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POKER

LAYOUT (Vista)

```
package com.example.juegopocker;
```

```
import java.util.ArrayList;
```

```
import android.R.bool;
```

```
import android.os.Bundle;
```

```
import android.support.v7.app.ActionBarActivity;
```

```
import android.util.Log;
```

```
import android.view.Menu;
```

```
import android.view.MenuItem;
```

```
import android.view.View;
```

```
import android.widget.ImageView;
```

```
import android.widget.TextView;
```

```
public class MainActivity extends ActionBarActivity {
```

```
    int CartasCoronas[] =  
{R.drawable.cor1,R.drawable.cor2,R.drawable.cor3,R.drawabl  
e.cor4,R.drawable.cor5,R.drawable.cor6,R.drawable.cor7,R.dr  
awable.cor8,R.drawable.cor9,R.drawable.cor10,R.drawable.c  
or11,R.drawable.cor12,R.drawable.cor13};
```

```
    int CartasEspadas[] =  
{R.drawable.esp1,R.drawable.esp2,R.drawable.esp3,R.drawa  
ble.esp4,R.drawable.esp5,R.drawable.esp6,R.drawable.esp7,  
R.drawable.esp8,R.drawable.esp9,R.drawable.esp10,R.drawa  
ble.esp11,R.drawable.esp12,R.drawable.esp13};
```

```
int CartasRombo[] =  
{R.drawable.rom1,R.drawable.rom2,R.drawable.rom3,R.draw  
able.rom4,R.drawable.rom5,R.drawable.rom6,R.drawable.rom  
7,R.drawable.rom8,R.drawable.rom9,R.drawable.rom10,R.dra  
wable.rom11,R.drawable.rom12,R.drawable.rom13};
```

```
int CartasTrebol[] =  
{R.drawable.tre1,R.drawable.tre2,R.drawable.tre3,R.drawable.  
tre4,R.drawable.tre5,R.drawable.tre6,R.drawable.tre7,R.dra  
wable.tre8,R.drawable.tre9,R.drawable.tre10,R.drawable.tre11,R.  
drawable.tre12,R.drawable.tre13};
```

```
int Allcards[] =  
{R.drawable.cor1,R.drawable.cor2,R.drawable.cor3,R.drawabl  
e.cor4,R.drawable.cor5,R.drawable.cor6,R.drawable.cor7,R.dr  
awable.cor8,R.drawable.cor9,R.drawable.cor10,R.drawable.c  
or11,R.drawable.cor12,R.drawable.cor13,
```

```
R.drawable.esp1,R.drawable.esp2,R.drawable.esp3,R.drawab  
le.esp4,R.drawable.esp5,R.drawable.esp6,R.drawable.esp7,R.  
drawable.esp8,R.drawable.esp9,R.drawable.esp10,R.drawabl  
e.esp11,R.drawable.esp12,R.drawable.esp13,
```

```
R.drawable.rom1,R.drawable.rom2,R.drawable.rom3,R.dra  
wable.rom4,R.drawable.rom5,R.drawable.rom6,R.drawable.rom7  
,R.drawable.rom8,R.drawable.rom9,R.drawable.rom10,R.draw  
able.rom11,R.drawable.rom12,R.drawable.rom13,
```

```
R.drawable.tre1,R.drawable.tre2,R.drawable.tre3,R.drawable.t  
re4,R.drawable.tre5,R.drawable.tre6,R.drawable.tre7,R.dra
```

```
ble.tre8,R.drawable.tre9,R.drawable.tre10,R.drawable.tre11,R.  
drawable.tre12,R.drawable.tre13};
```

```
String NameCards[] =  
{ "2C", "3C", "4C", "5C", "6C", "7C", "8C", "9C", "10C", "JC", "QC", "  
KC", "AC",
```

```
"2E", "3E", "4E", "5E", "6E", "7E", "8E", "9E", "10E", "JE", "QE", "K  
E", "AE",
```

```
"2R", "3R", "4R", "5R", "6R", "7R", "8R", "9R", "10R", "JR", "QR", "  
KR", "AR",
```

```
"2T", "3T", "4T", "5T", "6T", "7T", "8T", "9T", "10T", "JT", "QT", "KT  
", "AT", };
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);
```

```
}
```

```
public void jugar(View Vista){
```

```
    TextView juego = (TextView)  
    findViewById(R.id.textView1);
```

```
// Cartas del jugador  
ImageView im1 = (ImageView)  
findViewById(R.id.imageView1);  
ImageView im2 = (ImageView)  
findViewById(R.id.imageView2);  
ImageView im3 = (ImageView)  
findViewById(R.id.imageView3);
```

```
// Cartas de la Mesa  
ImageView imM1 = (ImageView)  
findViewById(R.id.imageView4);  
ImageView imM2 = (ImageView)  
findViewById(R.id.imageView5);  
ImageView imM3 = (ImageView)  
findViewById(R.id.imageView01);  
ImageView imM4 = (ImageView)  
findViewById(R.id.imageView02);  
ImageView imM5 = (ImageView)  
findViewById(R.id.imageView03);
```

```
ArrayList<Integer> posCards = new  
ArrayList<Integer>();  
for (int i = 0; i < 8; i++) {  
    int aleatorio = -1;  
    boolean generado = false;  
    while (!generado) {  
        int posible = (int) (Math.random()*51);  
        if (!posCards.contains(posible)) {  
            posCards.add(posible);  
        }  
    }
```

```
        aleatorio = posible;
        generado = true;
        Log.i("Numero aleatorio", aleatorio+"");
    }
}
//usa el valor de aleatorio...
}
```

```
juego.setText(NameCards[posCards.get(0)]+" "+
              NameCards[posCards.get(1)]+" "+
              NameCards[posCards.get(2)]+" "+
              NameCards[posCards.get(3)]+" "+
              NameCards[posCards.get(4)]+" "+
              NameCards[posCards.get(5)]+" "+
              NameCards[posCards.get(6)]+" "+
              NameCards[posCards.get(7)]+"");
```

```
im1.setImageResource(Allcards[posCards.get(0)]);
im2.setImageResource(Allcards[posCards.get(1)]);
im3.setImageResource(Allcards[posCards.get(2)]);
imM1.setImageResource(Allcards[posCards.get(3)]);
imM2.setImageResource(Allcards[posCards.get(4)]);
imM3.setImageResource(Allcards[posCards.get(5)]);
imM4.setImageResource(Allcards[posCards.get(6)]);
imM5.setImageResource(Allcards[posCards.get(7)]);
```

```
}
```

```
public void verificaColor(){
```

```
}
```

```
@Override
```

```
public boolean onCreateOptionsMenu(Menu menu) {
```

```
    // Inflate the menu; this adds items to the action bar if it  
is present.
```

```
    getMenuInflater().inflate(R.menu.main, 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();
```

```
    if (id == R.id.action_settings) {
```

```
        return true;
```

```
    }
```

```
    return super.onOptionsItemSelected(item);
```

```
}
```

}

ACTIVITY (Controlador)

```
package com.example.juegopocker;
```

```
import java.util.ArrayList;
```

```
import android.R.bool;
```

```
import android.os.Bundle;
```

```
import android.support.v7.app.ActionBarActivity;
```

```
import android.util.Log;
```

```
import android.view.Menu;
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```
import android.view.MenuItem;
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```
import android.view.View;
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```
import android.widget.ImageView;
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import android.widget.TextView;
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```
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    int CartasCoronas[] =
```

```
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wable.cor4,R.drawable.cor5,R.drawable.cor6,R.drawable  
.cor7,R.drawable.cor8,R.drawable.cor9,R.drawable.cor10  
,R.drawable.cor11,R.drawable.cor12,R.drawable.cor13};
```

```
int CartasEspadas[] =  
{R.drawable.esp1,R.drawable.esp2,R.drawable.esp3,R.dr  
awable.esp4,R.drawable.esp5,R.drawable.esp6,R.dra  
wable.esp7,R.drawable.esp8,R.drawable.esp9,R.drawable.e  
sp10,R.drawable.esp11,R.drawable.esp12,R.drawable.es  
p13};
```

```
int CartasRombo[] =  
{R.drawable.rom1,R.drawable.rom2,R.drawable.rom3,R.  
drawable.rom4,R.drawable.rom5,R.drawable.rom6,R.dra  
wable.rom7,R.drawable.rom8,R.drawable.rom9,R.drawab  
le.rom10,R.drawable.rom11,R.drawable.rom12,R.drawabl  
e.rom13};
```

```
int CartasTrebol[] =  
{R.drawable.tre1,R.drawable.tre2,R.drawable.tre3,R.draw  
able.tre4,R.drawable.tre5,R.drawable.tre6,R.drawable.tre  
7,R.drawable.tre8,R.drawable.tre9,R.drawable.tre10,R.dr  
awable.tre11,R.drawable.tre12,R.drawable.tre13};
```

```
int Allcards[] =  
{R.drawable.cor1,R.drawable.cor2,R.drawable.cor3,R.dra  
wable.cor4,R.drawable.cor5,R.drawable.cor6,R.drawable  
.cor7,R.drawable.cor8,R.drawable.cor9,R.drawable.cor10  
,R.drawable.cor11,R.drawable.cor12,R.drawable.cor13,
```

```
R.drawable.esp1,R.drawable.esp2,R.drawable.esp3,R.dr  
awable.esp4,R.drawable.esp5,R.drawable.esp6,R.dra  
wable.esp7,R.drawable.esp8,R.drawable.esp9,R.drawable.e  
sp10,R.drawable.esp11,R.drawable.esp12,R.drawable.es  
p13,
```


R.drawable.rom1,R.drawable.rom2,R.drawable.rom3,R.drawable.rom4,R.drawable.rom5,R.drawable.rom6,R.drawable.rom7,R.drawable.rom8,R.drawable.rom9,R.drawable.rom10,R.drawable.rom11,R.drawable.rom12,R.drawable.rom13,

R.drawable.tre1,R.drawable.tre2,R.drawable.tre3,R.drawable.tre4,R.drawable.tre5,R.drawable.tre6,R.drawable.tre7,R.drawable.tre8,R.drawable.tre9,R.drawable.tre10,R.drawable.tre11,R.drawable.tre12,R.drawable.tre13};

String NameCards[] =
{"2C","3C","4C","5C","6C","7C","8C","9C","10C","JC","QC","KC","AC",

"2E","3E","4E","5E","6E","7E","8E","9E","10E","JE","QE",
,"KE","AE",

"2R","3R","4R","5R","6R","7R","8R","9R","10R","JR","QR",
,"KR","AR",

"2T","3T","4T","5T","6T","7T","8T","9T","10T","JT","QT",
,"KT","AT",};

@Override

protected void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 setContentView(R.layout.activity_main);

}

```
public void jugar(View Vista){

    TextView juego = (TextView)
    findViewById(R.id.textView1);
    // Cartas del jugador
    ImageView im1 = (ImageView)
    findViewById(R.id.imageView1);
    ImageView im2 = (ImageView)
    findViewById(R.id.imageView2);
    ImageView im3 = (ImageView)
    findViewById(R.id.imageView3);

    // Cartas de la Mesa
    ImageView imM1 = (ImageView)
    findViewById(R.id.imageView4);
    ImageView imM2 = (ImageView)
    findViewById(R.id.imageView5);
    ImageView imM3 = (ImageView)
    findViewById(R.id.imageView01);
    ImageView imM4 = (ImageView)
    findViewById(R.id.imageView02);
    ImageView imM5 = (ImageView)
    findViewById(R.id.imageView03);
```

```

    ArrayList<Integer> posCards = new
ArrayList<Integer>();
    for (int i = 0; i < 8; i++) {
        int aleatorio = -1;
        boolean generado = false;
        while (!generado) {
            int posible = (int) (Math.random()*51);
            if (!posCards.contains(posible)) {
                posCards.add(posible);
                aleatorio = posible;
                generado = true;
                Log.i("Numero aleatorio", aleatorio+"");
            }
        }
        //usa el valor de aleatorio...
    }

```

```

juego.setText(NameCards[posCards.get(0)]+" "+
NameCards[posCards.get(1)]+" "+
NameCards[posCards.get(2)]+" "+
NameCards[posCards.get(3)]+" "+
NameCards[posCards.get(4)]+" "+
NameCards[posCards.get(5)]+" "+
NameCards[posCards.get(6)]+" "+
NameCards[posCards.get(7)]+"");

```

```

im1.setImageResource(Allcards[posCards.get(0)]);

```

```
im2.setImageResource(Allcards[posCards.get(1)]);  
im3.setImageResource(Allcards[posCards.get(2)]);  
imM1.setImageResource(Allcards[posCards.get(3)]);  
imM2.setImageResource(Allcards[posCards.get(4)]);  
imM3.setImageResource(Allcards[posCards.get(5)]);  
imM4.setImageResource(Allcards[posCards.get(6)]);  
imM5.setImageResource(Allcards[posCards.get(7)]);
```

```
}
```

```
public void verificaColor(){
```

```
}
```

```
@Override
```

```
public boolean onCreateOptionsMenu(Menu menu) {  
    // Inflate the menu; this adds items to the action bar  
    if it is present.  
    getMenuInflater().inflate(R.menu.main, 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();

if (id == R.id.action_settings) {

return true;

}

return super.onOptionsItemSelected(item);

}

}

EJECUCIONES



