package com.zybooks.gacharpg;

import androidx.appcompat.app.AppCompatActivity;

import android.content.Intent;

import android.os.Bundle;

import android.view.View;

public class MainActivity extends AppCompatActivity {

private GachaDB db;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

db = GachaDB.getInstance(this);

}

@Override

public void onDestroy() {

db.close();

super.onDestroy();

}

public void OnClick(View view) {

Intent intent;

switch (view.getId()) {

case R.id.buttonShop:

intent = new Intent(this, ShopActivity.class);

startActivity(intent);

break;

case R.id.buttonBattle:

intent = new Intent(this, BattleActivity.class);

startActivity(intent);

break;

case R.id.buttonRoster:

intent = new Intent(this, RosterActivity.class);

startActivity(intent);

break;

}

}

}