*Homework4 Erik Dennison*

I can’t ever get my android studio to work properly at home. There are errors that pop up all the time and I never know how to fix them. Im not even sure how to test this before I submit it because I can’t even get the emulators to work ever. I know this isn’t how it is supposed to be submitted, but Im just so done with android studio right now.

*Activity\_,main*

<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:gravity="center"  
 android:orientation="vertical"**>  
 <**TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:padding="20dp"  
 android:text="@string/title\_text"  
 android:id="@+id/textView"** />  
 <**LinearLayout  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:orientation="horizontal"**>  
 <**EditText  
 android:id="@+id/Guess”  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:hint="@string/enter\_guess"**/>  
 <**Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/submit\_button"  
 android:id="@+id/submit\_button"**/>

</**LinearLayout**>  
  
</**LinearLayout**>

Strings.xml

<**resources**>  
 <**string name="application\_name"**>Guessing the Number</**string**>  
 <**string name="app\_title"**>Guess any number</**string**>  
 <**string name="submit\_button"**>Submit</**string**>  
 <**string name="enter\_guess"**>Enter your guess here</**string**>  
 <**string name="wrong\_low"**>That is not correct. Your answer is too low.</**string**>  
 <**string name="wrong\_high"**>That is not correct. Your answer is too high.</**string**>  
</**resources**>

**Mainactivity.java**

**public class** MainActivity **extends** AppCompatActivity {  
  
 **private** Button **mSubmitButton**;  
 **private** EditText **mGuess**;  
 **private int x**, **RandNum**;  
 **private int i**= 0;  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);

**mSubmitButton**= (Button) findViewById(R.id.***submit\_button***);  
 **mGuess**= (EditText) findViewById(R.id.***Guess***);  
 **RandNum**= (**int**) (Math.*random*()\* 100 + 1);  
 **mSubmitButton**.setOnClickListener(**new** View.OnClickListener() {

@Override  
 **public void** onClick(View v) {  
 **x**= Integer.*parseInt*(**mGuess**.getText().toString());  
  
 **if** (**RandNum** > **x**) {  
 Toast.makeText(MainActivity.**this**,  
 R.string.***wrong\_low***,  
 Toast.***LENGTH\_SHORT***).show();  
 **i** = **i** + 1;}  
 **else if** (**RandNum** < **x**) {  
 Toast.makeText(MainActivity.**this**,  
 R.string.***wrong\_high***,  
 Toast.***LENGTH\_SHORT***).show();  
 **i** = **i** + 1;}  
 **else** {  
 Toast.makeText(MainActivity.**this**,  
 **"You guessed correctly. The Number of times You guessed was: "**+ **i**,  
 Toast.***LENGTH\_SHORT***).show();  
 }  
 }  
 }  
 );  
 }