



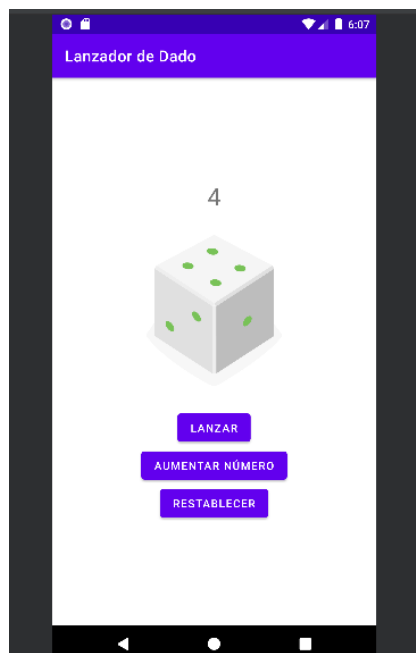
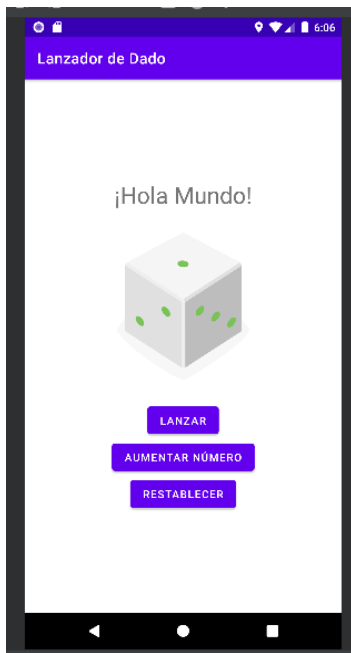
UNIVERSIDAD
DE COLIMA

Carlos Emmanuel Anguiano Pedraza

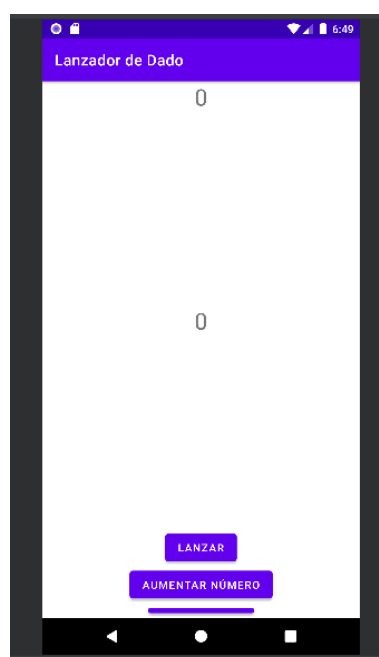
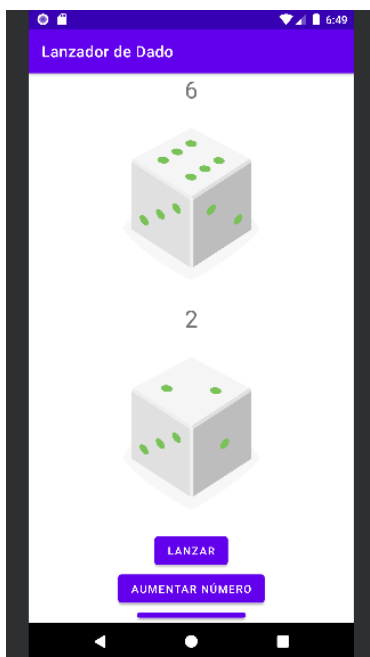
5C

Programación de aplicaciones

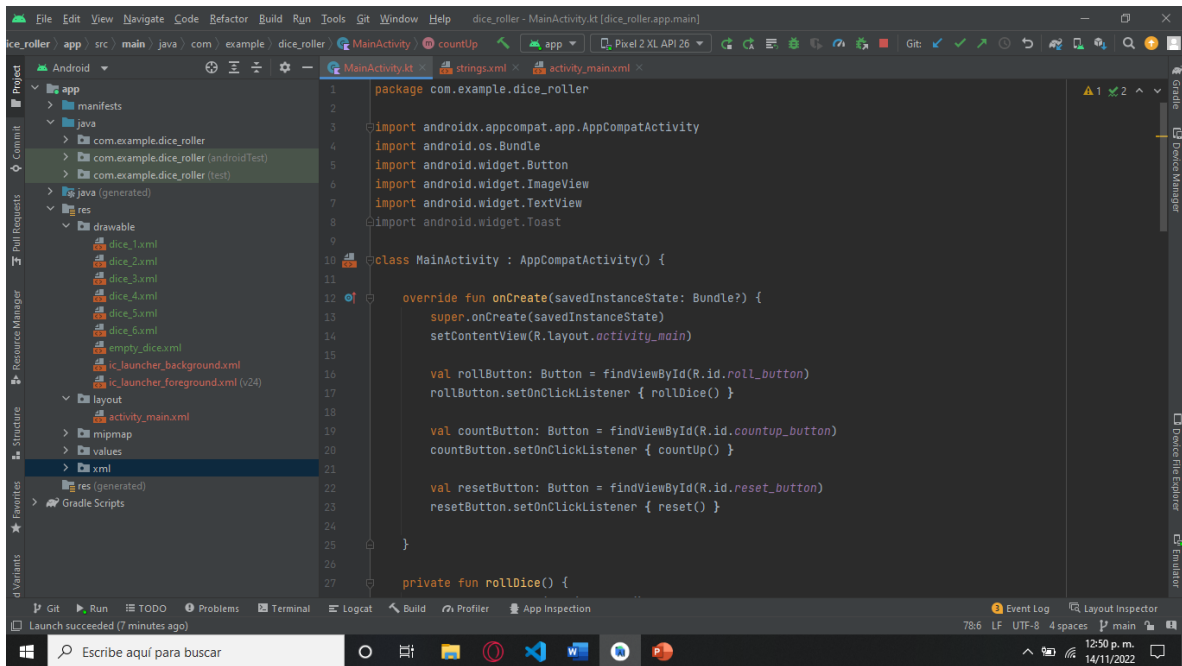
FLORES RUELAS FERNANDO ALFONSO



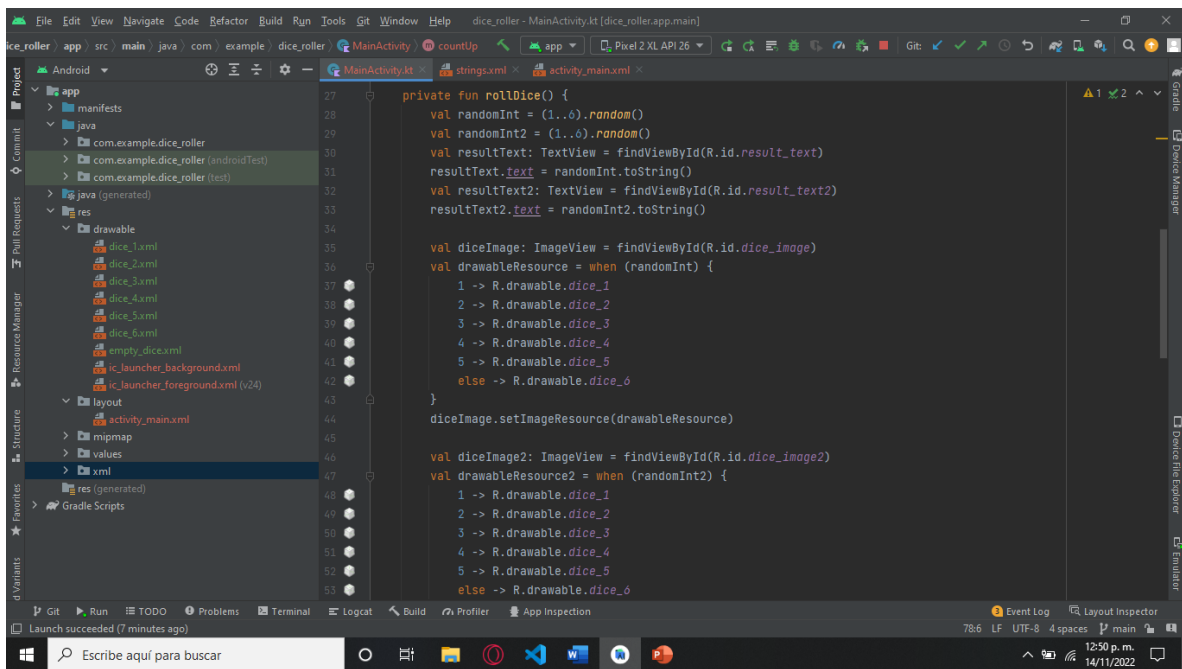
Dos dados



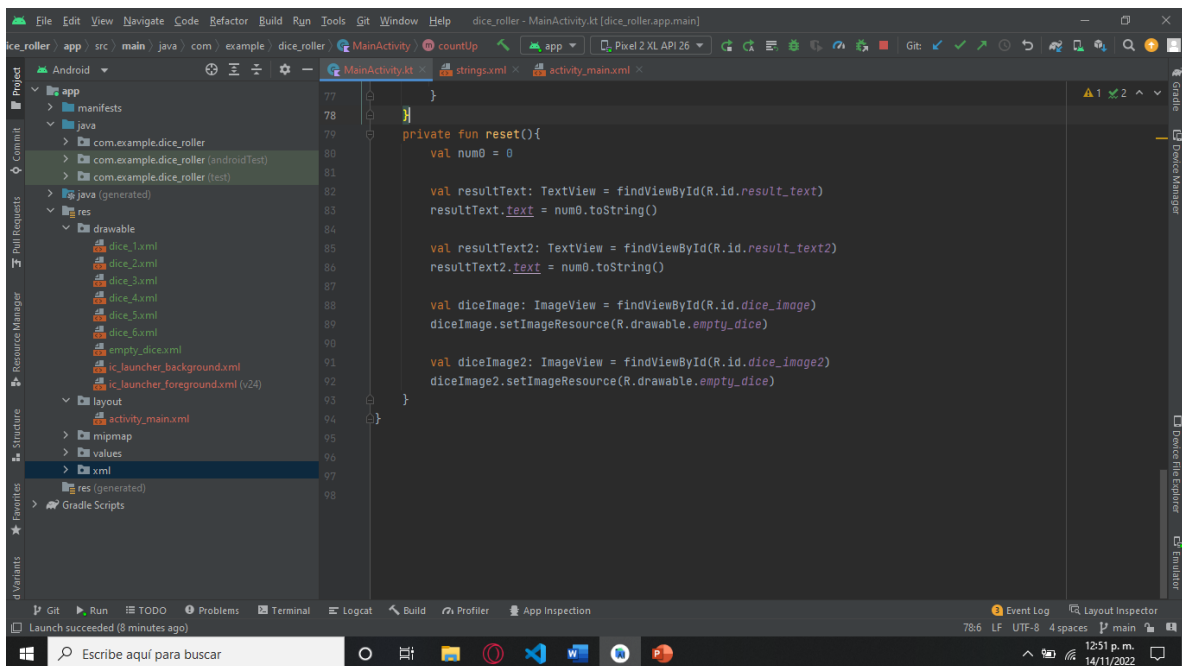
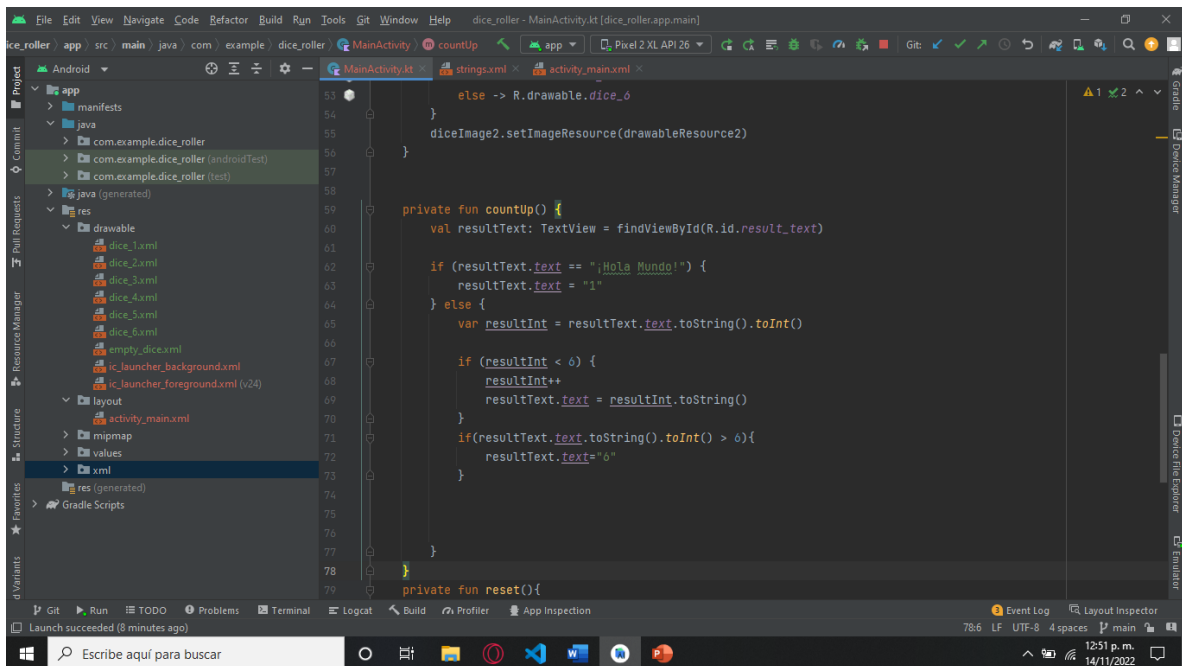
Códigos



```
1 package com.example.dice_roller
2
3 import androidx.appcompat.app.AppCompatActivity
4 import android.os.Bundle
5 import android.widget.Button
6 import android.widget.ImageView
7 import android.widget.TextView
8 import android.widget.Toast
9
10 class MainActivity : AppCompatActivity() {
11
12     override fun onCreate(savedInstanceState: Bundle?) {
13         super.onCreate(savedInstanceState)
14         setContentView(R.layout.activity_main)
15
16         val rollButton: Button = findViewById(R.id.roll_button)
17         rollButton.setOnClickListener { rollDice() }
18
19         val countButton: Button = findViewById(R.id.countup_button)
20         countButton.setOnClickListener { countUp() }
21
22         val resetButton: Button = findViewById(R.id.reset_button)
23         resetButton.setOnClickListener { reset() }
24
25     }
26
27     private fun rollDice() {
```



```
27     private fun rollDice() {
28         val randomInt = (1..6).random()
29         val randomInt2 = (1..6).random()
30         val resultText: TextView = findViewById(R.id.result_text)
31         resultText.text = randomInt.toString()
32         val resultText2: TextView = findViewById(R.id.result_text2)
33         resultText2.text = randomInt2.toString()
34
35         val diceImage: ImageView = findViewById(R.id.dice_image)
36         val drawableResource = when (randomInt) {
37             1 -> R.drawable.dice_1
38             2 -> R.drawable.dice_2
39             3 -> R.drawable.dice_3
40             4 -> R.drawable.dice_4
41             5 -> R.drawable.dice_5
42             else -> R.drawable.dice_6
43         }
44         diceImage.setImageResource(drawableResource)
45
46         val diceImage2: ImageView = findViewById(R.id.dice_image2)
47         val drawableResource2 = when (randomInt2) {
48             1 -> R.drawable.dice_1
49             2 -> R.drawable.dice_2
50             3 -> R.drawable.dice_3
51             4 -> R.drawable.dice_4
52             5 -> R.drawable.dice_5
53             else -> R.drawable.dice_6
```



```

fun main() {
    println(rockScissorsPaper(arrayListOf(Pair(Move.ROCK, Move.ROCK))))
    println(rockScissorsPaper(arrayListOf(Pair(Move.ROCK, Move.SCISSORS))))
    println(rockScissorsPaper(arrayListOf(Pair(Move.PAPER, Move.SCISSORS))))
    println(rockScissorsPaper(arrayListOf(
        Pair(Move.ROCK, Move.ROCK),

```

```

        Pair(Move.SCISSORS, Move.SCISSORS),
        Pair(Move.PAPER, Move.PAPER)))
println(rockScissorsPaper(arrayListOf(
    Pair(Move.ROCK, Move.SCISSORS),
    Pair(Move.SCISSORS, Move.PAPER),
    Pair(Move.SCISSORS, Move.ROCK))))
println(rockScissorsPaper(arrayListOf(
    Pair(Move.ROCK, Move.PAPER),
    Pair(Move.SCISSORS, Move.ROCK),
    Pair(Move.PAPER, Move.SCISSORS))))
}

enum class Move {
    ROCK, SCISSORS, PAPER
}

private fun rockScissorsPaper(games: List<Pair<Move, Move>>): String {

    var playerOneGames = 0
    var playerTwoGames = 0

    games.forEach { game ->

        val playerOneMove = game.first
        val playerTwoMove = game.second

        if (playerOneMove != playerTwoMove) {

            if (playerOneMove == Move.ROCK && playerTwoMove == Move.SCISSORS
                || playerOneMove == Move.SCISSORS && playerTwoMove ==
Move.PAPER
                || playerOneMove == Move.PAPER && playerTwoMove ==
Move.ROCK) {

                playerOneGames += 1
            } else {
                playerTwoGames += 1
            }
        }
    }

    return if (playerOneGames == playerTwoGames) {
        "Tie"
    } else if (playerOneGames > playerTwoGames) {
        "Player 1"
    }
}

```

```
} else {  
    "Player 2"  
}  
}
```

```
PS C:\Users\Usuario\Desktop\FACULTAD\PROGRA DE APPS> java -jar PPT.jar  
Tie  
Player 1  
Player 2  
Tie  
Player 1  
Player 2  
PS C:\Users\Usuario\Desktop\FACULTAD\PROGRA DE APPS> |
```