package com.zybooks.gacharpg;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.util.Log;

import android.view.View;

import java.util.Random;

public class ShopActivity extends AppCompatActivity {

private GachaDB db;

private Random random;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_shop);

db = GachaDB.getInstance(this);

random = new Random();

}

public void onClick(View view) {

String[] names = db.getAll();

int bound = names.length;

db.unlockCharacter(names[random.nextInt(bound)]);

}

}