**package** com.example.raghav\_dell.my\_first\_game;  
  
**import** android.app.Activity;  
**import** android.os.Bundle;  
**import** android.support.design.widget.FloatingActionButton;  
**import** android.support.design.widget.Snackbar;  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.support.v7.widget.Toolbar;  
**import** android.view.View;  
**import** android.view.Menu;  
**import** android.view.MenuItem;  
**import** android.view.Window;  
**import** android.view.WindowManager;  
**import** android.media.MediaPlayer;  
**import** android.media.AudioManager;  
**import** android .media.SoundPool;  
  
**public class** Game **extends** Activity {  
  
 MediaPlayer **background**;  
 **private int lastbackchecked** = Welcome\_Screen.*backchecked*;  
 *//public SoundPool sounds;  
 // public int explosound;* @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
  
  
  
 **super**.onCreate(savedInstanceState);  
  
 *//turn title off* requestWindowFeature(Window.***FEATURE\_NO\_TITLE***);  
  
 *//Set to full screen* getWindow().setFlags(WindowManager.LayoutParams.***FLAG\_FULLSCREEN***, WindowManager.LayoutParams.***FLAG\_FULLSCREEN***);  
  
 setContentView(**new** GamePanel(**this**));  
  
 **if**(**lastbackchecked**==0){  
 **background** =MediaPlayer.*create*( Game.**this**,R.raw.***bgmusic***);  
 **background**.setLooping(**true**);  
 **background**.start();  
  
 }}  
  
 @Override  
 **protected void** onPause()  
 {  
 **if**(**lastbackchecked**==0){  
 **background**.release();  
 }  
 Welcome\_Screen.*backchecked*=0; *// needed so to reset global var checkbox to notechecked* **super**.onPause();  
 finish();  
 }  
  
 *// sounds=new SoundPool(10,AudioManager.STREAM\_MUSIC, 0)  
  
 // explosound=sounds.load(context,R.raw.explosion);* @Override  
 **public boolean** onCreateOptionsMenu(Menu menu) {  
 *// Inflate the menu; this adds items to the action bar if it is present.* getMenuInflater().inflate(R.menu.***menu\_game***, menu);  
 **return true**;  
 }  
  
 @Override  
 **public boolean** onOptionsItemSelected(MenuItem item) {  
 *// Handle action bar item clicks here. The action bar will  
 // automatically handle clicks on the Home/Up button, so long  
 // as you specify a parent activity in AndroidManifest.xml.* **int** id = item.getItemId();  
  
 *//noinspection SimplifiableIfStatement* **if** (id == R.id.action\_settings) {  
 **return true**;  
 }  
  
 **return super**.onOptionsItemSelected(item);  
 }  
}