Министерство Просвещения Республики Молдова
Технический Университет Молдовы
Кафедра Автоматики и Информационных Технологий

Лабараторная 6

по дисциплине «MIDPS»

Тема: «Проект под андроид»

Выполнил: ст. гр. TI - 145 Александр Булат

Проверила:

Кишинев 2016

Листинг программы:

GameActivity.java

```
package com.example.myapp23;

import android.app.Activity;
import android.app.AlertDialog;
import android.content.Context;
import android.content.DialogInterface;
import android.content.Intent;
import android.content.SharedPreferences;
import android.content.pm.ActivityInfo;
import android.content.res.Configuration;
import android.os.Bundle;
import android.os.CountDownTimer;
import android.os.Handler;
import android.os.SystemClock;
import android.util.Log;
import android.view.*;
import android.view.inputmethod.InputMethodManager;
import android.widget.*;

import java.util.ArrayList;
import java.util.List;
import java.util.Random;
import java.util.concurrent.TimeUnit;

import static java.lang.String.valueOf;

public class GameActivity extends Activity implements View.OnClickListener {
    private long mStartTime = 0L;
    Intent it1;
    static int sav = 0;
    static int sav1 = 0;
    int seconds = 0;
    int minutes = 0;
    // Handler to handle the message to the timer task
    private Handler mHandler = new Handler();

    static int UPDATE_INTERVAL = 0;

    String timerStop1;
    static int n = 0;
    static int jr = 0;
    static int save = 0;
    //   static  int save1=0;
    static int s3;
    Thread t;
    static int backButtonCount = 0;
    static int N = 0;
    String s1;
    int lineCount;
    static int n1 = 0;
    static int n2 = 0;
```

```
TextView time;
ListView lv;
Button btn1;
Button playbtn;
EditText edt;
TextView t57;
TextView login1;
Button rec;
Button tim;
TextView tvt;


private ArrayList<String> data = new ArrayList<String>();

int random5;

SharedPreferences sPref;
final String SAVED_TEXT = "saved_text";

String mas[] = {"Yes", "No"};
RecordActivity r = new RecordActivity();
Activity myActivity;

public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);


  time = (TextView) findViewById(R.id.time);
    rec = (Button) findViewById(R.id.Record);
    rec.setOnClickListener(this);
    btn1 = (Button) findViewById(R.id.b);
    playbtn = (Button) findViewById(R.id.playbt);
    edt = (EditText) findViewById(R.id.edt);

    t57 = (TextView) findViewById(R.id.t1);
    tvt = (TextView) findViewById(R.id.tvt);
    btn1.setOnClickListener(this);
    playbtn.setOnClickListener(this);
    login1 = (TextView) findViewById(R.id.name);
    login1.setText(getIntent().getStringExtra("login"));

    time.setText("00:00:00");

    new LockOrientation(this).lock();



    data.add("This number" + (n));
    Ir();


}
```

```
    public void generateRandomLevel1(int i1) {
        Random r = new Random();
        random5 = r.nextInt(i1) + 1;
        Log.d("tag", "Random number = " + random5);

    }


    public void showChangeLangDialog() {
        AlertDialog.Builder dialogBuilder = new AlertDialog.Builder(this);


        dialogBuilder.setTitle("Custom dialog");
        dialogBuilder.setMessage("You win " + " if you want to play again click button
playagain or enter 2 to 10 ");
        dialogBuilder.setPositiveButton("Done", new DialogInterface.OnClickListener()
{
            public void onClick(DialogInterface dialog, int whichButton) {
                playbtn.setEnabled(true);
                n = 0;
                t57.setText("Your Points" + (n2 - n));
                data.clear();
                Ir();


            }

        });


        AlertDialog b = dialogBuilder.create();
        b.show();
    }


    public void Ir() {

        lv = (ListView) findViewById(R.id.listView);

        lv.setAdapter(new Myadapter(this, R.layout.laour_item, data));


        lv.setLayoutParams(new
LinearLayout.LayoutParams(LinearLayout.LayoutParams.MATCH_PARENT,
LinearLayout.LayoutParams.MATCH_PARENT));


    }


    public void launchIntent() {


        int uy = s3;
```

```
        Intent it = new Intent(this, RecordActivity.class);
        it.putExtra("lo", t57.getText().toString());


        startActivity(it);


    }

    public void saveText() {
        sPref = getSharedPreferences("MyPref", MODE_PRIVATE);
        SharedPreferences.Editor ed = sPref.edit();
        ed.putString(SAVED_TEXT, String.valueOf(save));
        ed.commit();
        Toast.makeText(this, "Text saved", Toast.LENGTH_SHORT).show();
    }

    void loadText() {
        Intent it12 = new Intent(this, RecordActivity.class);
        sPref = getSharedPreferences("MyPref", MODE_PRIVATE);
        String savedText = sPref.getString(SAVED_TEXT, String.valueOf(save));
        it12.putExtra("lo", savedText);
        startActivity(it12);
        Toast.makeText(this, "Text l" +
                "oaded", Toast.LENGTH_SHORT).show();
    }


    @Override
    public void onClick(View v) {


switch (v.getId()) {
            case R.id.playbt:
                edt.setEnabled(true);
                btn1.setEnabled(true);
                data.clear();
                n = 0;


                t57.setText("Your Points" + (n2 - n));

                data.add("Io" + (n));
                Ir();
                break;


            case R.id.b:


                tvt.setText(edt.getText().toString());

                s1 = edt.getText().toString();
```

```
                try {
                    lineCount = Integer.parseInt(s1);
                    n1 = Integer.parseInt(s1);


                    generateRandomLevel1(lineCount);


                    if (lineCount >= 2 && lineCount <= 10) {


                        edt.setEnabled(false);
                        btn1.setEnabled(false);
                        edt.setText("");
                        data.clear();
                        n = 0;
                        data.add("This number" + (n));


                        Ir();


                    } else {
                        Toast.makeText(getApplicationContext(), " Enter 2 to 10",
Toast.LENGTH_LONG).show();
                    }
                } catch (NumberFormatException ex) {
                    Toast.makeText(getApplicationContext(), " Enter 2 to 10",
Toast.LENGTH_LONG).show();
                }


                if (mStartTime == 0L) {
                    mStartTime = SystemClock.uptimeMillis();
                    mHandler.removeCallbacks(mUpdateTimeTask);
                    mHandler.postDelayed(mUpdateTimeTask, 100);

                }


                break;
            case R.id.Record:

                sPref = getSharedPreferences("MyPref", MODE_PRIVATE);

               // String p = sPref.getString(SAVED_TEXT, String.valueOf(save));
              //  save = Integer.parseInt(p);
                save=sPref.getInt(SAVED_TEXT,save);
                it1 = new Intent(this, RecordActivity.class);
                if (s3 >= save) {
                    save = s3;
                    saveText();


                    it1.putExtra("lo", valueOf(save));
```

```
            } else {

                loadText();
                it1.putExtra("lo", valueOf(save));


            }


            startActivity(it1);

            break;


    }




}


public void Snow() {

    AlertDialog.Builder builder = new AlertDialog.Builder(GameActivity.this);
    builder.setTitle("You lose")

            .setMessage("Do you want continue?\n" + t57.getText().toString())
            .setCancelable(false)

            .setPositiveButton("Yes", new DialogInterface.OnClickListener() {
                @Override
                public void onClick(DialogInterface dialog, int which) {
                    edt.setEnabled(true);
                    btn1.setEnabled(true);
                    data.clear();
                    Ir();


                    //launchIntent();

                }
            });


    builder.show();
}


class Myadapter extends ArrayAdapter<String> {
    private int layout;
    private Context ctx;
```

```
        final ViewBolder viewBolder = new ViewBolder();


        public Myadapter(Context context, int resourse, List<String> objects) {
            super(context, resourse, objects);
            layout = resourse;
            ctx = context;
        }


        @Override
        public View getView(final int position, View convertView, ViewGroup parent) {


            if (convertView == null) {
                LayoutInflater inflater = LayoutInflater.from(getContext());
                convertView = inflater.inflate(layout, parent, false);

                int j;

                if (position + 1 != lineCount) {


                    viewBolder.lnr1 = (LinearLayout)
convertView.findViewById(R.id.lin);
                    //viewBolder.t1 = (TextView) convertView.findViewById(R.id.t1);



                    LinearLayout.LayoutParams rightGravityParams = new
LinearLayout.LayoutParams(
                            LinearLayout.LayoutParams.MATCH_PARENT,
LinearLayout.LayoutParams.WRAP_CONTENT, 1f);
                    rightGravityParams.gravity = Gravity.CENTER;


                    for (j = lineCount- position; j > 0; j--) {


                        View vLeft = new View(ctx);
                        View vRight = new View(ctx);

                        vLeft.setLayoutParams(rightGravityParams);
                        vRight.setLayoutParams(rightGravityParams);

                        viewBolder.btn = new Button(ctx);

                        viewBolder.t = new TextView(ctx);


                        viewBolder.btn.setText("X");

                        viewBolder.btn.setLayoutParams(rightGravityParams);

                        viewBolder.lnr1.addView(vLeft);
```

```
                        viewBolder.lnr1.addView(viewBolder.btn);
                        viewBolder.lnr1.addView(viewBolder.t);




                        //
                        if (j == 1)
                            viewBolder.lnr1.addView(vRight);

                        if (position == n) {
                            viewBolder.btn.setEnabled(true);
                        } else {
                            viewBolder.btn.setEnabled(false);
                        }

                        final int finalJ = j;
                        viewBolder.btn.setOnClickListener(new View.OnClickListener() {
                            @Override
                            public void onClick(View v) {

                                if (finalJ == random5) {
                                    viewBolder.t.setText("No");
                                } else {
                                    if (lineCount - position - 1 > 1)

                                        generateRandomLevel1(lineCount - position -
1);
                                    viewBolder.t.setText("Yes");
                                }

                                if (position + 1 == lineCount &&
viewBolder.t.getText().toString().equals("Yes")) {

                                    playbtn.setEnabled(true);
                                    btn1.setEnabled(true);
                                    edt.setEnabled(true);
                                    showChangeLangDialog();
                                    btn1.setEnabled(true);
                                    edt.setEnabled(true);
                                    mHandler.removeCallbacks(mUpdateTimeTask);



                                    time.setText(timerStop1);
                                    mStartTime = 0L;


                                } else {
                                   playbtn.setEnabled(false);
                                }


                                if (viewBolder.t.getText().toString().equals("Yes")) {
```

```
                                    n1++;
                                    /*if(seconds<3) {

                                        t57.setText("Your Points" + (100 / (lineCount
- position) * n1 - 100)*5);

                                        s3 = (100 / (lineCount - position) * n1 -
100);
                                        jr=s3;
                                        N=jr;

                                    }
                                    if(seconds<5 && seconds>=3){
                                        t57.setText("Your Points" + ((100 / (lineCount
- position) * n1 - 100)*8)+jr);

                                        s3 = (100 / (lineCount - position) * n1 -
100)+jr;



                                    }
                                    if(seconds>5 ){*/
                                t57.setText("Your Points" + (100 / (lineCount -
position) * n1 - 100));


                                    s3 = ((100 / (lineCount - position) * n1 - 100));


                                    n++;

                                    data.add("This number" + (n));

                                    Ir();



                                }


                                if (viewBolder.t.getText().toString().equals("No")) {

                                    Snow();
                                    mHandler.removeCallbacks(mUpdateTimeTask);

                                    time.setText(timerStop1);
                                    mStartTime = 0L;


                                    n = 0;
                                   t57.setText("Your Points" + n);
```

```
                                lineCount = n1;
                            }

                        }
                    });
                }
            } else {
                showChangeLangDialog();
            }
        }

        convertView.setTag(viewBolder);

        return convertView;

    }

    public class ViewBolder {

        LinearLayout lnr1;
        TextView t;
        TextView t1;

        TextView t57;
        Button btn;
        TextView time;
        Button rec;

        Button btn1;
        Button playbtn;
        EditText edt;


        TextView login1;


         TextView tvt;
    }
}


/* @Override
 public boolean onKeyDown(int keyCode, KeyEvent event) {
     if (keyCode == KeyEvent.KEYCODE_BACK) {
         Intent a = new Intent(this,MyActivity.class);
         a.addFlags(Intent.FLAG_ACTIVITY_CLEAR_TOP);
         startActivity(a);

         return true;
     }
     return super.onKeyDown(keyCode, event);
 }*/
private Runnable mUpdateTimeTask = new Runnable() {

    public void run() {
```

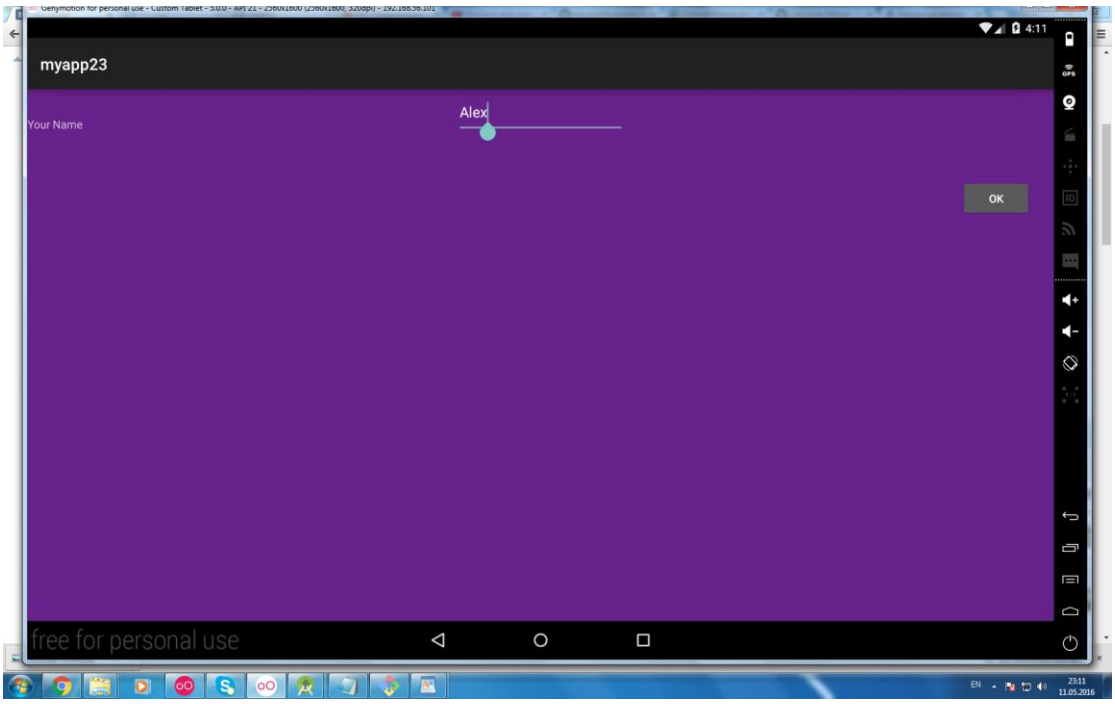
```
            final long start = mStartTime;
            long millis = SystemClock.uptimeMillis() - start;

            seconds = (int) (millis / 1000);
            minutes = seconds / 60;
            seconds = seconds % 60;

            time.setText("" + minutes + ":"
                    + String.format("%02d", seconds));
            timerStop1 = minutes + ":"
                    + String.format("%02d", seconds);


            mHandler.postDelayed(this, 200);

        }
    };

    public class LockOrientation {
        Activity act;

        public LockOrientation(Activity act) {
            this.act = act;
        }

        public void lock() {
            switch (act.getResources().getConfiguration().orientation) {
                case Configuration.ORIENTATION_PORTRAIT:
                    if (android.os.Build.VERSION.SDK_INT <
android.os.Build.VERSION_CODES.FROYO) {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_PORTRAIT);
                    } else {
                        int rotation =
act.getWindowManager().getDefaultDisplay().getRotation();
                        if (rotation == android.view.Surface.ROTATION_90 || rotation
== android.view.Surface.ROTATION_180) {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_REVERSE_PORTRAIT);
                        } else {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_PORTRAIT);
                        }
                    }
                    break;
                case Configuration.ORIENTATION_LANDSCAPE:
                    if (android.os.Build.VERSION.SDK_INT <
android.os.Build.VERSION_CODES.FROYO) {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_PORTRAIT);
                    } else {
                        int rotation =
act.getWindowManager().getDefaultDisplay().getRotation();
                        if (rotation == android.view.Surface.ROTATION_0 || rotation ==
```

```
android.view.Surface.ROTATION_90) {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_PORTRAIT);
                        } else {

act.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_REVERSE_PORTRAIT);
                        }
                    }
                    break;
            }
        }
    }

}
```

Мой проект сделал под андроид смысл моего проекта заключаеться в том что появлеться к примеру 10 кнопок из спрятана одна бомба если же нажали на кнопку и отбор идет случайныт о есть random и елси выне попалин а бомбу вы переходите на другую строку где уже 9 кнопок и шансы ваши уменьшаються и елси вы дошли до 2 кнопок это решающяя стадия иыгра елси сноване попали на бомбу вы победили.

Вывод на экран:

вводим имя игрока



вводим 10 и выводться 10 кнопок и играем