package com.example.tictactoetest  
  
import android.content.DialogInterface  
import android.content.Intent  
import android.graphics.Color  
import androidx.appcompat.app.AppCompatActivity  
import android.os.Bundle  
import android.view.View  
import android.widget.Button  
import android.widget.TextView  
import android.widget.Toast  
import androidx.appcompat.app.AlertDialog  
  
class GameDisplay : AppCompatActivity(), View.OnClickListener {  
  
 lateinit var b0 : Button  
 lateinit var b1 : Button  
 lateinit var b2 : Button  
 lateinit var b3 : Button  
 lateinit var b4 : Button  
 lateinit var b5 : Button  
 lateinit var b6 : Button  
 lateinit var b7 : Button  
 lateinit var b8 : Button  
 private lateinit var menu : Button  
// var menu = findViewById(R.id.button2) as Button  
  
 lateinit var tv : TextView  
  
 var player1 = 0  
 var player2 = 1  
 var activeplayer = player1  
 lateinit var filledpos : IntArray  
  
 var gameActive = true  
  
  
 override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 setContentView(R.layout.*game\_display*)  
  
  
  
 filledpos = *intArrayOf*(-1, -1, -1, -1, -1, -1, -1, -1, -1)  
 menu = findViewById(R.id.*button2*)  
  
  
 b0 = findViewById(R.id.*b0*)  
 b1 = findViewById(R.id.*b1*)  
 b2 = findViewById(R.id.*b2*)  
 b3 = findViewById(R.id.*b3*)  
 b4 = findViewById(R.id.*b4*)  
 b5 = findViewById(R.id.*b5*)  
 b6 = findViewById(R.id.*b6*)  
 b7 = findViewById(R.id.*b7*)  
 b8 = findViewById(R.id.*b8*)  
  
 b0.setOnClickListener(this)  
 b1.setOnClickListener(this)  
 b2.setOnClickListener(this)  
 b3.setOnClickListener(this)  
 b4.setOnClickListener(this)  
 b5.setOnClickListener(this)  
 b6.setOnClickListener(this)  
 b7.setOnClickListener(this)  
 b8.setOnClickListener(this)  
 menu.setOnClickListener() **{** val intent = Intent(this, MainActivity::class.*java*)  
 startActivity(intent) **}** }  
  
 override fun onClick(p0: View?) {  
  
 if (!gameActive)  
 return  
  
 var btnClicked = findViewById<Button>(p0!!.*id*)  
 var clickedTag = Integer.parseInt(btnClicked.*tag*.toString())  
  
 if (filledpos[clickedTag] != -1)  
 return  
  
 filledpos[clickedTag] = activeplayer  
  
 if (activeplayer == player1) {  
 btnClicked.setText("0")  
 activeplayer = player2  
 btnClicked.setTextColor(Color.*BLACK*)  
 btnClicked.*backgroundTintList* = getColorStateList(R.color.*blue*)  
  
 } else {  
 btnClicked.setText("X")  
 activeplayer = player1  
 btnClicked.setTextColor(Color.*BLACK*)  
 btnClicked.*backgroundTintList* = getColorStateList(R.color.*red*) }  
  
 checkForWin()  
  
 }  
  
  
 private fun checkForWin() {  
 var winPos = *arrayOf*(  
 *intArrayOf*(0, 1, 2),  
 *intArrayOf*(3, 4, 5),  
 *intArrayOf*(6, 7, 8),  
 *intArrayOf*(0, 3, 6),  
 *intArrayOf*(1, 4, 7),  
 *intArrayOf*(2, 5, 8),  
 *intArrayOf*(0, 4, 8),  
 *intArrayOf*(2, 4, 6)  
 )  
 for (i in 0 *until* winPos.size) {  
 var val0 = winPos[i][0]  
 var val1 = winPos[i][1]  
 var val2 = winPos[i][2]  
  
 if (filledpos[val0] == filledpos[val1] && filledpos[val1] == filledpos[val2]) {  
 if (filledpos[val0] != -1) {  
 gameActive = false  
 if (filledpos[val0] == player1) {  
 showMessage ("პირველმა მოთამაშემ გაიმარჯვა")  
 Toast.makeText(this, "პირველმა მოთამაშემ გაიმარჯვა", Toast.*LENGTH\_SHORT*).show()  
 } else {  
 showMessage ("მეორე მოთამაშემ გაიმარჯვა")  
 Toast.makeText(this, "მეორე მოთამაშემ გაიმარჯვა", Toast.*LENGTH\_SHORT*).show()  
 }  
 return  
 }  
 }  
  
 }  
 //draw  
 var count = 0  
 for(i in 0 *until* filledpos.size) {  
 if(filledpos[i] == -1) {  
 count++  
 }  
 }  
 if (count == 0) {  
 showMessage("ფრე")  
 return  
 }  
  
 }  
  
  
 private fun showMessage(s: String) {  
 AlertDialog.Builder(this)  
 .setMessage(s)  
 .setPositiveButton("თავიდან დაწყება", DialogInterface.OnClickListener **{** dialog, which **->** restartGame()  
 **}**)  
 .show()  
  
 }  
  
 private fun restartGame() {  
 filledpos = *intArrayOf*(-1, -1, -1, -1, -1, -1, -1, -1, -1)  
 activeplayer = player1  
 gameActive = true  
 b0.setText("")  
 b1.setText("")  
 b2.setText("")  
 b3.setText("")  
 b4.setText("")  
 b5.setText("")  
 b6.setText("")  
 b7.setText("")  
 b8.setText("")  
 b0.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b1.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b2.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b3.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b4.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b5.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b6.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b7.*backgroundTintList* = getColorStateList(R.color.*white*)  
 b8.*backgroundTintList* = getColorStateList(R.color.*white*)  
  
 }  
  
}