**Vieja escuela**

private FragmentViejaEscuelaBinding binding;

private View view;

private Context context;

private List<Juego> juegos = new ArrayList<>();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setHasOptionsMenu(true);

}

@Override

public View onCreateView(LayoutInflater inflater, ViewGroup container,

Bundle savedInstanceState) {

configGlobals();

configView(inflater,container);

configToolbar();

configUI();

configRecycler();

return view;

}

private void configGlobals() {

MainActivity.GLOBALS.put("viejaEscuelaFragment",this);

}

private void configView(LayoutInflater inflater, ViewGroup container) {

binding = FragmentViejaEscuelaBinding.inflate(inflater,container,false);

view = binding.getRoot();

context = container.getContext();

}

private void configToolbar() {

AppCompatActivity activity = (AppCompatActivity)getActivity();

if(activity!=null){

activity.setSupportActionBar(binding.appBar);

}

binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(

context,

view.findViewById(R.id.gridViejaEscuela),

new AccelerateDecelerateInterpolator(),

context.getDrawable(R.drawable.menu),

context.getDrawable(R.drawable.menu\_open)

));

}

private void configUI() {

if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){

view.findViewById(R.id.gridViejaEscuela).setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));

}

}

private void configRecycler() {

juegos.add(new Juego(1,"runescape","Runescape",1,"Literalmente Vieja escuela"));

juegos.add(new Juego(2,"tetris","Tetris",4,"Figuritas callendo"));

juegos.add(new Juego(3,"mariokart","Mario Kart",3,"Un clasico"));

juegos.add(new Juego(4,"pacman","Pac-Man",4,"Come quesitos"));

juegos.add(new Juego(5,"uno","Uno",5,"Rompe amistades"));

binding.rclvViejaEscuela.setHasFixedSize(true);

LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.HORIZONTAL,false);

binding.rclvViejaEscuela.setLayoutManager(layoutManager);

binding.rclvViejaEscuela.setAdapter(new JuegosAdapter(juegos));

}

**Top Rankeados**

private FragmentTopRankeadoBinding binding;

private View view;

private Context context;

private List<Juego> juegos = new ArrayList<>();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setHasOptionsMenu(true);

}

@Override

public View onCreateView(LayoutInflater inflater, ViewGroup container,

Bundle savedInstanceState) {

configGlobals();

configView(inflater,container);

configToolbar();

configUI();

configRecycler();

return view;

}

private void configGlobals() {

MainActivity.GLOBALS.put("topRankeadosFragment",this);

}

private void configView(LayoutInflater inflater, ViewGroup container) {

binding = FragmentTopRankeadoBinding.inflate(inflater,container,false);

view = binding.getRoot();

context = container.getContext();

}

private void configToolbar() {

AppCompatActivity activity = (AppCompatActivity)getActivity();

if(activity!=null){

activity.setSupportActionBar(binding.appBar);

}

binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(

context,

view.findViewById(R.id.gridTopRankeados),

new AccelerateDecelerateInterpolator(),

context.getDrawable(R.drawable.menu),

context.getDrawable(R.drawable.menu\_open)

));

}

private void configUI() {

if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){

view.findViewById(R.id.gridTopRankeados).setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));

}

}

private void configRecycler() {

juegos.add(new Juego(1,"amongus","Among Us",5,"El funado"));

juegos.add(new Juego(2,"fornite","Fornite",1,"Minecraft pero con disparos"));

juegos.add(new Juego(3,"mariokart","Mario Kart",3,"Un clasico"));

juegos.add(new Juego(4,"minecraft","Maincra",5,"Juego de cuadritos HD"));

juegos.add(new Juego(5,"thelastofus","The Last Of Us",4,"La melancolia de Ellie"));

juegos.add(new Juego(6,"zelda","The Legend of Zelda",4,"Pasate el zelda"));

binding.rclvTopRankeados.setHasFixedSize(true);

LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.HORIZONTAL,false);

binding.rclvTopRankeados.setLayoutManager(layoutManager);

binding.rclvTopRankeados.setAdapter(new JuegosAdapter(juegos));

}

**Top juegos**

**private FragmentTopJuegosBinding binding;**

**private View view;**

**private Context context;**

**private List<Juego> juegos = new ArrayList<>();**

**@Override**

**public void onCreate(Bundle savedInstanceState) {**

**super.onCreate(savedInstanceState);**

**setHasOptionsMenu(true);**

**}**

**@Override**

**public View onCreateView(LayoutInflater inflater, ViewGroup container,**

**Bundle savedInstanceState) {**

**configGlobals();**

**configView(inflater,container);**

**configToolbar();**

**configUI();**

**configRecycler();**

**return view;**

**}**

**private void configGlobals() {**

**MainActivity.GLOBALS.put("topJuegosFragment",this);**

**}**

**private void configView(LayoutInflater inflater, ViewGroup container) {**

**binding = FragmentTopJuegosBinding.inflate(inflater,container,false);**

**view = binding.getRoot();**

**context = container.getContext();**

**}**

**private void configToolbar() {**

**AppCompatActivity activity = (AppCompatActivity)getActivity();**

**if(activity!=null){**

**activity.setSupportActionBar(binding.appBar);**

**}**

**binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(**

**context,**

**view.findViewById(R.id.gridTopGames),**

**new AccelerateDecelerateInterpolator(),**

**context.getDrawable(R.drawable.menu),**

**context.getDrawable(R.drawable.menu\_open)**

**));**

**}**

**private void configUI() {**

**if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){**

**view.findViewById(R.id.gridTopGames).setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));**

**}**

**}**

**private void configRecycler() {**

**juegos.add(new Juego(1,"halo","Halo Reach",5,"Veo gente muerta"));**

**juegos.add(new Juego(2,"callofduty","Call of dutty",1,"Free Fire para fresas"));**

**juegos.add(new Juego(3,"mariokart","Mario Kart",3,"Un clasico"));**

**juegos.add(new Juego(4,"minecraft","Maincra",5,"Juego de cuadritos HD"));**

**juegos.add(new Juego(5,"destiny2","Destiny",4,"El legado de Halo"));**

**binding.rclvTopJuegos.setHasFixedSize(true);**

**LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.HORIZONTAL,false);**

**binding.rclvTopJuegos.setLayoutManager(layoutManager);**

**binding.rclvTopJuegos.setAdapter(new JuegosAdapter(juegos));**

**}**

**Mis juegos**

**private FragmentMisJuegosBinding binding;**

**private View view;**

**private Context context;**

**private List<MiJuego> misJuegos = new ArrayList<>();**

**@Override**

**public void onCreate(Bundle savedInstanceState) {**

**super.onCreate(savedInstanceState);**

**setHasOptionsMenu(true);**

**}**

**@Override**

**public View onCreateView(LayoutInflater inflater, ViewGroup container,**

**Bundle savedInstanceState) {**

**configGlobals();**

**configView(inflater,container);**

**configToolbar();**

**configUI();**

**configRecycler();**

**return view;**

**}**

**private void configGlobals() {**

**MainActivity.GLOBALS.put("misJuegosFragment",this);**

**}**

**private void configView(LayoutInflater inflater, ViewGroup container) {**

**binding = FragmentMisJuegosBinding.inflate(inflater,container,false);**

**view = binding.getRoot();**

**context = container.getContext();**

**}**

**private void configToolbar() {**

**AppCompatActivity activity = (AppCompatActivity)getActivity();**

**if(activity!=null){**

**activity.setSupportActionBar(binding.appBar);**

**}**

**binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(**

**context,**

**view.findViewById(R.id.gridMisJuegos),**

**new AccelerateDecelerateInterpolator(),**

**context.getDrawable(R.drawable.menu),**

**context.getDrawable(R.drawable.menu\_open)**

**));**

**}**

**private void configUI() {**

**if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){**

**view.findViewById(R.id.gridMisJuegos).setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));**

**}**

**}**

**private void configRecycler() {**

**misJuegos.add(new MiJuego(1,"amongus","Among Us",5,"El funado"));**

**misJuegos.add(new MiJuego(2,"halo","Halo Reach",5,"Master Chief es la onda!"));**

**misJuegos.add(new MiJuego(3,"animalcrossing","Animal Crossing",5,"Simulando la vida con animalitos"));**

**misJuegos.add(new MiJuego(4,"mariobros","Mario Bros",5,"Mario rojo y Mario verde"));**

**misJuegos.add(new MiJuego(5,"smashbros","Smash Bros Ultimate",5,"Saca el switch chino"));**

**misJuegos.add(new MiJuego(6,"zelda","The Legend of Zelda",4,"Pasate el zelda"));**

**misJuegos.add(new MiJuego(7,"destiny2","Destiny",4,"El legado de Halo"));**

**misJuegos.add(new MiJuego(8,"uno","Uno",5,"El rompe amistades"));**

**misJuegos.add(new MiJuego(9,"worms","Worms",5,"Gusanos suicidas"));**

**misJuegos.add(new MiJuego(10,"minecraft","Maincra",5,"Juego de cuadritos HD"));**

**binding.rclvMisJuegos.setHasFixedSize(true);**

**LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.VERTICAL,false);**

**binding.rclvMisJuegos.setLayoutManager(layoutManager);**

**binding.rclvMisJuegos.setAdapter(new MisJuegosAdapter(misJuegos));**

**}**

**Main Activity**

public static HashMap <String, Object> GLOBALS = new HashMap<>();

private MaterialButton mnTopgames;

private MaterialButton mnTopRanked;

private MaterialButton mnFreeToPlay;

private MaterialButton mnMisJuegos;

private MaterialButton mnCategorias;

private MaterialButton mnViejaEscuela;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

mnTopgames =findViewById(R.id.mnTopGames);

mnTopRanked=findViewById(R.id.mnTopRanked);

mnFreeToPlay=findViewById(R.id.mnFreeToPlay);

mnMisJuegos=findViewById(R.id.mnMyGames);

mnCategorias=findViewById(R.id.mnCategory);

mnViejaEscuela=findViewById(R.id.mnOldSchool);

setContentView(R.layout.activity\_main);

configContext();

configGlobals();

configFragmentManager(savedInstanceState);

}

private void configContext() {

FragmentosApplication.setAppContext(getApplicationContext());

}

private void configGlobals() {

GLOBALS.put("app",this);

}

private void configFragmentManager(Bundle savedInstanceState) {

if(savedInstanceState==null){

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new TopJuegos())

.commit();

}

}

@Override

public void navigateTo(Fragment fragment, boolean addToBackStack) {

FragmentTransaction transaction =

getSupportFragmentManager()

.beginTransaction()

.setCustomAnimations(

R.animator.slide\_in\_left,

R.animator.slide\_out\_right,

R.animator.slide\_in\_right,

R.animator.slide\_out\_left)

.replace(R.id.contentPanel,fragment);

if(addToBackStack)

transaction.addToBackStack(null);

transaction.commit();

}

public void onClick(View view) {

switch (view.getId()){

case R.id.mnCategory:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new Categorias())

.commit();

break;

case R.id.mnFreeToPlay:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new FreeToPlay())

.commit();

break;

case R.id.mnMyGames:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new MisJuegos())

.commit();

break;

case R.id.mnOldSchool:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new ViejaEscuela())

.commit();

break;

case R.id.mnPerfil:

break;

case R.id.mnTopGames:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new TopJuegos())

.commit();

break;

case R.id.mnTopRanked:

getSupportFragmentManager()

.beginTransaction()

.add(R.id.contentPanel, new TopRankeados())

.commit();

break;

}

**Free-to-play**

private FragmentFreeToPlayBinding binding;

private View view;

private Context context;

private List<Juego> juegos = new ArrayList<>();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setHasOptionsMenu(true);

}

@Override

public View onCreateView(LayoutInflater inflater, ViewGroup container,

Bundle savedInstanceState) {

configGlobals();

configView(inflater,container);

configToolbar();

configUI();

configRecycler();

return view;

}

private void configGlobals() {

MainActivity.GLOBALS.put("freeToPlayFragment",this);

}

private void configView(LayoutInflater inflater, ViewGroup container) {

binding = FragmentFreeToPlayBinding.inflate(inflater,container,false);

view = binding.getRoot();

context = container.getContext();

}

private void configToolbar() {

AppCompatActivity activity = (AppCompatActivity)getActivity();

if(activity!=null){

activity.setSupportActionBar(binding.appBar);

}

binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(

context,

view.findViewById(R.id.gridFreeToPlay),

new AccelerateDecelerateInterpolator(),

context.getDrawable(R.drawable.menu),

context.getDrawable(R.drawable.menu\_open)

));

}

private void configUI() {

if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){

view.findViewById(R.id.gridFreeToPlay).

setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));

}

}

private void configRecycler() {

juegos.add(new Juego(1,"amongus","Among Us",5,"El funado"));

juegos.add(new Juego(2,"fornite","Fornite",1,"Minecraft pero con disparos"));

juegos.add(new Juego(3,"lol","League of Leyends",3,"El LOL"));

juegos.add(new Juego(4,"mariokart","Mario Kart",3,"Un clasico"));

juegos.add(new Juego(5,"uno","Uno",5,"El rompe amistades"));

binding.rclvFreeToPlay.setHasFixedSize(true);

LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.HORIZONTAL,false);

binding.rclvFreeToPlay.setLayoutManager(layoutManager);

binding.rclvFreeToPlay.setAdapter(new JuegosAdapter(juegos));

}

**Categorias**

private FragmentCategoriasBinding binding;

private View view;

private Context context;

private List<Categoria> categoria = new ArrayList<>();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setHasOptionsMenu(true);

}

@Override

public View onCreateView(LayoutInflater inflater, ViewGroup container,

Bundle savedInstanceState) {

configGlobals();

configView(inflater,container);

configToolbar();

configUI();

configRecycler();

return view;

}

private void configGlobals() {

MainActivity.GLOBALS.put("CategoriasFragment",this);

}

private void configView(LayoutInflater inflater, ViewGroup container) {

binding = FragmentCategoriasBinding.inflate(inflater,container,false);

view = binding.getRoot();

context = container.getContext();

}

private void configToolbar() {

AppCompatActivity activity = (AppCompatActivity)getActivity();

if(activity!=null){

activity.setSupportActionBar(binding.appBar);

}

binding.appBar.setNavigationOnClickListener(new NavigationIconClickListener(

context,

view.findViewById(R.id.gridCategorias),

new AccelerateDecelerateInterpolator(),

context.getDrawable(R.drawable.menu),

context.getDrawable(R.drawable.menu\_open)

));

}

private void configUI() {

if(Build.VERSION.SDK\_INT>=Build.VERSION\_CODES.M){

view.findViewById(R.id.gridCategorias).setBackground(getContext().getDrawable(R.drawable.product\_grid\_background\_shape));

}

}

private void configRecycler() {

categoria.add(new Categoria(1,"ic\_musical","Musical"));

categoria.add(new Categoria(2,"ic\_shooter","Shooter"));

categoria.add(new Categoria(3,"ic\_aventure","Aventura"));

categoria.add(new Categoria(4,"ic\_estrategia","Estrategia"));

categoria.add(new Categoria(5,"ic\_deporte","Deportes"));

categoria.add(new Categoria(6,"ic\_juegosmesa","Juego De Mesa"));

binding.rclvCategorias.setHasFixedSize(true);

LinearLayoutManager layoutManager = new LinearLayoutManager(context, RecyclerView.VERTICAL,false);

binding.rclvCategorias.setLayoutManager(layoutManager);

binding.rclvCategorias.setAdapter(new CategoriasAdapter(categoria));

}