**package** com.gameusingimagebuttonandimageview;  
  
  
 **import** android.support.v7.app.AppCompatActivity;  
 **import** android.os.Bundle;  
 **import** android.view.View;  
 **import** android.widget.ImageButton;  
 **import** android.widget.ImageView;  
 **import** android.widget.TextView;  
  
  
 **public class** MainActivity **extends** AppCompatActivity {  
 **private** TextView **mTxtResult**;  
 **private** ImageView **mImgViewComPlay**;  
 **private** ImageButton **mImgBtnone**, **mImgBtntwo**, **mImgBtnthree**, **mImgBtnfour**, **mImgBtnfive**, **mImgBtnsix**;  
  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
  
 **mImgViewComPlay** = (ImageView) findViewById(R.id.***imgViewComPlay***);  
 **mTxtResult** = (TextView) findViewById(R.id.***txtResult***);  
 **mImgBtnone** = (ImageButton) findViewById(R.id.***imgBtnone***);  
 **mImgBtntwo** = (ImageButton) findViewById(R.id.***imgBtntwo***);  
 **mImgBtnthree** = (ImageButton) findViewById(R.id.***imgBtnthree***);  
 **mImgBtnfour** = (ImageButton) findViewById(R.id.***imgBtnfour***);  
 **mImgBtnfive** = (ImageButton) findViewById(R.id.***imgBtnfive***);  
 **mImgBtnsix** = (ImageButton) findViewById(R.id.***imgBtnsix***);  
  
  
 **mImgBtnone**.setOnClickListener(**imgBtnOneOnClick**);  
 **mImgBtntwo**.setOnClickListener(**imgBtnTwoOnClick**);  
 **mImgBtnthree**.setOnClickListener(**imgBtnThreeOnClick**);  
 **mImgBtnfour**.setOnClickListener(**imgBtnFourOnClick**);  
 **mImgBtnfive**.setOnClickListener(**imgBtnFiveOnClick**);  
 **mImgBtnsix**.setOnClickListener(**imgBtnSixOnClick**);  
 }  
  
  
 **private** View.OnClickListener **imgBtnOneOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 }  
 }  
 };  
  
  
 **private** View.OnClickListener **imgBtnTwoOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 }  
 }  
 };  
  
  
 **private** View.OnClickListener **imgBtnThreeOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 }  
 }  
 };  
 **private** View.OnClickListener **imgBtnFourOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 }  
 }  
 };  
 **private** View.OnClickListener **imgBtnFiveOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_lose***));  
 }  
 }  
 };  
 **private** View.OnClickListener **imgBtnSixOnClick** = **new** View.OnClickListener() {  
 **public void** onClick(View v) {  
 *// 決定電腦出拳.* **int** iComPlay = (**int**) (Math.*random*() \* 6 + 1);  
  
  
 *// 1 – 剪刀, 2 – 石頭, 3 – 布.* **if** (iComPlay == 1) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***one***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 2) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***two***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 3) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***three***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 4) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***four***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 5) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***five***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_win***));  
 } **else if** (iComPlay == 6) {  
 **mImgViewComPlay**.setImageResource(R.drawable.***six***);  
 **mTxtResult**.setText(getString(R.string.***result***) +  
 getString(R.string.***player\_draw***));  
 }  
 }  
 };  
 }

*<?***xml version="1.0" encoding="utf-8"***?>* <**RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:paddingBottom="@dimen/activity\_vertical\_margin"  
 android:paddingLeft="@dimen/activity\_horizontal\_margin"  
 android:paddingRight="@dimen/activity\_horizontal\_margin"  
 android:paddingTop="@dimen/activity\_vertical\_margin"**>  
  
  
 <**TextView android:id="@+id/txtTitle"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/prompt\_title"  
 android:textSize="40sp"  
 android:textColor="#FF00FF"  
 android:textStyle="bold"  
 android:layout\_centerHorizontal="true"  
 android:paddingLeft="20dp"  
 android:paddingRight="20dp"  
 android:layout\_marginTop="20dp"  
 android:layout\_marginBottom="20dp"** />  
  
  
 <**TextView android:id="@+id/txtCom"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/prompt\_com\_play"  
 android:layout\_below="@id/txtTitle"  
 android:layout\_alignLeft="@id/txtTitle"  
 android:textSize="20sp"  
 android:layout\_marginBottom="20dp"** />  
  
  
 <**TextView android:id="@+id/txtMyPlay"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/prompt\_my\_play"  
 android:layout\_below="@id/txtTitle"  
 android:layout\_alignRight="@id/txtTitle"  
 android:textSize="20sp"  
 android:layout\_marginBottom="20dp"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtnone"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_alignLeft="@id/txtMyPlay"  
 android:layout\_alignBottom="@id/txtCom"  
 android:layout\_marginLeft="1dp"  
 android:layout\_marginTop="62dp"  
 android:layout\_marginBottom="-63dp"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/one"** />  
  
  
 <**ImageView android:id="@+id/imgViewComPlay"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginLeft="1dp"  
 android:layout\_marginTop="62dp"  
 android:layout\_marginBottom="-63dp"  
 android:layout\_below="@id/imgBtnone"  
 android:layout\_alignLeft="@id/txtCom"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtntwo"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_below="@id/imgBtnone"  
 android:layout\_alignLeft="@id/imgBtnone"  
 android:layout\_marginLeft="1dp"  
 android:layout\_marginTop="100dp"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/two"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtnthree"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_below="@id/imgBtntwo"  
 android:layout\_alignLeft="@id/imgBtntwo"  
 android:layout\_marginLeft="0dp"  
 android:layout\_marginTop="32dp"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/three"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtnfour"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_alignLeft="@id/imgBtnthree"  
 android:layout\_alignTop="@+id/imgBtnone"  
 android:layout\_marginLeft="84dp"  
 android:layout\_toRightOf="@id/imgBtnone"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/four"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtnfive"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_alignLeft="@id/imgBtntwo"  
 android:layout\_alignTop="@+id/imgBtnfour"  
 android:layout\_marginLeft="84dp"  
 android:layout\_marginTop="94dp"  
 android:layout\_toRightOf="@id/imgBtntwo"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/five"** />  
  
  
 <**ImageButton  
 android:id="@+id/imgBtnsix"  
 android:layout\_width="63dp"  
 android:layout\_height="56dp"  
 android:layout\_alignLeft="@id/imgBtnthree"  
 android:layout\_alignTop="@+id/imgBtnthree"  
 android:layout\_marginLeft="86dp"  
 android:layout\_marginTop="-1dp"  
 android:layout\_toRightOf="@id/imgBtnthree"  
 android:paddingLeft="15dp"  
 android:paddingRight="15dp"  
 android:src="@drawable/six"** />  
  
  
 <**TextView android:id="@+id/txtResult"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/result"  
 android:layout\_below="@id/imgBtnthree"  
 android:layout\_alignLeft="@id/txtCom"  
 android:textSize="20sp"  
 android:textColor="#0000FF"  
 android:layout\_marginTop="20dp"** />  
  
  
</**RelativeLayout**>

<**resources**>  
  
  
 <**string name="app\_name"**>電腦擲骰子遊戲</**string**>  
 <**string name="action\_settings"**>Settings</**string**>  
 <**string name="prompt\_com\_play"**>電腦擲骰子：</**string**>  
 <**string name="prompt\_my\_play"**>玩家擲骰子：</**string**>  
 <**string name="play\_one"**>one</**string**>  
 <**string name="play\_two"**>two</**string**>  
 <**string name="play\_three"**>three</**string**>  
 <**string name="play\_four"**>four</**string**>  
 <**string name="play\_five"**>five</**string**>  
 <**string name="play\_six"**>six</**string**>  
 <**string name="player\_win"**>恭喜，你贏了！</**string**>  
 <**string name="player\_lose"**>很可惜，你輸了！</**string**>  
 <**string name="player\_draw"**>雙方平手！</**string**>  
 <**string name="prompt\_title"**>和電腦擲骰子</**string**>  
 <**string name="result"**>判定輸贏：</**string**>  
  
</**resources**>