package com.zybooks.gacharpg;

import android.os.Bundle;

import androidx.fragment.app.Fragment;

import android.view.View;

import android.view.LayoutInflater;

import android.view.ViewGroup;

import android.widget.TextView;

/\*\*

\* A simple {@link Fragment} subclass.

\*/

public class DetailsFragment extends Fragment {

private String id, name, element, role, level;

private TextView tvID, tvName, tvElement, tvRole, tvLevel;

public DetailsFragment() {

// Required empty public constructor

}

@Override

public View onCreateView(LayoutInflater inflater, ViewGroup container,

Bundle savedInstanceState) {

Bundle bundle = getArguments();

View inf = inflater.inflate(R.layout.fragment\_details, container, false);

if(bundle != null) {

id = getArguments().getString("id");

name = getArguments().getString("name");

element = getArguments().getString("element");

role = getArguments().getString("role");

level = getArguments().getString("level");

tvID = inf.findViewById(R.id.detailsFragmentID);

tvName = inf.findViewById(R.id.detailsFragmentName);

tvElement = inf.findViewById(R.id.detailsFragmentElement);

tvRole = inf.findViewById(R.id.detailsFragmentRole);

tvLevel = inf.findViewById(R.id.detailsFragmentLevel);

tvID.setText(id);

tvName.setText(name);

tvElement.setText(element);

tvRole.setText(role);

tvLevel.setText(level);

}

// Inflate the layout for this fragment

return inf;

}

}