

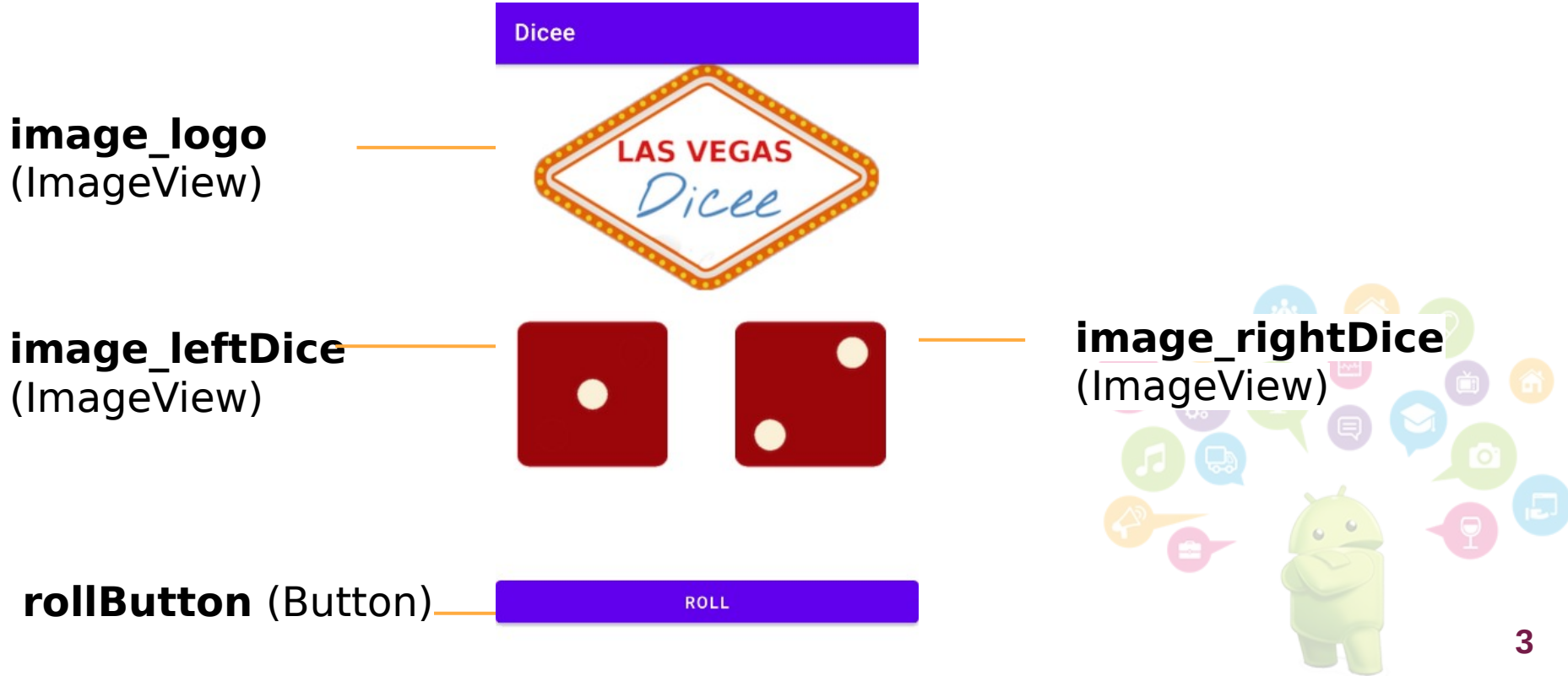
Programação Para Dispositivo Móveis

AP3



Government	Percentage
Current government	85%
Previous government	15%

Construire layout



Mainactivity.java

Criar variáveis:

```
Button rolButton =  
    findViewById(R.id.rolButton);
```



Mainactivity.java

Criar variáveis:

```
Button roolButton =  
    findViewById(R.id.roolButton);
```



Mainactivity.java

Criar variáveis:

```
Button rolButton =  
    findViewById(R.id.rolButton);  
final ImageView leftDice =  
    findViewById(R.id.image_leftDice);
```



Mainactivity.java

Criar variáveis:

```
Button rolButton =  
    findViewById(R.id.rollButton);  
final ImageView leftDice =  
    findViewById(R.id.image_leftDice);
```



Mainactivity.java

Criar variáveis:

```
Button rolButton =  
    findViewById(R.id.rolButton);  
final ImageView leftDice =  
    findViewById(R.id.image_leftDice);
```

Criem a variável rightDice!



MainActivity.java

Criar lista de dados

```
final int [] diceeArray = { //final torna o array constante  
    R.drawable.dice1,  
    R.drawable.dice2,  
    R.drawable.dice3,  
    R.drawable.dice4,  
    R.drawable.dice5,  
    R.drawable.dice6  
};
```



MainActivity.java

Evento click do mouse

```
rootButton.setOnClickListener(new View.OnClickListener()  
...  
);
```



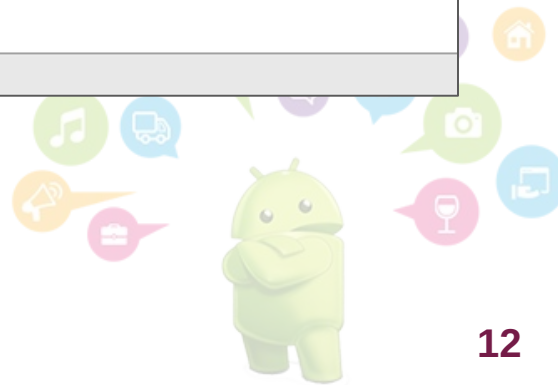
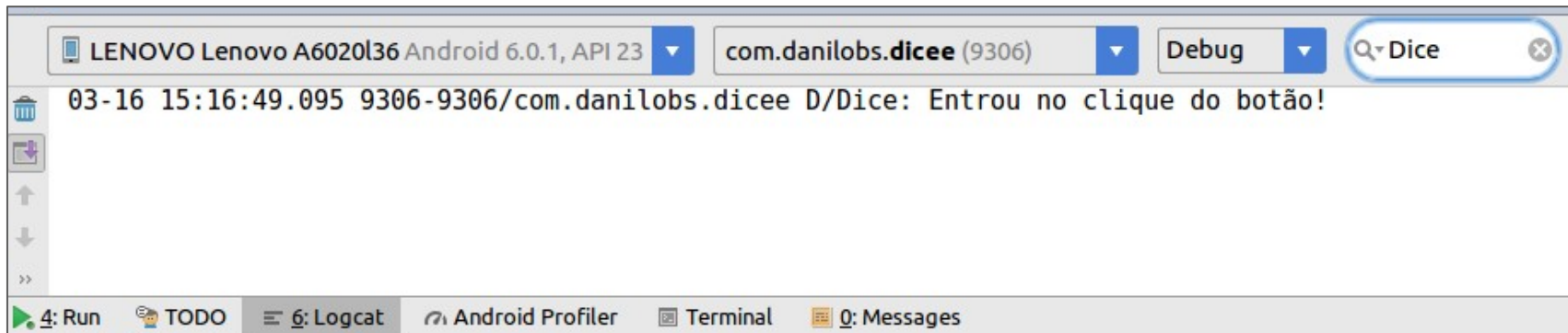
MainActivity.java

Log message



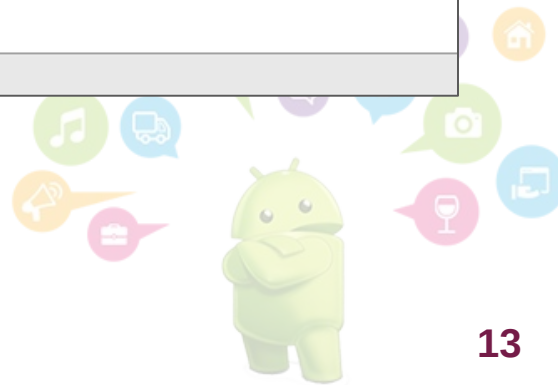
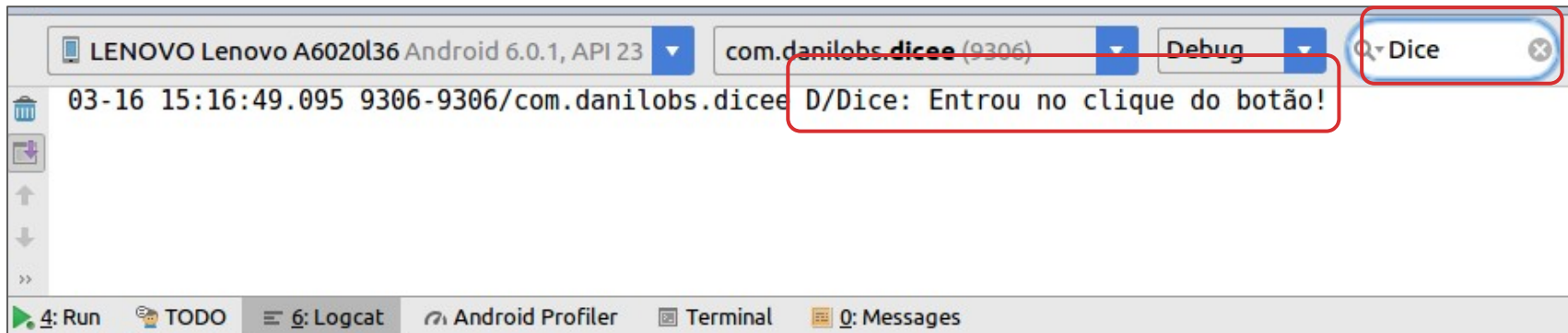
MainActivity.java

Log message



MainActivity.java

Log message



MainActivity.java

Log message ⇒ Dentro da função onClick:

```
Log.d("Dice", "Entrou no clique do botão!");
```



MainActivity.java

Contéudo:

@Override

```
public void onClick(View view) {  
    Random numberRandom = new Random();  
    int number = numberRandom.nextInt(6); //aleatório [0,5];  
    leftDice.setImageResource(diceeArray[number]);  
    number = numberRandom.nextInt(6);  
    rightDice.setImageResource(diceeArray[number]);  
}
```



MainActivity.java

Contéudo:

@Override

```
public void onClick(View view) {  
    Random numberRandom = new Random();  
    int number = numberRandom.nextInt(6); //aleatório [0,5];  
    leftDice.setImageResource(diceeArray[number]);  
    number = numberRandom.nextInt(6);  
    rightDice.setImageResource(diceeArray[number]);  
}
```

Use Log messages para
informar o número de cada
dado sorteado



MainActivity.java

Toast message (no final do método anterior)

```
Toast.makeText(MainActivity.this, "msg", Toast.LENGTH_SHORT)  
    .show();
```



MainActivity.java

Toast message (no final do método anterior)

```
Toast.makeText(MainActivity.this, "msg", Toast.LENGTH_SHORT)  
    .show();
```

Criem uma toast message
informando a soma dos
dados

