package com.example.tictaetoe;

import android.content.DialogInterface;

import android.support.v7.app.AlertDialog;

import android.support.v7.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.ImageView;

import android.widget.TextView;

public class MainActivity extends AppCompatActivity {

ImageView button1,button2,button3,button4,button5,button6,button7,button8,button9;

private String startGame="x";

int b1=5,b2=5,b3=5,b4=5,b5=5,b6=5,b7=5,b8=5,b9=5,xcount=0,ocount=0,i=0;

private TextView scorex,scoreo;

private Button reset;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

button1=findViewById(R.id.buttonimage1);

button2=findViewById(R.id.buttonimage2);

button3=findViewById(R.id.buttonimage3);

button4=findViewById(R.id.buttonimage4);

button5=findViewById(R.id.buttonimage5);

button6=findViewById(R.id.buttonimage6);

button7=findViewById(R.id.buttonimage7);

button8=findViewById(R.id.buttonimage8);

button9=findViewById(R.id.buttonimage9);

scorex=findViewById(R.id.ScoreX);

scoreo=findViewById(R.id.ScoreY);

reset=findViewById(R.id.reset);

reset.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

xcount=0;

ocount=0;

scorex.setText("Score X:-"+String.valueOf(xcount));

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

});

button1.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button1.setImageResource(R.drawable.x);

b1=1;

i++;

}

else {

button1.setImageResource(R.drawable.o);

b1=0;

i++;

}

choosePlayer();

winningGame();

}

});

button2.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button2.setImageResource(R.drawable.x);

b2=1;

i++;

}

else {

button2.setImageResource(R.drawable.o);

b2=0;

i++;

}

choosePlayer();

winningGame();

}

});

button3.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button3.setImageResource(R.drawable.x);

b3=1;

i++;

}

else {

button3.setImageResource(R.drawable.o);

b3=0;

i++;

}

choosePlayer();

winningGame();

}

});

button4.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button4.setImageResource(R.drawable.x);

b4=1;

i++;

}

else {

button4.setImageResource(R.drawable.o);

b4=0;

i++;

}

choosePlayer();

winningGame();

}

});

button5.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button5.setImageResource(R.drawable.x);

b5=1;

i++;

}

else {

button5.setImageResource(R.drawable.o);

b5=0;

i++;

}

choosePlayer();

winningGame();

}

});

button6.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button6.setImageResource(R.drawable.x);

b6=1;

i++;

}

else {

button6.setImageResource(R.drawable.o);

b6=0;

i++;

}

choosePlayer();

winningGame();

}

});

button7.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button7.setImageResource(R.drawable.x);

b7=1;

i++;

}

else {

button7.setImageResource(R.drawable.o);

b7=0;

i++;

}

choosePlayer();

winningGame();

}

});

button8.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button8.setImageResource(R.drawable.x);

b8=1;

i++;

}

else {

button8.setImageResource(R.drawable.o);

b8=0;

i++;

}

choosePlayer();

winningGame();

}

});

button9.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if(startGame.equals("x"))

{

button9.setImageResource(R.drawable.x);

b9=1;

i++;

}

else {

button9.setImageResource(R.drawable.o);

b9=0;

i++;

}

choosePlayer();

winningGame();

}

});

}

private void winningGame()

{

//FOR X

if((b1==1) && (b2==1) &&(b3==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if ((b4==1) &&(b5==1)&&(b6==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if ((b7==1) && (b8==1) && (b9==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if ((b1==1)&&(b4==1)&&(b7==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if((b2==1)&&(b5==1)&&(b8==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if((b3==1)&&(b6==1)&&(b9==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if((b1==1)&&(b5==1)&&(b9==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

else if((b3==1)&&(b5==1)&&(b7==1))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player X wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

xcount++;

scorex.setText("Score X:-"+String.valueOf(xcount));

}

//FOR Y

if((b1==0) && (b2==0) &&(b3==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if ((b4==0) &&(b5==0)&&(b6==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if ((b7==0) && (b8==0) && (b9==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if ((b1==0)&&(b4==0)&&(b7==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if((b2==0)&&(b5==0)&&(b8==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if((b3==0)&&(b6==0)&&(b9==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if((b1==0)&&(b5==0)&&(b9==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

} });

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else if((b3==0)&&(b5==0)&&(b7==0))

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("Player Y wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

ocount++;

scoreo.setText("Score Y:-"+String.valueOf(ocount));

}

else {

if(i==9)

{

AlertDialog.Builder builder= new AlertDialog.Builder(this);

builder.setMessage("No One wins").setCancelable(false).setPositiveButton("ok", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

button1.setImageDrawable(null);

button2.setImageDrawable(null);

button3.setImageDrawable(null);

button4.setImageDrawable(null);

button5.setImageDrawable(null);

button6.setImageDrawable(null);

button7.setImageDrawable(null);

button8.setImageDrawable(null);

button9.setImageDrawable(null);

resetValues();

}

});

AlertDialog alertDialog=builder.create();

alertDialog.show();

}

}

}

private void choosePlayer()

{

if(startGame.equals("x"))

{

startGame="o";

}

else {

startGame="x";

}

}

private void resetValues()

{

b1=5;

b2=5;

b3=5;

b4=5;

b5=5;

b6=5;

b7=5;

b8=5;

b9=5;

i=0;

}

}

