

Практическая 5.2

MainActivity.kt:

```
package com.example.kekw2 // Замените на имя вашего пакета

import android.os.Bundle
import android.webkit.WebView
import android.webkit.WebViewClient
import androidx.appcompat.app.AppCompatActivity
import com.example.kekw2.databinding.ActivityMainBinding // Замените на имя
вашего пакета

class MainActivity : AppCompatActivity() {

    private lateinit var binding: ActivityMainBinding

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        binding = ActivityMainBinding.inflate(layoutInflater)
        setContentView(binding.root)

        // Задание: Написать код для обработки нажатий на ссылки
        // Для этого используется WebViewClient.
        // Он "перехватывает" навигацию внутри WebView.
        binding.wvMain.webViewClient = object : WebViewClient() {
            override fun shouldOverrideUrlLoading(view: WebView?, url:
String?): Boolean {
                // Загружаем новый URL в том же WebView
                if (url != null) {
                    view?.loadUrl(url)
                }
                // Возвращаем true, чтобы система не пыталась открыть ссылку
                // в другом браузере
                return true
            }
        }

        // Включаем поддержку JavaScript (часто требуется для современных
        // сайтов)
        binding.wvMain.settings.javaScriptEnabled = true

        // Загружаем начальную веб-страницу
        binding.wvMain.loadUrl("https://github.com/")
    }

    // Добавляем обработку системной кнопки "Назад" для навигации по истории
    // WebView
    override fun onBackPressed() {
        if (binding.wvMain.canGoBack()) {
            binding.wvMain.goBack() // Если есть куда, возвращаемся назад в
            // WebView
        } else {
            super.onBackPressed() // Иначе - выходим из приложения
        }
    }
}
```

activity_main.xml:

```

<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <WebView
        android:id="@+id/wvMain"
        android:layout_width="match_parent"
        android:layout_height="match_parent"/>

</LinearLayout>

```

AndroidManifest.xml:

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">
    <uses-permission android:name="android.permission.INTERNET" />
    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.Kekw2">
        <activity
            android:name=".MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>

```

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game.ts x characters.module.css x bonus-level.ts x

```
58 // Create score texts
59 this.player1ScoreText = this.add.text(10, 10, 'Player 1: 0', { font:
60 this.player2ScoreText = this.add.text(300, 10, 'Player 2: 0', { font
61 // Add collision detection for scoring
62 this.physics.world.on('worldbounds', (body) => {
63   if (body.gameObject === this.ball) {
64     if (body.blocked.left) {
65       this.player2Score += 1;
66       this.player2ScoreText.setText('Player 2: ${this.player2Score}');
67     } else {
68       this.player1Score += 1;
69       this.player1ScoreText.setText('Player 1: ${this.player1Score}');
```

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