Федеральное государственное бюджетное образовательное учреждение «Сибирский государственный университет телекоммуникаций и информатики»

Кафедра ПМиК

Расчетно-графическая работа

по дисциплине

«Программирование мобильных устройств»

Выполниа: студент III курса

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# Задание

В рамках выполнения РГР необходимо написать игровое приложение. Сюжет игры выбирается согласно варианту. Сюжет может быть произвольным (по согласованию с преподавателем)

Предлагаются Следующие варианты:

· Сюжет игры «Звездные врата»: Имеется корабль игрока и портал. Задача игрока добраться до портала живым. В игре есть вражеский корабль (можно взять модель крейсера из Зв. войн), которой стреляет в направлении корабля игрока (со случайной по времени периодичностью). Игра рассчитана так, что прямой полет в направлении портала приводит к проигрышу. Игроку предлагается маневрировать, укрываясь от выстрелов за различными препятствиями (например, обломки других кораблей). Полет должен осуществляться в эвклидовом пространстве.

· Сюжет игры «Бегущий». Имеется фигура бегущего игрока, который собирает монетки. Задача за одну минуту собрать как можно больше монет.

· Произвольный логический квест (сюжет необходимо согласовать с преподавателем).

· Танковый биатлон: Имеется танк игрока, который может ездить по военному полигону. Имеется ряд заданий на меткость стрельбы. Задача: потратив минимальное количество патронов и времени прийти на финиш. За промахи следует начислять штрафные минуты.

· Сюжет игры «Истребитель». Имеется город (как множество зданий произвольной формы). Летающий самолет должен прицельно сбрасывать (бомбы/ракеты) на цели. Задача: попасть в наибольшее число целей за отведенное время.

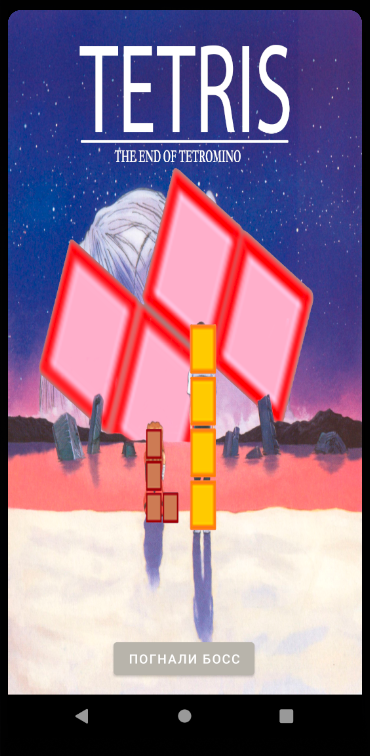
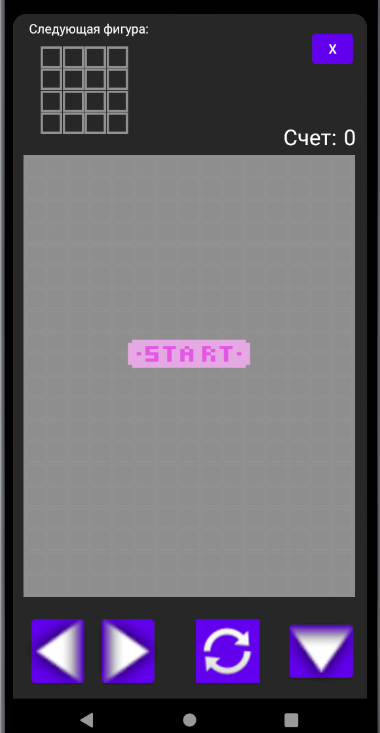
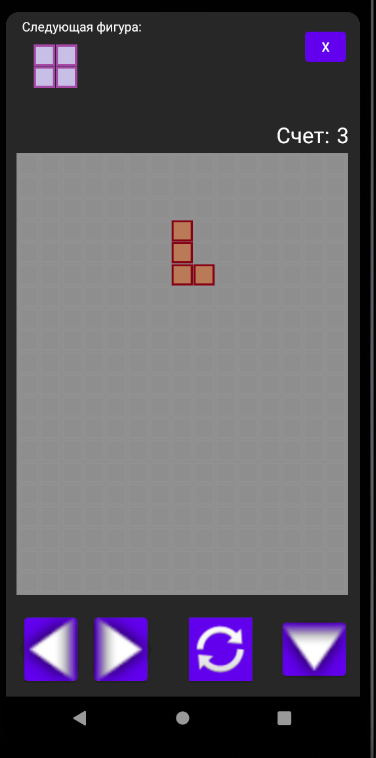
# Выполнение

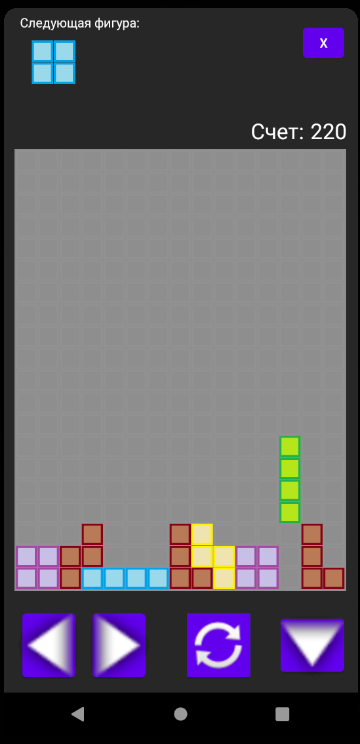
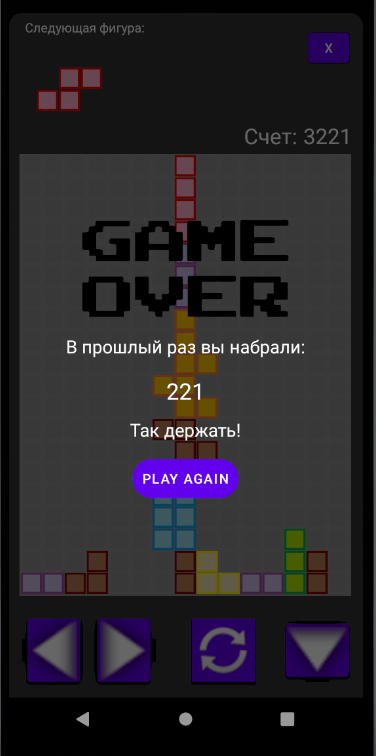
Мной была выбран проект на свободную тему. Им оказалась игра «Тетрис». Задача, набрать как можно больше очков, выкладывая падающие фигурки в линию. Управление фигурками осуществляется с помощью стрелок.

Цель игры: собрать огненным шариком все светящиеся сгустки, не выйдя за границы земли (не упав вниз). Так же программа имеет музыкальное сопровождение.

Программа легко адаптируется к изменениям, со временем возможно увеличение нарастания сложности.

# Вид программы

# Листинг проекта

**AndroidManifest.xml**

<?xml version="1.0" encoding="utf-8"?>  
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
 package="com.example.kurswork">  
  
 <application  
 android:allowBackup="true"  
 android:icon="@mipmap/ic\_launcher"  
 android:label="@string/app\_name"  
 android:roundIcon="@mipmap/ic\_launcher\_round"  
 android:supportsRtl="true"  
 android:theme="@style/Theme.Kurswork">  
 <activity android:name=".MainActivity"  
 android:screenOrientation = "portrait">  
 <intent-filter>  
 <action android:name="android.intent.action.MAIN" />  
  
 <category android:name="android.intent.category.LAUNCHER" />  
 </intent-filter>  
 </activity>  
 <activity android:name=".GameField"  
 android:screenOrientation = "portrait">  
 <intent-filter>  
 <category android:name="android.intent.category.LAUNCHER" />  
 </intent-filter>  
 </activity>  
 </application>  
  
</manifest>

**tetromino\_color\_enum.java**

package com.example.kurswork;  
  
public enum tetromino\_color\_enum {  
 BLUE,  
 GREEN,  
 LIGHT\_RED,  
 LIGHT\_YELLOW,  
 ORANGE,  
 RED,  
 VIOLET,  
 NOCOLOR  
}

**tetromino\_type\_enum.java**

package com.example.kurswork;  
  
public enum tetromino\_type\_enum {  
 I,  
 O,  
 T,  
 L,  
 L2,  
 Z,  
 Z2,  
 NOTYPE  
}

**direction\_enum.java**

package com.example.kurswork;  
  
public enum direction\_enum {  
 DOWN,  
 LEFT,  
 RIGHT,  
 ROTATE  
}

**DBHelper.java**

package com.example.kurswork;  
  
import android.content.Context;  
import android.database.sqlite.SQLiteDatabase;  
import android.database.sqlite.SQLiteOpenHelper;  
  
import androidx.annotation.Nullable;  
  
class DBHelper extends SQLiteOpenHelper {  
 public DBHelper(@Nullable Context context) {  
 super(context, "DB", null, 1);  
 }  
 //DB – имя базы данных  
  
 @Override  
 //создании базы данных, как только база создана, мы добавляем туда таблицы с необходимым набором полей.  
 public void onCreate(SQLiteDatabase db) {  
 //метод для запросов базы  
 db.execSQL("create table mytable ("  
 + "id integer primary key autoincrement,"  
 + "score integer" + ");");  
 }  
 // внести изменения в базу данных: поменять схему, добавить новые таблицы или поменять типы столбцов таблиц  
 @Override  
 public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {  
 db.execSQL("DROP TABLE IF EXISTS mytable"); //перезапишем старую таблицу  
 db.execSQL("create table mytable ("  
 + "id integer primary key autoincrement,"  
 + "score integer" + ");");  
 }  
  
}

**tetromino.java**

package com.example.kurswork;  
  
import static com.example.kurswork.tetromino\_color\_enum.NOCOLOR;  
import static com.example.kurswork.tetromino\_type\_enum.NOTYPE;  
  
public class tetromino {  
  
 final int X\_tetromino\_start = 6;  
 final int Y\_tetromino\_start = 0;  
  
 int[][] current\_tetromino = new int[4][4];  
 tetromino\_type\_enum current\_tetromino\_index = NOTYPE;  
 tetromino\_color\_enum current\_color\_index = NOCOLOR;  
  
 int[][] next\_tetromino = new int[4][4];  
 tetromino\_type\_enum next\_tetromino\_index = NOTYPE;  
 tetromino\_color\_enum next\_color\_index = NOCOLOR;  
  
 int turn\_index = 0;  
  
 int[][] temp\_tetromino = new int[4][4];  
 int temp\_turn\_index = 0;  
  
 int current\_tetromino\_X = X\_tetromino\_start;  
 int current\_tetromino\_Y = Y\_tetromino\_start;  
  
 int[][] I\_tetromino = {  
 {0,1,0,0},  
 {0,1,0,0},  
 {0,1,0,0},  
 {0,1,0,0}  
 };  
 int[][] I\_tetromino\_turned = {  
 {0,0,0,0},  
 {1,1,1,1},  
 {0,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] O\_tetromino = {  
 {1,1,0,0},  
 {1,1,0,0},  
 {0,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] T\_tetromino = {  
 {0,1,0,0},  
 {0,1,1,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] T\_tetromino\_turned1 = {  
 {0,1,0,0},  
 {1,1,1,0},  
 {0,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] T\_tetromino\_turned2 = {  
 {0, 1, 0, 0},  
 {1,1,0,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] T\_tetromino\_turned3 = {  
 {0,0,0,0},  
 {1,1,1,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] L\_tetromino = {  
 {0,1,0,0},  
 {0,1,0,0},  
 {0,1,1,0},  
 {0,0,0,0}  
 };  
 int[][] L\_tetromino\_turned1 = {  
 {0,0,1,0},  
 {1,1,1,0},  
 {0,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] L\_tetromino\_turned2 = {  
 {1,1,0,0},  
 {0,1,0,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] L\_tetromino\_turned3 = {  
 {0,0,0,0},  
 {1,1,1,0},  
 {1,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] L2\_tetromino = {  
 {0,1,0,0},  
 {0,1,0,0},  
 {1,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] L2\_tetromino\_turned1 = {  
 {0,0,0,0},  
 {1,1,1,0},  
 {0,0,1,0},  
 {0,0,0,0}  
 };  
 int[][] L2\_tetromino\_turned2 = {  
 {0,1,1,0},  
 {0,1,0,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] L2\_tetromino\_turned3 = {  
 {1,0,0,0},  
 {1,1,1,0},  
 {0,0,0,0},  
 {0,0,0,0}  
 };  
 int[][] Z\_tetromino = {  
 {0,0,0,0},  
 {0,1,1,0},  
 {1,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] Z\_tetromino\_turned = {  
 {1,0,0,0},  
 {1,1,0,0},  
 {0,1,0,0},  
 {0,0,0,0}  
 };  
 int[][] Z2\_tetromino = {  
 {0,0,0,0},  
 {1,1,0,0},  
 {0,1,1,0},  
 {0,0,0,0}  
 };  
 int[][] Z2\_tetromino\_turned = {  
 {0,1,0,0},  
 {1,1,0,0},  
 {1,0,0,0},  
 {0,0,0,0}  
 };  
}

**tetris.java**

package com.example.kurswork;  
  
import android.util.Log;  
  
import org.jetbrains.annotations.NotNull;  
  
import java.util.Random;  
  
import static com.example.kurswork.tetromino\_color\_enum.BLUE;  
import static com.example.kurswork.tetromino\_color\_enum.GREEN;  
import static com.example.kurswork.tetromino\_color\_enum.LIGHT\_RED;  
import static com.example.kurswork.tetromino\_color\_enum.LIGHT\_YELLOW;  
import static com.example.kurswork.tetromino\_color\_enum.NOCOLOR;  
import static com.example.kurswork.tetromino\_color\_enum.ORANGE;  
import static com.example.kurswork.tetromino\_color\_enum.RED;  
import static com.example.kurswork.tetromino\_color\_enum.VIOLET;  
  
public class tetris {  
 public int ROWS = 20;  
 public int COLS = 15;  
  
 //матрица игрового поля  
 public int[][] tetris\_field = new int[ROWS][COLS];  
 //счётчик счёта  
 public int score = 0;  
 Random random;  
  
 GameField gameField;  
 tetromino tetromino;  
  
 public tetris(GameField gf) {  
 gameField = gf;  
 random = new Random();  
 for (int i = 0; i < ROWS; i++) {  
 for (int j = 0; j < COLS; j++) {  
 tetris\_field[i][j] = 0;  
 }  
 }  
 tetromino = new tetromino();  
 generate\_next\_tetromino();  
 take\_new\_tetromino();  
 generate\_next\_tetromino();  
 }  
  
 //передвижение тетромино по полю  
 int move\_tetromino(@NotNull direction\_enum direction) {  
 switch (direction) {  
 case DOWN: { //смещаем тетромино вниз  
 if (border\_bump(direction) == 1) {  
 if (tetromino\_bump(direction) == 1) {  
 gameField.DrawTetromino(NOCOLOR);  
 tetromino.current\_tetromino\_Y++;  
 gameField.DrawTetromino(tetromino.current\_color\_index);  
 return 0; //тетромино может продолжать двигаться вниз  
 }  
 }  
 return 1; //тетромино не может продолжать двигаться вниз  
 }  
 case LEFT: { //смещаем тетромино влево  
 if (border\_bump(direction) == 1) {  
 if (tetromino\_bump(direction) == 1) {  
 gameField.DrawTetromino(NOCOLOR);  
 tetromino.current\_tetromino\_X--;  
 gameField.DrawTetromino(tetromino.current\_color\_index);  
 }  
 }  
 return 0;  
 }  
 case RIGHT: { //смещаем тетромино вправо  
 if (border\_bump(direction) == 1) {  
 if (tetromino\_bump(direction) == 1) {  
 gameField.DrawTetromino(NOCOLOR);  
 tetromino.current\_tetromino\_X++;  
 gameField.DrawTetromino(tetromino.current\_color\_index);  
 }  
 }  
 return 0;  
 }  
 case ROTATE: { //поворачиваем тетромино  
 if (border\_bump(direction) == 1) {  
 if (tetromino\_bump(direction) == 1) {  
 gameField.DrawTetromino(NOCOLOR);  
 turn\_current\_tetromino();  
 gameField.DrawTetromino(tetromino.current\_color\_index);  
 }  
 }  
 return 0;  
 }  
  
 }  
 return 0;  
 }  
  
 //синхронизируем тетромино с полем игры  
 int pin\_tetromino(){  
 score+=10;  
 //если после спавна сразу закрепляется - игра закончена  
 if((tetromino.current\_tetromino\_Y == tetromino.Y\_tetromino\_start)  
 && (tetromino.current\_tetromino\_X == tetromino.X\_tetromino\_start)){  
 return 1;  
 }  
 //переносим данные с матрицы тетромино на матрицу игрового поля  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if(tetromino.current\_tetromino[i][j] == 1){  
 tetris\_field[tetromino.current\_tetromino\_Y+i][tetromino.current\_tetromino\_X+j]  
 = gameField.ColorEnumToInt(tetromino.current\_color\_index);  
 }  
 }  
 }  
 DeleteCompleteLines();  
 take\_new\_tetromino();  
 return 0;  
 }  
  
 //если после синхронизации тетромино с полем, строка заполнена - спускаем все выше стоящие строки  
 public void DeleteCompleteLines() {  
 int line\_counter = 0;  
 for (int i = 0; i < ROWS; i++) {  
 line\_counter = 0;  
 for (int j = 0; j < COLS; j++) {  
 if (tetris\_field[i][j] != 0) {  
 line\_counter++; //считаем не пустые ячейки в строке  
 }  
 }  
 //если вся строка не пустая то спускаем все выше стоящие строки  
 if (line\_counter == 15) {  
 for (int j = i; j > 0; j--) {  
 for (int k = 0; k < COLS; k++) {  
 tetris\_field[j][k] = tetris\_field[j - 1][k];  
 }  
 score += 150;  
 }  
 }  
 }  
 }  
  
 //проверяем врезается ли тетромино в границы уровня при движении  
 private int border\_bump(@NotNull direction\_enum direction) {  
 switch (direction) {  
 case DOWN: {  
 if (tetromino.current\_tetromino\_Y >= 16 && tetromino.current\_tetromino[3][1] == 1) {  
 Log.d("border\_bump", "down direction");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_Y >= 17 && ((tetromino.current\_tetromino[2][0] == 1)  
 || (tetromino.current\_tetromino[2][1] == 1)  
 || (tetromino.current\_tetromino[2][2] == 1))) {  
 Log.d("border\_bump", "down direction");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_Y >= 18 && tetromino.current\_tetromino[1][1] == 1) {  
 Log.d("border\_bump", "down direction");  
 return 0;  
 }  
 return 1;  
 }  
 case LEFT: {  
 if (tetromino.current\_tetromino\_X == 0 && ((tetromino.current\_tetromino[0][0] == 1)  
 || (tetromino.current\_tetromino[1][0] == 1)  
 || (tetromino.current\_tetromino[2][0] == 1)  
 || (tetromino.current\_tetromino[3][0] == 1))) {  
 Log.d("border\_bump", "left direction");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X == -1) {  
 Log.d("border\_bump", "left direction");  
 return 0;  
 }  
 return 1;  
 }  
 case RIGHT: {  
 if (tetromino.current\_tetromino\_X == 11 & tetromino.current\_tetromino[1][3] == 1) {  
 Log.d("border\_bump", "right direction");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X == 12 && ((tetromino.current\_tetromino[0][2] == 1)  
 || (tetromino.current\_tetromino[1][2] == 1)  
 || (tetromino.current\_tetromino[2][2] == 1)  
 || (tetromino.current\_tetromino[3][2] == 1))) {  
 Log.d("border\_bump", "right direction");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X == 13 && ((tetromino.current\_tetromino[0][1] == 1)  
 || (tetromino.current\_tetromino[1][1] == 1)  
 || (tetromino.current\_tetromino[2][1] == 1)  
 || (tetromino.current\_tetromino[3][1] == 1))) {  
 Log.d("border\_bump", "right direction");  
 return 0;  
 }  
 return 1;  
 }  
 case ROTATE: {  
 switch (tetromino.current\_tetromino\_index) {  
 case I: {  
 if (tetromino.current\_tetromino\_Y >= 17 && tetromino.current\_tetromino[1][0] == 1) {  
 Log.d("border\_bump", " I rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X < 0 && tetromino.current\_tetromino[0][1] == 1) {  
 Log.d("border\_bump", " I rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X > 11 && tetromino.current\_tetromino[0][1] == 1) {  
 Log.d("border\_bump", " I rotate");  
 return 0;  
 }  
 return 1;  
 }  
 case O: {  
 return 1;  
 }  
 case T: {  
 if (tetromino.current\_tetromino\_Y >= 16) {  
 Log.d("border\_bump", " T rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X < 0) {  
 Log.d("border\_bump", " T rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X > 12 && tetromino.turn\_index >= 2) {  
 Log.d("border\_bump", " T rotate");  
 return 0;  
 }  
 return 1;  
 }  
 case L: {  
 if (tetromino.current\_tetromino\_Y >= 16) {  
 Log.d("border\_bump", " L rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X < 0 && tetromino.turn\_index == 0) {  
 Log.d("border\_bump", " L rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X > 12 && tetromino.turn\_index >= 0) {  
 Log.d("border\_bump", " L rotate");  
 return 0;  
 }  
 return 1;  
 }  
 case L2: {  
 if (tetromino.current\_tetromino\_Y >= 16) {  
 Log.d("border\_bump", " L2 rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X < 0) {  
 Log.d("border\_bump", " L2 rotate");  
 return 0;  
 }  
 if (tetromino.current\_tetromino\_X > 12) {  
 Log.d("border\_bump", " L2 rotate");  
 return 0;  
 }  
 return 1;  
 }  
 case Z: {  
 if (tetromino.current\_tetromino\_X > 12) {  
 Log.d("border\_bump", " Z rotate");  
 return 0;  
 }  
 return 1;  
 }  
 case Z2: {  
 if (tetromino.current\_tetromino\_X > 12) {  
 Log.d("border\_bump", " Z2 rotate");  
 return 0;  
 }  
 return 1;  
 }  
 default: {  
 return 0;  
 }  
 }  
 }  
 }  
 return 0;  
 }  
  
 //проверяем врезается ли тетромино в другие фигурки при движении  
 private int tetromino\_bump(@NotNull direction\_enum direction) {  
 int d = 1;  
 switch (direction) {  
 case DOWN: {  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetromino.current\_tetromino[i][j] == 1) {  
 if (tetris\_field[tetromino.current\_tetromino\_Y + i + 1][tetromino.current\_tetromino\_X + j] != 0) {  
 return 0;  
 }  
 }  
 }  
 }  
 return 1;  
 }  
 case LEFT: {  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetromino.current\_tetromino[i][j] == 1) {  
 if (tetris\_field[tetromino.current\_tetromino\_Y + i][tetromino.current\_tetromino\_X + j - 1] != 0) {  
 return 0;  
 }  
 }  
 }  
 }  
 return 1;  
 }  
 case RIGHT: {  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetromino.current\_tetromino[i][j] == 1) {  
 if (tetris\_field[tetromino.current\_tetromino\_Y + i][tetromino.current\_tetromino\_X + j + 1] != 0) {  
 return 0;  
 }  
 }  
 }  
 }  
 return 1;  
 }  
 case ROTATE: {  
 tetromino.temp\_tetromino = tetromino.current\_tetromino;  
 tetromino.temp\_turn\_index = tetromino.turn\_index;  
 turn\_current\_tetromino();  
  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetromino.current\_tetromino[i][j] == 1) {  
 if (tetris\_field[tetromino.current\_tetromino\_Y + i][tetromino.current\_tetromino\_X + j] != 0) {  
 d = 0;  
 break;  
 }  
 }  
 }  
 if (d == 0) {  
 break;  
 }  
 }  
 tetromino.current\_tetromino = tetromino.temp\_tetromino;  
 tetromino.turn\_index = tetromino.temp\_turn\_index;  
 return d;  
 }  
 }  
 return 0;  
 }  
  
 //поворачиваем текущее тетромино  
 private void turn\_current\_tetromino() {  
 switch (tetromino.current\_tetromino\_index) {  
 case I: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.I\_tetromino\_turned;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.I\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case T: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.T\_tetromino\_turned1;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.T\_tetromino\_turned2;  
 tetromino.turn\_index = 2;  
 break;  
 }  
 case 2: {  
 tetromino.current\_tetromino = tetromino.T\_tetromino\_turned3;  
 tetromino.turn\_index = 3;  
 break;  
 }  
 case 3: {  
 tetromino.current\_tetromino = tetromino.T\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case L: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.L\_tetromino\_turned1;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.L\_tetromino\_turned2;  
 tetromino.turn\_index = 2;  
 break;  
 }  
 case 2: {  
 tetromino.current\_tetromino = tetromino.L\_tetromino\_turned3;  
 tetromino.turn\_index = 3;  
 break;  
 }  
 case 3: {  
 tetromino.current\_tetromino = tetromino.L\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case L2: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.L2\_tetromino\_turned1;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.L2\_tetromino\_turned2;  
 tetromino.turn\_index = 2;  
 break;  
 }  
 case 2: {  
 tetromino.current\_tetromino = tetromino.L2\_tetromino\_turned3;  
 tetromino.turn\_index = 3;  
 break;  
 }  
 case 3: {  
 tetromino.current\_tetromino = tetromino.L2\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case Z: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.Z\_tetromino\_turned;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.Z\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case Z2: {  
 switch (tetromino.turn\_index) {  
 case 0: {  
 tetromino.current\_tetromino = tetromino.Z2\_tetromino\_turned;  
 tetromino.turn\_index = 1;  
 break;  
 }  
 case 1: {  
 tetromino.current\_tetromino = tetromino.Z2\_tetromino;  
 tetromino.turn\_index = 0;  
 break;  
 }  
 }  
 break;  
 }  
 case O:  
 default: {  
 break;  
 }  
 }  
 return;  
 }  
 void generate\_next\_tetromino() {  
 int r = random.nextInt(7);  
 switch (r) {  
 case 0: {  
 tetromino.next\_tetromino = tetromino.I\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.I;  
 break;  
 }  
 case 1: {  
 tetromino.next\_tetromino = tetromino.O\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.O;  
 break;  
 }  
 case 2: {  
 tetromino.next\_tetromino = tetromino.T\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.T;  
 break;  
 }  
 case 3: {  
 tetromino.next\_tetromino = tetromino.L\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.L;  
 break;  
 }  
 case 4: {  
 tetromino.next\_tetromino = tetromino.L2\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.L2;  
 break;  
 }  
 case 5: {  
 tetromino.next\_tetromino = tetromino.Z\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.Z;  
 break;  
 }  
 case 6: {  
 tetromino.next\_tetromino = tetromino.Z2\_tetromino;  
 tetromino.next\_tetromino\_index = tetromino\_type\_enum.Z2;  
 break;  
 }  
 }  
 r = random.nextInt(7) + 1;  
 tetromino.next\_color\_index = gameField.IntToColorEnum(r);  
 return;  
 }  
  
 //когда текущее тетромино закрепили - выбираем следущее и генерируем новое  
 void take\_new\_tetromino() {  
 tetromino.current\_tetromino = tetromino.next\_tetromino;  
 tetromino.current\_tetromino\_index = tetromino.next\_tetromino\_index;  
 tetromino.current\_color\_index = tetromino.next\_color\_index;  
 tetromino.turn\_index = 0;  
 tetromino.current\_tetromino\_X = tetromino.X\_tetromino\_start;  
 tetromino.current\_tetromino\_Y = tetromino.Y\_tetromino\_start;  
 generate\_next\_tetromino();  
 }  
}

**bitmaps.java**

package com.example.kurswork;  
  
import android.content.res.Resources;  
import android.graphics.Bitmap;  
import android.graphics.BitmapFactory;

public class Bitmaps {  
 Bitmap empty\_bitmap;  
 Bitmap bitmap\_block\_empty;  
 Bitmap bitmap\_block\_blue;  
 Bitmap bitmap\_block\_green;  
 Bitmap bitmap\_block\_light\_red;  
 Bitmap bitmap\_block\_light\_yellow;  
 Bitmap bitmap\_block\_orange;  
 Bitmap bitmap\_block\_red;  
 Bitmap bitmap\_block\_violet;  
 int block\_width = 65;  
 int block\_height = 65;  
  
 public Bitmaps(Resources resources){  
 empty\_bitmap = Bitmap.createBitmap(block\_width,block\_height, Bitmap.Config.ARGB\_8888);  
 Bitmap bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_empty);  
 bitmap\_block\_empty = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_blue);  
 bitmap\_block\_blue = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_green);  
 bitmap\_block\_green = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_light\_red);  
 bitmap\_block\_light\_red = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_light\_yellow);  
 bitmap\_block\_light\_yellow = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_orange);  
 bitmap\_block\_orange = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_red);  
 bitmap\_block\_red = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 bitmap\_block = BitmapFactory.decodeResource(resources, R.drawable.block\_violet);  
 bitmap\_block\_violet = Bitmap.createScaledBitmap(bitmap\_block,block\_width,block\_height,false);  
 }  
  
}

**bitmaps.java**

package com.example.kurswork;  
  
import android.app.Dialog;  
import android.content.ContentValues;  
import android.content.DialogInterface;  
import android.content.DialogInterface.OnDismissListener;  
import android.content.DialogInterface.OnShowListener;  
import android.content.Intent;  
import android.content.res.Resources;  
import android.database.Cursor;  
import android.database.sqlite.SQLiteDatabase;  
import android.graphics.Bitmap;  
import android.graphics.Color;  
import android.graphics.drawable.ColorDrawable;  
import android.os.Bundle;  
import android.view.View;  
import android.view.Window;  
import android.view.WindowManager;  
import android.view.animation.AlphaAnimation;  
import android.view.animation.Animation;  
import android.widget.Button;  
import android.widget.ImageView;  
import android.widget.TextView;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import java.util.Objects;  
  
import static com.example.kurswork.tetromino\_color\_enum.BLUE;  
import static com.example.kurswork.tetromino\_color\_enum.GREEN;  
import static com.example.kurswork.tetromino\_color\_enum.LIGHT\_RED;  
import static com.example.kurswork.tetromino\_color\_enum.LIGHT\_YELLOW;  
import static com.example.kurswork.tetromino\_color\_enum.NOCOLOR;  
import static com.example.kurswork.tetromino\_color\_enum.ORANGE;  
import static com.example.kurswork.tetromino\_color\_enum.RED;  
import static com.example.kurswork.tetromino\_color\_enum.VIOLET;  
import static java.lang.Thread.sleep;  
  
public class GameField extends AppCompatActivity {  
  
 Dialog dialog\_how\_to\_play; //переменная диалогового окна подсказки  
 Dialog dialog\_game\_over; //переменная диалогового окна конца игры  
 int dialog\_image\_num = 1; // начальная картинка для окна подсказки  
  
 //храним предыдуший счёт в памяти телефона  
 private DBHelper dbHelper;  
 private SQLiteDatabase database;  
  
 public tetris tetris; //переменная тетриса  
 public Bitmaps bitmaps; //переменная всех битмап представлений кубов  
 public int Old\_Score = 0;  
  
 public int game\_pause = 1; //начальная пауза в игре  
 int end\_flag = 1; //условие остановки игры  
 public Resources resources; //используемые ресурсы  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.game\_field);  
 resources = Objects.requireNonNull(getResources());  
  
  
 dbHelper = new DBHelper(this);  
 database = dbHelper.getWritableDatabase();//открываем базу для записи  
 Cursor c;  
 //Создаем курсор (это указатель на контекстную область памяти, с помощью  
 //которого программа на языке SQL может управлять контекстной областью и ее  
 // состоянием во время обработки оператора)  
  
 c = database.rawQuery("SELECT \* FROM mytable", new String[]{}); //Выполняем запрос из базы  
 if (c.moveToFirst()) { //переходим на первый элемент если он есть  
 Old\_Score = c.getInt(1);  
 } else {  
 ContentValues contentValues = new ContentValues(); //позволяет создать карту с параметрами  
 contentValues.put("score", 0); //добавляем  
 database.update("mytable", contentValues, null, null);  
 }  
 System.out.println(Old\_Score);  
  
  
 //запуск обработки кнопки выхода из игры  
 Button button\_close\_game = (Button) findViewById(R.id.button\_close\_game);  
 button\_close\_game.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 try {  
 end\_flag = 1;  
 Intent intent = new Intent(GameField.this, MainActivity.class);  
 startActivity(intent);  
 finish();  
 } catch (Exception e) {  
 }  
 }  
 });  
 //запуск обработки кнопки передвижения влево  
 Button button\_move\_left = (Button) findViewById(R.id.button\_left);  
 button\_move\_left.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 try {  
 if (game\_pause == 0) {  
 tetris.move\_tetromino(direction\_enum.LEFT);  
 Update\_Score();  
 }  
 } catch (Exception e) {  
 }  
 }  
 });  
 //запуск обработки кнопки передвижения вправо  
 Button button\_move\_right = (Button) findViewById(R.id.button\_right);  
 button\_move\_right.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 try {  
 if (game\_pause == 0) {  
 tetris.move\_tetromino(direction\_enum.RIGHT);  
 Update\_Score();  
 }  
 } catch (Exception e) {  
 }  
 }  
 });  
 //запуск обработки кнопки передвижения вниз  
 Button button\_move\_down = (Button) findViewById(R.id.button\_down);  
 button\_move\_down.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 try {  
 if (game\_pause == 0) {  
 tetris.score += 1;  
 tetris.move\_tetromino(direction\_enum.DOWN);  
 Update\_Score();  
 }  
 } catch (Exception e) {  
 }  
 }  
 });  
 //запуск обработки кнопки поворота  
 Button button\_move\_rotate = (Button) findViewById(R.id.button\_rotate);  
 button\_move\_rotate.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 try {  
 if (game\_pause == 0) {  
 tetris.move\_tetromino(direction\_enum.ROTATE);  
 Update\_Score();  
 }  
 } catch (Exception e) {  
 }  
 }  
 });  
  
 //убираем верхнюю строку состояния телефона  
 Window w = getWindow();  
 w.setFlags(WindowManager.LayoutParams.FLAG\_FULLSCREEN, WindowManager.LayoutParams.FLAG\_FULLSCREEN);  
  
 Initialize\_How\_To\_Play\_Dialog(); //инициализируем диалог подсказки  
 Initialize\_Game\_Over\_Dialog(); //инициализируем диалог конца игры  
 dialog\_how\_to\_play.show(); //показываем диалоговое окно  
 }  
  
 //инициализация основных сущностей тетриса  
 public void Initialize\_Game() {  
 tetris = new tetris(this);  
 bitmaps = new Bitmaps(resources);  
 Initialize\_Field();  
 PauseOnStart();  
 }  
  
 //игра, запускаемая в новом потоке  
 public void Game\_MainThread() {  
 new Thread(new Runnable() {  
 long startTime = 0, currentTime = 0, passedTime = 0;  
 long maxTime = 1000;  
 int next\_turn = 0;  
  
 @Override  
 public void run() {  
 while (end\_flag == 0) {  
  
 runOnUiThread(new Runnable() {  
 @Override  
 public void run() {  
  
 if (game\_pause == 0) {  
 System.out.println(passedTime);  
 if (passedTime >= maxTime) {  
 tetris.score += 1;  
 Update\_Score();  
 next\_turn = tetris.move\_tetromino(direction\_enum.DOWN);  
 if (next\_turn == 1) {  
 if (tetris.pin\_tetromino() == 1) {  
 end\_flag = 1;  
 }  
 Update\_Game\_Field();  
 }  
 passedTime = 0;  
 startTime = System.currentTimeMillis();  
 }  
 if (passedTime == 0) {  
 System.out.println(passedTime);  
 DrawTetromino(tetris.tetromino.current\_color\_index);  
 }  
 currentTime = System.currentTimeMillis();  
 passedTime = currentTime - startTime;  
 }  
 if (end\_flag == 1) {  
 game\_pause = 1;  
 dialog\_game\_over.show();  
 }  
 }  
 });  
 try {  
 Thread.sleep(10);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
  
 }  
 }  
 }).start();  
 }  
  
 //выбор битмапа нужного цвета  
 public Bitmap Pick\_Bitmap(tetromino\_color\_enum color) {  
 Bitmap PickedBitmap = null;  
 switch (color) {  
 case BLUE: {  
 PickedBitmap = bitmaps.bitmap\_block\_blue;  
 break;  
 }  
 case GREEN: {  
 PickedBitmap = bitmaps.bitmap\_block\_green;  
 break;  
 }  
 case LIGHT\_RED: {  
 PickedBitmap = bitmaps.bitmap\_block\_light\_red;  
 break;  
 }  
 case LIGHT\_YELLOW: {  
 PickedBitmap = bitmaps.bitmap\_block\_light\_yellow;  
 break;  
 }  
 case ORANGE: {  
 PickedBitmap = bitmaps.bitmap\_block\_orange;  
 break;  
 }  
 case RED: {  
 PickedBitmap = bitmaps.bitmap\_block\_red;  
 break;  
 }  
 case VIOLET: {  
 PickedBitmap = bitmaps.bitmap\_block\_violet;  
 break;  
 }  
 case NOCOLOR: {  
 PickedBitmap = bitmaps.bitmap\_block\_empty;  
 break;  
 }  
 }  
 return PickedBitmap;  
 }  
  
 //определяем цвет по его индексу  
 tetromino\_color\_enum IntToColorEnum(int color) {  
 switch (color) {  
 case 1: {  
 return BLUE;  
 }  
 case 2: {  
 return GREEN;  
 }  
 case 3: {  
 return LIGHT\_RED;  
 }  
 case 4: {  
 return LIGHT\_YELLOW;  
 }  
 case 5: {  
 return ORANGE;  
 }  
 case 6: {  
 return RED;  
 }  
 case 7: {  
 return VIOLET;  
 }  
 default: {  
 return NOCOLOR;  
 }  
 }  
 }  
  
 //определяем индекс цвета  
 int ColorEnumToInt(tetromino\_color\_enum color) {  
 switch (color) {  
 case BLUE: {  
 return 1;  
 }  
 case GREEN: {  
 return 2;  
 }  
 case LIGHT\_RED: {  
 return 3;  
 }  
 case LIGHT\_YELLOW: {  
 return 4;  
 }  
 case ORANGE: {  
 return 5;  
 }  
 case RED: {  
 return 6;  
 }  
 case VIOLET: {  
 return 7;  
 }  
 default: {  
 return 0;  
 }  
 }  
  
 }  
  
 //отрисовка тетромино нужного цвета на поле  
 public void DrawTetromino(tetromino\_color\_enum color) {  
 String imageViewID;  
 ImageView table\_image;  
 int resID;  
 Bitmap Pickedbitmap = Pick\_Bitmap(color);  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetris.tetromino.current\_tetromino[i][j] == 1) {  
 imageViewID = "imageView" + (i + tetris.tetromino.current\_tetromino\_Y) + "\_" + (j + tetris.tetromino.current\_tetromino\_X);  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(Pickedbitmap);  
 }  
 }  
 }  
 }  
  
 //отрисовка следущего тетромино нужного цвета  
 public void DrawNextTetromino() {  
 String imageViewID;  
 ImageView table\_image;  
 int resID;  
 Bitmap Pickedbitmap = Pick\_Bitmap(tetris.tetromino.next\_color\_index);  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 if (tetris.tetromino.next\_tetromino[i][j] == 1) {  
 imageViewID = "nextimageView" + i + "\_" + j;  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(Pickedbitmap);  
 } else {  
 imageViewID = "nextimageView" + i + "\_" + j;  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(bitmaps.empty\_bitmap);  
 }  
 }  
 }  
 }  
  
 //визуально обновляем счёт  
 public void Update\_Score() {  
 TextView score\_textView = findViewById(R.id.points\_textView);  
 score\_textView.setText(Integer.toString(tetris.score));  
 }  
  
 //связывание матрицы игрового поля с игровым полем  
 public void Update\_Game\_Field() {  
 String imageViewID;  
 ImageView table\_image;  
 int resID;  
 Bitmap bitmap;  
 for (int i = 0; i < tetris.ROWS; i++) {  
 for (int j = 0; j < tetris.COLS; j++) {  
 bitmap = Pick\_Bitmap(IntToColorEnum(tetris.tetris\_field[i][j]));  
 imageViewID = "imageView" + i + "\_" + j;  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(bitmap);  
 }  
 }  
 Update\_Score();  
 DrawNextTetromino();  
 return;  
 }  
  
  
 //заполнение поля пустыми ячейками  
 public void Initialize\_Field() {  
 String imageViewID;  
 ImageView table\_image;  
 int resID;  
 for (int i = 0; i < tetris.ROWS; i++) {  
 for (int j = 0; j < tetris.COLS; j++) {  
 imageViewID = "imageView" + i + "\_" + j;  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(bitmaps.bitmap\_block\_empty);  
 }  
 }  
 for (int i = 0; i < 4; i++) {  
 for (int j = 0; j < 4; j++) {  
 imageViewID = "nextimageView" + i + "\_" + j;  
 resID = getResources().getIdentifier(imageViewID, "id", getPackageName());  
 table\_image = findViewById(resID);  
 table\_image.setImageBitmap(bitmaps.bitmap\_block\_empty);  
 }  
 }  
 return;  
 }  
  
 //включение паузы перед началом игры  
 //игра не начнётся, пока картинка не будет нажата  
 public void PauseOnStart() {  
 TextView pause\_text = findViewById(R.id.start\_textView);  
 pause\_text.setVisibility(View.VISIBLE);  
 Animation anim = new AlphaAnimation(0.0f, 1.0f);  
 anim.setDuration(500);  
 anim.setStartOffset(20);  
 anim.setRepeatMode(Animation.REVERSE);  
 anim.setRepeatCount(Animation.INFINITE);  
 pause\_text.startAnimation(anim);  
 end\_flag = 0;  
 game\_pause = 1;  
  
 pause\_text.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 pause\_text.clearAnimation();  
 pause\_text.setVisibility(View.GONE);  
 game\_pause = 0;  
 System.out.println("погнали");  
 Update\_Game\_Field();  
 Game\_MainThread();  
 }  
 });  
 }  
  
  
 //инициализируем диалоговое окно проигрыша  
 void Initialize\_Game\_Over\_Dialog() {  
 //вызываем диалог подсказки  
 dialog\_game\_over = new Dialog(this); //новое диалоговое окно  
 dialog\_game\_over.requestWindowFeature(Window.FEATURE\_NO\_TITLE); //убираем заголовок диалогового окна  
 dialog\_game\_over.setContentView(R.layout.game\_over\_dialog); //связываем переменную в существующим макетом диалога  
 dialog\_game\_over.getWindow().setBackgroundDrawable(new ColorDrawable(Color.TRANSPARENT)); //прозрачный фон диалогового окна  
 dialog\_game\_over.setCancelable(false); //отключаем возможность закрыть окно подсказки кнопкой назад  
  
  
 dialog\_game\_over.setOnShowListener(new OnShowListener() {  
 @Override  
 public void onShow(DialogInterface dialog) {  
 //делаем анимацию для картинки game over  
 TextView game\_over\_view = dialog\_game\_over.findViewById(R.id.dialog\_game\_over\_Img);  
 game\_over\_view.setVisibility(View.VISIBLE);  
 Animation anim = new AlphaAnimation(0.0f, 1.0f);  
 anim.setDuration(950);  
 anim.setStartOffset(700);  
 anim.setFillAfter(true);  
 anim.setRepeatMode(Animation.REVERSE);  
 anim.setRepeatCount(Animation.INFINITE);  
 game\_over\_view.startAnimation(anim);  
  
 //выводим прошлый счёт  
 TextView game\_over\_points = dialog\_game\_over.findViewById(R.id.dialog\_game\_over\_points);  
 game\_over\_points.setText(Integer.toString(Old\_Score));  
  
 //выводим текст в зависимости от сравнения текцщего счёта с предыдущим  
 TextView game\_over\_tip = dialog\_game\_over.findViewById(R.id.dialog\_game\_over\_tip);  
 if (Old\_Score > tetris.score) {  
 game\_over\_tip.setText("Можно было и лучше");  
 } else {  
 game\_over\_tip.setText("Так держать!");  
 }  
  
 //обновляем счёт в БД  
 ContentValues contentValues = new ContentValues();  
 contentValues.put("score", tetris.score); //добавляем  
 database.update("mytable", contentValues, null, null);  
 }  
 });  
  
 //обработка при закрытии подсказки  
 dialog\_game\_over.setOnDismissListener(new OnDismissListener() {  
 @Override  
 public void onDismiss(DialogInterface dialog) {  
 try {  
 TextView game\_over\_view = dialog\_game\_over.findViewById(R.id.dialog\_game\_over\_Img);  
 game\_over\_view.clearAnimation();  
 } catch (Exception e) {  
  
 }  
 end\_flag = 1;  
 Intent intent = new Intent(GameField.this, MainActivity.class);  
 startActivity(intent);  
 finish();  
 }  
 });  
  
 //кнопка закрытия подсказки  
 TextView dialog\_game\_over\_button\_close = (TextView) dialog\_game\_over.findViewById(R.id.dialog\_game\_over\_button);  
 dialog\_game\_over\_button\_close.setOnClickListener(new View.OnClickListener() {  
 @Override  
 //обработка нажатия закрытия  
 public void onClick(View v) {  
 dialog\_game\_over.dismiss();  
 }  
 });  
  
 }  
  
 //инициализируем диалог подсказки, подключаем обработки копок диалога  
 void Initialize\_How\_To\_Play\_Dialog() {  
 //вызываем диалог подсказки  
 dialog\_how\_to\_play = new Dialog(this); //новое диалоговое окно  
 dialog\_how\_to\_play.requestWindowFeature(Window.FEATURE\_NO\_TITLE); //убираем заголовок диалогового окна  
 dialog\_how\_to\_play.setContentView(R.layout.how\_to\_play\_dialog); //связываем переменную в существующим макетом диалога  
 dialog\_how\_to\_play.getWindow().setBackgroundDrawable(new ColorDrawable(Color.TRANSPARENT)); //прозрачный фон диалогового окна  
 dialog\_how\_to\_play.setCancelable(false); //отключаем возможность закрыть окно подсказки кнопкой назад  
  
 //обработка при закрытии подсказки  
 dialog\_how\_to\_play.setOnDismissListener(new OnDismissListener() {  
 @Override  
 public void onDismiss(DialogInterface dialog) {  
 Initialize\_Game();  
 }  
 });  
  
 //кнопка закрытия подсказки  
 TextView dialog\_how\_to\_play\_button\_close = (TextView) dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_close\_button);  
 dialog\_how\_to\_play\_button\_close.setOnClickListener(new View.OnClickListener() {  
 @Override  
 //обработка нажатия закрытия  
 public void onClick(View v) {  
 dialog\_how\_to\_play.dismiss();  
 }  
 });  
  
  
 //кнопка продолжения подсказки  
 TextView dialog\_how\_to\_play\_button\_continue = (TextView) dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_continue\_button);  
 dialog\_how\_to\_play\_button\_continue.setOnClickListener(new View.OnClickListener() {  
 @Override  
 //обработка нажатия  
 public void onClick(View v) {  
 try {  
 TextView dialog\_how\_to\_text\_description = dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_text\_description);  
 switch (dialog\_image\_num) {  
 case 1: {  
 //меняем 1->2 картинку в диалоге подсказки  
 ImageView dialog\_how\_to\_play\_image = dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_preview\_image\_view); //создаём переменную картинки и связываем с картинкой из диалогового окна  
 dialog\_how\_to\_play\_image.setImageResource(R.drawable.how\_to\_play\_dialog\_preview\_second); //меняем картинку на следующую  
 dialog\_how\_to\_text\_description.setText("Ага");  
 dialog\_image\_num++;  
 break;  
 }  
 case 2: {  
 //меняем 2->3 картинку в диалоге подсказки  
 ImageView dialog\_how\_to\_play\_image = dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_preview\_image\_view); //создаём переменную картинки и связываем с картинкой из диалогового окна  
 dialog\_how\_to\_play\_image.setImageResource(R.drawable.how\_to\_play\_dialog\_preview\_third); //меняем картинку на следующую  
 dialog\_how\_to\_text\_description.setText("Понятно");  
 dialog\_image\_num++;  
 break;  
 }  
 case 3: {  
 //меняем 3->4 картинку в диалоге подсказки  
 ImageView dialog\_how\_to\_play\_image = dialog\_how\_to\_play.findViewById(R.id.dialog\_how\_to\_preview\_image\_view); //создаём переменную картинки и связываем с картинкой из диалогового окна  
 dialog\_how\_to\_play\_image.setImageResource(R.drawable.how\_to\_play\_dialog\_preview\_fourth); //меняем картинку на следующую  
 dialog\_how\_to\_text\_description.setText("Ну тогда стартуем");  
 dialog\_how\_to\_play\_button\_continue.setText("Стартуем");  
 dialog\_image\_num++;  
 break;  
 }  
 case 4: {  
 //обучение пройдено, закрываем диалог  
 dialog\_how\_to\_play.dismiss();  
 break;  
 }  
 }  
 } catch (Exception e) {  
 //беда беда  
 }  
 }  
 });  
 return;  
 }  
}

**ActivityMain.xml**

<?xml version="1.0" encoding="utf-8"?>  
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:background="@drawable/the\_end\_of\_tetromino"  
 tools:context=".MainActivity">  
  
 <Button  
 android:id="@+id/button\_start"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="@string/start\_button\_text"  
 android:backgroundTint="@color/dirty\_white"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.497"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.978" />  
  
  
</androidx.constraintlayout.widget.ConstraintLayout>

**GameField.xml**

<?xml version="1.0" encoding="utf-8"?>  
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:background="@color/black\_50">  
  
  
 <TextView  
 android:id="@+id/next\_tetromino\_textView"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Следующая фигура:"  
 android:textColor="@color/white"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.07"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.009" />  
  
 <Button  
 android:id="@+id/button\_left"  
 android:layout\_width="70dp"  
 android:layout\_height="70dp"  
 android:layout\_alignParentStart="true"  
 android:layout\_alignParentLeft="true"  
 android:layout\_alignParentBottom="true"  
 android:layout\_toStartOf="@+id/button\_rotate"  
 android:layout\_toLeftOf="@+id/button\_rotate"  
 android:foreground="@android:drawable/arrow\_down\_float"  
 android:rotation="90"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.046"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.975"  
 tools:targetApi="m" />  
  
 <Button  
 android:id="@+id/button\_rotate"  
 android:layout\_width="70dp"  
 android:layout\_height="70dp"  
 android:layout\_alignParentBottom="true"  
 android:layout\_toStartOf="@+id/button\_right"  
 android:layout\_toLeftOf="@+id/button\_right"  
 android:background="#FFFFFF"  
 android:foreground="@android:drawable/ic\_popup\_sync"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.63"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.975" />  
  
 <Button  
 android:id="@+id/button\_right"  
 android:layout\_width="70dp"  
 android:layout\_height="70dp"  
 android:layout\_alignParentEnd="true"  
 android:layout\_alignParentRight="true"  
 android:layout\_alignParentBottom="true"  
 android:foreground="@android:drawable/arrow\_down\_float"  
 android:rotation="-90"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.287"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.975" />  
  
 <Button  
 android:id="@+id/button\_down"  
 android:layout\_width="70dp"  
 android:layout\_height="70dp"  
 android:layout\_alignParentEnd="true"  
 android:layout\_alignParentRight="true"  
 android:layout\_alignParentBottom="true"  
 android:foreground="@android:drawable/arrow\_down\_float"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.953"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.975" />  
  
 <Button  
 android:id="@+id/button\_close\_game"  
 android:layout\_width="45dp"  
 android:layout\_height="45dp"  
 android:text="X"  
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 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.956"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.023" />  
  
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 android:id="@+id/nextimageView0\_1"  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
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 android:layout\_margin="0.5dp" />  
  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
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 android:layout\_margin="0.5dp" />  
  
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 android:layout\_margin="0.5dp" />  
  
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 android:layout\_margin="0.5dp" />  
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 <TextView  
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 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginBottom="15dp"  
 android:text="Счет:"  
 android:textSize="24sp"  
 android:textColor="@color/white"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toStartOf="@+id/points\_textView"  
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 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.169" />  
  
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 android:layout\_marginRight="12dp"  
 android:layout\_marginBottom="2dp"  
 android:text="0"  
 android:textSize="24sp"  
 android:textColor="@color/white"  
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 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.166" />  
  
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 android:layout\_margin="0.5dp" />  
  
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 android:layout\_height="wrap\_content"  
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 <ImageView  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
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 android:layout\_margin="0.5dp" />  
  
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 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
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 android:layout\_margin="0.5dp" />  
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 <ImageView  
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 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_7"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_8"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_9"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_10"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_11"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_12"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_13"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView18\_14"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
 </TableRow>  
  
 <TableRow  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:layout\_marginLeft="1dp">  
  
 <ImageView  
 android:id="@+id/imageView19\_0"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_1"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_2"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_3"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_4"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_5"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_6"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_7"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_8"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_9"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_10"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_11"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_12"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_13"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
  
 <ImageView  
 android:id="@+id/imageView19\_14"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="0.5dp" />  
 </TableRow>  
  
 </TableLayout>  
 <TextView  
 android:id="@+id/start\_textView"  
 android:layout\_width="184dp"  
 android:layout\_height="104dp"  
 android:background="@drawable/start"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.497"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.499" />  
  
</androidx.constraintlayout.widget.ConstraintLayout>

**How\_to\_play\_dialog.xml**

<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout  
 xmlns:android="http://schemas.android.com/apk/res/android"  
 android:orientation="vertical"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:background="@color/white"  
 android:id="@+id/dialog\_how\_to"  
 android:layout\_gravity="center"  
 android:scaleType = "centerCrop"  
 android:layout\_margin="10dp">  
  
 <LinearLayout  
 android:layout\_width="358dp"  
 android:layout\_height="500dp"  
 android:gravity="center"  
 android:orientation="vertical"  
 android:padding="20dp">  
  
 <TextView  
 android:id="@+id/dialog\_how\_to\_close\_button"  
 android:layout\_width="30dp"  
 android:layout\_height="30dp"  
 android:layout\_marginBottom="-50dp"  
 android:layout\_gravity="end"  
 android:background="@drawable/style\_brn\_stroke"  
 android:gravity="center"  
 android:text="X"  
 android:textStyle="bold" />  
  
 <ImageView  
 android:id="@+id/dialog\_how\_to\_preview\_image\_view"  
 android:layout\_width="318dp"  
 android:layout\_height="14dp"  
 android:layout\_marginTop="50dp"  
 android:layout\_weight="60"  
 android:src="@drawable/how\_to\_play\_dialog\_preview\_first" />  
  
 <TextView  
 android:id="@+id/dialog\_how\_to\_text\_description"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="0dp"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="5"  
 android:text="Вроде просто"  
 android:textColor="@color/black"  
 android:textSize="20sp" />  
  
 <Button  
 android:id="@+id/dialog\_how\_to\_continue\_button"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="12dp"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="6"  
 android:background="@drawable/style\_brn\_stroke"  
 android:paddingLeft="10dp"  
 android:paddingRight="10dp"  
 android:text="дальше"  
 android:textAllCaps="true"  
 android:textColor="@color/white"  
 android:textSize="15sp" />  
  
 </LinearLayout>  
  
</LinearLayout>

**Game\_over\_dialog.xml**

<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout  
 xmlns:android="http://schemas.android.com/apk/res/android"  
 android:orientation="vertical"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/dialog\_game\_over"  
 android:layout\_gravity="center"  
 android:scaleType = "centerCrop"  
 android:layout\_margin="10dp">  
  
 <LinearLayout  
 android:layout\_width="317dp"  
 android:layout\_height="357dp"  
 android:gravity="center"  
 android:orientation="vertical"  
 android:padding="20dp">  
  
 <TextView  
 android:id="@+id/dialog\_game\_over\_Img"  
 android:layout\_width="244dp"  
 android:layout\_height="125dp"  
 android:layout\_gravity="center"  
 android:background="@drawable/game\_over" />  
  
 <TextView  
 android:id="@+id/dialog\_game\_over\_textView2"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="0dp"  
 android:layout\_gravity="center"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="5"  
 android:text="В прошлый раз вы набрали:"  
 android:textColor="@color/white"  
 android:textSize="20sp" />  
  
 <TextView  
 android:id="@+id/dialog\_game\_over\_points"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="0dp"  
 android:layout\_gravity="center"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="5"  
 android:text="0"  
 android:textColor="@color/white"  
 android:textSize="25sp" />  
  
 <TextView  
 android:id="@+id/dialog\_game\_over\_tip"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="0dp"  
 android:layout\_gravity="center"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="5"  
 android:text="Можно было и лучше"  
 android:textColor="@color/white"  
 android:textSize="20sp" />  
  
 <Button  
 android:id="@+id/dialog\_game\_over\_button"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="0dp"  
 android:layout\_marginTop="10dp"  
 android:layout\_weight="6"  
 android:background="@drawable/style\_brn\_stroke"  
 android:paddingLeft="10dp"  
 android:paddingRight="10dp"  
 android:text="PLAY AGAIN"  
 android:textAllCaps="true"  
 android:textColor="@color/white"  
 android:textSize="15sp" />  
  
 </LinearLayout>  
  
</LinearLayout>