

# AS6 - Menus HW Hints

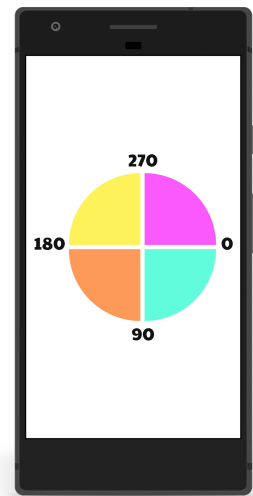
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## MAJOR COMMON ISSUES

### 1. NullPointerException

- a. Make sure you are checking if the trial is null before doing setTrial/other things involving trial
- b. make sure the trialListener isn't null either
2. What the heck is the **angle system for drawArc**?????????
  - a. Check out this cool google image on the right → →
  - b. You can find out more by searching “drawArc android”
  - c. See: <https://tinyurl.com/y6urwgqg>
3. What is **CELL\_HEIGHT**?
  - a. The height of a **single** cell, not the whole menu.
  - b. Make sure to consider this variable in your loop drawing the black part of each menu.
4. Why is there a **red box/extra box** above the Normal menu that I drew?
  - a. Check your essentialGeometry to see if you are catching cases that are outside the boundaries (ex: Point.x < 0)
  - b. What happens if your currentIndex is -1 ?
  - c. Double check your drawMenu
5. Why is **nothing showing up** ever? :(
  - a. If your menu is never showing up, check how you are calculating your distance and comparing it to MIN\_DIST. Make sure your distance is actually the *distance from the starting point to the current point*.
6. How do I set the **listener** in MainActivity?
  - a. Think about which view you are going to register (it's given to you as a variable somewhere)
  - b. Check TrialListener for hints on implementing onTrialCompleted
  - c. You could choose to have MainActivity implement TrialListener and just implement onTrialCompleted in that class, then set the trial listener to

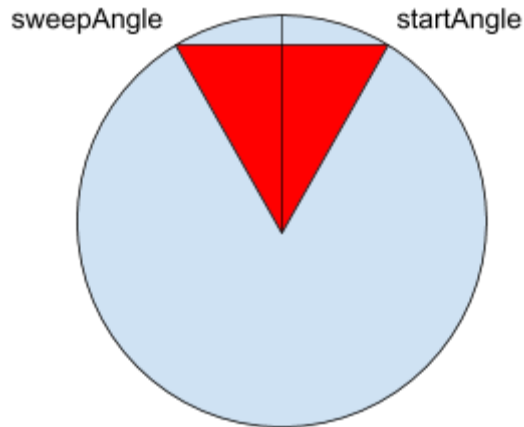


MainActivity (this)

- d. There are other methods: making your own trial listener
  - i. Outside of this class example: `b.addActionListener(myListener -> System.out.println("Hello World!"));`
- 7. What do I set the **Toast to be in MainActivity?**
  - a. Re-read the spec. Don't worry about redundancy :) (just re-use what you had for instructionTextView)

## OTHER HINTS

1. Make sure the first item is split halfway between your first arc.



2. To prevent your highlight from being drawn over by the black lines, be sure to draw the highlight AFTER drawing the black lines.
3. Your custom menu just has to show “effort” in your code for you to receive points... don't worry about it having to be an awesome wacky menu like Lauren's.