickListener(**imgBtnNUM02OnClick**);  
 **mImgBtnnum03**.setOnClickListener(**imgBtnNUM03OnClick**);  
 **mImgBtnnum04**.setOnClickListener(**imgBtnNUM04OnClick**);  
 **mImgBtnnum05**.setOnClickListener(**imgBtnNUM05OnClick**);  
 **mImgBtnnum06**.setOnClickListener(**imgBtnNUM06OnClick**);  
  
  
 **mBtnShowResult** = (Button) findViewById(R.id.***btnShowResult***);  
 **mBtnShowResult**.setOnClickListener(**btnShowResultOnClick**);  
 }  
  
  
 **private** View.OnClickListener **imgBtnNUM01OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 1;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_1***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_1***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_1***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
  
 **private** View.OnClickListener **imgBtnNUM02OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 2;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 ;  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_2***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_2***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_2***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
  
 **private** View.OnClickListener **imgBtnNUM03OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 3;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_3***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_3***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_3***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
 **private** View.OnClickListener **imgBtnNUM04OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 4;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_4***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_4***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_4***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
  
 **private** View.OnClickListener **imgBtnNUM05OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 5;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_5***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_5***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_5***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
 **private** View.OnClickListener **imgBtnNUM06OnClick** = **new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **miCountSet**++;  
 **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
 **checknum** = 6;  
 **mTxV\_S**.setText(getString(R.string.***V\_S***));  
 **if** (iComPlay == **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_6***);  
 **mTxtResult**.setText(getString(R.string.***draw***));  
 **miCountDraw**++;  
 } **else if** (iComPlay > **checknum**) {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_6***);  
 **mTxtResult**.setText(getString(R.string.***lose***));  
 **miCountComWin**++;  
 } **else** {  
 **mImgViewPLAY**.setImageResource(R.drawable.***num\_6***);  
 **mTxtResult**.setText(getString(R.string.***win***));  
 **miCountPlayerWin**++;  
 }  
 **switch** (iComPlay) {  
 **case** 1:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_1***);  
 ;  
 **break**;  
 **case** 2:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_2***);  
 ;  
 **break**;  
 **case** 3:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_3***);  
 ;  
 **break**;  
 **case** 4:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_4***);  
 ;  
 **break**;  
 **case** 5:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_5***);  
 ;  
 **break**;  
 **case** 6:  
 **mImgViewCom**.setImageResource(R.drawable.***num\_6***);  
 ;  
 **break**;  
 **default**:  
 }  
 }  
 };  
  
  
 **private** View.OnClickListener **btnShowResultOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 Intent it = **new** Intent();  
 it.setClass(Main2Activity.**this**, activity\_game\_result.**class**);  
  
 Bundle bundle = **new** Bundle();  
 bundle.putInt(**"KEY\_COUNT\_SET"**, **miCountSet**);  
 bundle.putInt(**"KEY\_COUNT\_PLAYER\_WIN"**, **miCountPlayerWin**);  
 bundle.putInt(**"KEY\_COUNT\_COM\_WIN"**, **miCountComWin**);  
 bundle.putInt(**"KEY\_COUNT\_DRAW"**, **miCountDraw**);  
 it.putExtras(bundle);  
  
 startActivity(it);  
 }  
  
 };  
}

**activity\_game\_result**

**package** com.example.myapplication;  
  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.EditText;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** com.example.myapplication.R;  
  
**public class** activity\_game\_result **extends** AppCompatActivity {  
  
 **private** EditText **mEdtCountSet**,  
 **mEdtCountPlayerWin**,  
 **mEdtCountComWin**,  
 **mEdtCountDraw**;  
 **private** Button **mBtnBackToGame**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_game\_result***);  
  
 **mEdtCountSet** = (EditText)findViewById(R.id.***edtCountSet***);  
 **mEdtCountPlayerWin** = (EditText)findViewById(R.id.***edtCountPlayerWin***);  
 **mEdtCountComWin** = (EditText)findViewById(R.id.***edtCountComWin***);  
 **mEdtCountDraw** = (EditText)findViewById(R.id.***edtCountDraw***);  
 **mBtnBackToGame** = (Button)findViewById(R.id.***btnBackToGame***);  
  
 **mBtnBackToGame**.setOnClickListener(**btnBackToGameOnClick**);  
  
 showResult();  
 }  
  
 **private** View.OnClickListener **btnBackToGameOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 finish();  
 }  
 };  
  
 **private void** showResult() {  
 *// 從 Bundle 物件中取出資料* Bundle bundle = getIntent().getExtras();  
  
 **int** iCountSet = bundle.getInt(**"KEY\_COUNT\_SET"**);  
 **int** iCountPlayerWin = bundle.getInt(**"KEY\_COUNT\_PLAYER\_WIN"**);  
 **int** iCountComWin = bundle.getInt(**"KEY\_COUNT\_COM\_WIN"**);  
 **int** iCountDraw = bundle.getInt(**"KEY\_COUNT\_DRAW"**);  
  
 **mEdtCountSet**.setText(Integer.*toString*(iCountSet));  
 **mEdtCountPlayerWin**.setText(Integer.*toString*(iCountPlayerWin));  
 **mEdtCountComWin**.setText(Integer.*toString*(iCountComWin));  
 **mEdtCountDraw**.setText(Integer.*toString*(iCountDraw));  
 }  
}

**activity\_main.xml**

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:paddingBottom="@dimen/activity\_vertical\_margin"  
 android:paddingLeft="@dimen/activity\_horizontal\_margin"  
 android:paddingRight="@dimen/activity\_horizontal\_margin"  
 android:paddingTop="@dimen/activity\_vertical\_margin"  
 android:orientation="vertical"**>  
  
 <**Button  
 android:id="@+id/btnLaunchGame"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="執行「電腦猜拳遊戲」程式"** />  
  
</**LinearLayout**>

**activity\_main2.xml**

*<?***xml version="1.0" encoding="utf-8"***?>*<**RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:paddingBottom="@dimen/activity\_vertical\_margin"  
 android:paddingLeft="@dimen/activity\_horizontal\_margin"  
 android:paddingRight="@dimen/activity\_horizontal\_margin"  
 android:paddingTop="@dimen/activity\_vertical\_margin"**>  
  
  
 <**TextView  
 android:id="@+id/textView2"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/app\_name"  
 android:textColor="#ffff00ff"  
 android:textSize="30sp"  
 android:translationX="100dp"  
 android:translationY="10dp"**/>  
  
 <**TextView  
 android:id="@+id/txvplease\_choose"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/please\_choose"  
 android:textColor="#ff0000ff"  
 android:textSize="25dp"  
 android:translationX="130dp"  
 android:translationY="50dp"**/>  
  
  
  
  
  
 <**ImageButton  
 android:id="@+id/imgBtn\_num1"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
  
 android:src="@drawable/num\_1"  
 android:translationX="35dp"  
 android:translationY="100dp"** />  
 <**ImageButton  
 android:id="@+id/imgBtn\_num2"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:src="@drawable/num\_2"  
 android:translationX="150dp"  
 android:translationY="100dp"** />  
 <**ImageButton  
 android:id="@+id/imgBtn\_num3"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
  
 android:src="@drawable/num\_3"  
 android:translationX="265dp"  
 android:translationY="100dp"** />  
  
 <**ImageButton  
 android:id="@+id/imgBtn\_num4"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:src="@drawable/num\_4"  
 android:translationX="35dp"  
 android:translationY="200dp"** />  
  
 <**ImageButton  
 android:id="@+id/imgBtn\_num5"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:src="@drawable/num\_5"  
 android:translationX="150dp"  
 android:translationY="200dp"** />  
  
 <**ImageButton  
 android:id="@+id/imgBtn\_num6"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:src="@drawable/num\_6"  
 android:translationX="265dp"  
 android:translationY="200dp"** />  
  
  
  
  
 <**TextView  
 android:id="@+id/textViewPLAY"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/player"  
 android:textSize="26sp"  
 android:translationX="45dp"  
 android:translationY="350dp"** />  
 <**ImageView  
 android:id="@+id/imgViewPLAY"  
 android:layout\_width="80dp"  
 android:layout\_height="80dp"  
 android:translationX="50dp"  
 android:translationY="400dp"** />  
 <**TextView  
 android:id="@+id/textViewcom"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/computer"  
 android:textSize="26sp"  
 android:translationX="250dp"  
 android:translationY="350dp"**/>  
  
 <**ImageView  
 android:id="@+id/imgViewCom"  
 android:layout\_width="80dp"  
 android:layout\_height="80dp"  
 android:translationX="250dp"  
 android:translationY="400dp"** />  
  
 <**TextView  
 android:id="@+id/txtResult"  
 android:layout\_width="200dp"  
 android:layout\_height="50dp"  
 android:textColor="#ff0000ff"  
 android:textSize="24dp"  
 android:translationX="100dp"  
 android:translationY="400dp"  
 android:gravity="center"** />  
  
 <**TextView  
 android:id="@+id/V\_S"  
 android:layout\_width="80dp"  
 android:layout\_height="66dp"  
 android:layout\_marginTop="143dp"  
 android:layout\_marginBottom="160dp"  
 android:textSize="24sp"  
 android:translationX="150dp"  
 android:translationY="200dp"  
 android:gravity="center"** />  
  
  
 <**Button  
 android:id="@+id/btnShowResult"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginTop="5dp"  
 android:text="顯示局數統計資料"  
 android:textSize="20sp"  
 android:translationX="100dp"  
 android:translationY="500dp"**/>  
  
</**RelativeLayout**>

**activity\_game\_result.xml**

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:orientation="vertical"** >  
  
 <**TextView  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="全部局數："** />  
  
 <**EditText  
 android:id="@+id/edtCountSet"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:focusable="false"** />  
  
 <**TextView  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="玩家贏："** />  
  
 <**EditText  
 android:id="@+id/edtCountPlayerWin"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:focusable="false"** />  
  
 <**TextView  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="電腦贏："** />  
  
 <**EditText  
 android:id="@+id/edtCountComWin"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:focusable="false"** />  
  
 <**TextView  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="平手："** />  
  
 <**EditText  
 android:id="@+id/edtCountDraw"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:focusable="false"** />  
  
 <**Button  
 android:id="@+id/btnBackToGame"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="回到遊戲"** />  
  
</**LinearLayout**>

**strings.xml**

<**resources**>  
 <**string name="app\_name"**>電腦猜拳遊戲</**string**>  
  
 <**string name="result"**>判定輸贏：</**string**>  
  
 <**string name="player"**>玩家數字</**string**>  
 <**string name="computer"**>電腦數字</**string**>  
 <**string name="V\_S"**>V.S.</**string**>  
 <**string name="please\_choose"**>請選擇數字</**string**>  
 <**string name="num\_1"**>數字一</**string**>  
 <**string name="num\_2"**>數字二</**string**>  
 <**string name="num\_3"**>數字三</**string**>  
 <**string name="num\_4"**>數字四</**string**>  
 <**string name="num\_5"**>數字五</**string**>  
 <**string name="num\_6"**>數字六</**string**>  
 <**string name="win"**>恭喜，你贏了！</**string**>  
 <**string name="lose"**>很可惜，你輸了！</**string**>  
 <**string name="draw"**>平手！</**string**>  
  
</**resources**>

**AndroidManifest.xml**

*<?***xml version="1.0" encoding="utf-8"***?>*<**manifest xmlns:android="http://schemas.android.com/apk/res/android"  
 package="com.example.myapplication"**>  
  
 <**application  
 android:allowBackup="true"  
 android:icon="@mipmap/ic\_launcher"  
 android:label="@string/app\_name"  
 android:roundIcon="@mipmap/ic\_launcher\_round"  
 android:supportsRtl="true"  
 android:theme="@style/AppTheme"**>  
 <**activity android:name=".activity\_game\_result"**></**activity**>  
 <**activity android:name=".Main2Activity"** />  
 <**activity android:name=".MainActivity"**>  
 <**intent-filter**>  
 <**action android:name="android.intent.action.MAIN"** />  
  
 <**category android:name="android.intent.category.LAUNCHER"** />  
 </**intent-filter**>  
 </**activity**>  
 </**application**>  
  
</**manifest**>