**User Interface and Practice**

**Homework 2 2015**

**Rock Paper Scissors**

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-AndroidManifest.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**manifest xmlns:android="http://schemas.android.com/apk/res/android"  
 package="com.example.park.assignment2"** >  
  
 <**uses-permission android:name="android.permission.VIBRATE"**/>  
  
 <**application  
 android:allowBackup="true"  
 android:icon="@mipmap/ic\_launcher"  
 android:label="@string/app\_name"  
 android:theme="@style/AppTheme"** >  
 <**activity  
 android:name=".MainActivity"  
 android:label="@string/app\_name"** >  
 <**intent-filter**>  
 <**action android:name="android.intent.action.MAIN"** />  
  
 <**category android:name="android.intent.category.LAUNCHER"** />  
 </**intent-filter**>  
 </**activity**>  
 <**activity android:name=".settingactivity"  
 android:label="@string/app\_name"**/>  
 <**activity android:name=".resultActivity"  
 android:label="Results"**/>  
 <**activity android:name=".Start"**/>  
 </**application**>  
  
</**manifest**>

-arrays.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**resources**>  
  
 <**string-array name = "number"**>  
 <**item name="1"**>One WinStrike</**item**>  
 <**item name="2"**>Three WinStrike</**item**>  
 <**item name="3"**>Five WinStrike</**item**>  
 </**string-array**>  
  
 <**string-array name = "value"**>  
 <**item name="1"**>1</**item**>  
 <**item name="2"**>2</**item**>  
 <**item name="3"**>3</**item**>  
 </**string-array**>  
  
  
</**resources**>

-setting.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**PreferenceScreen xmlns:android="http://schemas.android.com/apk/res/android"**>  
  
 <**PreferenceCategory android:title="Win Strike"**>  
 <**ListPreference  
 android:key="list"  
 android:title="Set WinStrike"  
 android:summary="Set Win Count"  
 android:entries="@array/number"  
 android:entryValues="@array/value"**/>  
 </**PreferenceCategory**>  
  
 <**PreferenceCategory android:title="User Name"**>  
 <**EditTextPreference android:title="User Name"  
 android:summary="Insert User Name"  
 android:key="name"**/>  
 </**PreferenceCategory**>  
  
</**PreferenceScreen**>

-apear.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**set xmlns:android="http://schemas.android.com/apk/res/android"**>  
  
 <**scale xmlns:android="http://schemas.android.com/apk/res/android"  
 android:fromXScale="0"  
 android:toXScale="1"  
 android:fromYScale="0"  
 android:toYScale="1"  
 android:duration="300"  
 android:pivotY="50%"  
 android:pivotX="50%"**/>  
  
</**set**>

-click.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**set xmlns:android="http://schemas.android.com/apk/res/android"**>  
  
 <**scale xmlns:android="http://schemas.android.com/apk/res/android"  
 android:fromXScale="2"  
 android:toXScale="0.5"  
 android:fromYScale="2"  
 android:toYScale="0.5"  
 android:duration="250"  
 android:pivotX="50%"  
 android:pivotY="50%"**/>  
  
 <**scale xmlns:android="http://schemas.android.com/apk/res/android"  
 android:startOffset="250"  
 android:fromXScale="0.5"  
 android:toXScale="2"  
 android:fromYScale="0.5"  
 android:toYScale="2"  
 android:duration="250"  
 android:pivotX="50%"  
 android:pivotY="50%"**/>  
  
</**set**>

-activity\_main.xml

<**RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:tools="http://schemas.android.com/tools" android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent" android:paddingLeft="@dimen/activity\_horizontal\_margin"  
 android:paddingRight="@dimen/activity\_horizontal\_margin"  
 android:paddingTop="@dimen/activity\_vertical\_margin"  
 android:paddingBottom="@dimen/activity\_vertical\_margin" tools:context=".MainActivity"  
 android:background="#FFFFFF"**>  
  
 <**TextView  
 android:id="@+id/ai"  
 android:text="AI"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginLeft="70dp"  
 android:textSize="25dp"**/>  
  
 <**TextView  
 android:id="@+id/user"  
 android:text="USER"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_toRightOf="@id/ai"  
 android:layout\_marginLeft="100dp"  
 android:textSize="25dp"**/>  
  
 <**TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_toRightOf="@+id/user"  
 android:text="Choose"  
 android:layout\_marginLeft="20dp"  
 android:layout\_marginTop="30dp"**/>  
  
 <**Button  
 android:id="@+id/aibtn"  
 android:layout\_height="70dp"  
 android:layout\_width="70dp"  
 android:layout\_below="@+id/ai"  
 android:layout\_marginLeft="45dp"  
 android:layout\_marginTop="90dp"  
 android:background="#00000000"**/>  
  
 <**Button  
 android:id="@+id/rock"  
 android:layout\_height="70dp"  
 android:layout\_width="70dp"  
 android:layout\_marginTop="20dp"  
 android:layout\_below="@id/user"  
 android:layout\_toRightOf="@id/aibtn"  
 android:layout\_marginLeft="145dp"  
 android:background="@drawable/rock"**/>  
  
 <**Button  
 android:id="@+id/scissor"  
 android:layout\_width="70dp"  
 android:layout\_height="70dp"  
 android:layout\_below="@id/rock"  
 android:layout\_toRightOf="@+id/aibtn"  
 android:layout\_marginLeft="145dp"  
 android:background="@drawable/scissor"**/>  
  
 <**Button  
 android:id="@+id/paper"  
 android:layout\_height="70dp"  
 android:layout\_width="70dp"  
 android:layout\_below="@id/scissor"  
 android:layout\_toRightOf="@+id/aibtn"  
 android:layout\_marginLeft="145dp"  
 android:background="@drawable/paper"**/>  
  
 <**Button  
 android:id="@+id/userview"  
 android:layout\_height="70dp"  
 android:layout\_width="70dp"  
 android:layout\_toRightOf="@+id/aibtn"  
 android:layout\_below="@id/user"  
 android:layout\_marginLeft="75dp"  
 android:layout\_marginTop="90dp"  
 android:background="#00000000"**/>  
  
 <**Button  
 android:id="@+id/start"  
 android:layout\_height="wrap\_content"  
 android:layout\_width="130dp"  
 android:layout\_below="@id/aibtn"  
 android:layout\_marginTop="100dp"  
 android:text="Start"  
 android:layout\_centerHorizontal="true"  
 android:textSize="20dp"**/>  
  
 <**Button  
 android:id="@+id/save"  
 android:layout\_height="wrap\_content"  
 android:layout\_width="130dp"  
 android:text="Save"  
 android:textSize="20dp"  
 android:layout\_below="@id/start"  
 android:layout\_marginTop="10dp"  
 android:layout\_centerHorizontal="true"**/>  
  
 <**Button  
 android:id="@+id/setting"  
 android:layout\_height="wrap\_content"  
 android:layout\_width="130dp"  
 android:text="Setting"  
 android:textSize="20dp"  
 android:layout\_below="@id/save"  
 android:layout\_marginTop="10dp"  
 android:layout\_centerHorizontal="true"**/>  
  
 <**Button  
 android:id="@+id/file"  
 android:layout\_height="wrap\_content"  
 android:layout\_width="50dp"  
 android:text="..."  
 android:layout\_below="@+id/save"  
 android:layout\_toRightOf="@+id/setting"  
 android:layout\_marginLeft="50dp"  
 android:layout\_marginTop="10dp"**/>  
  
</**RelativeLayout**>

-resultfile.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:orientation="vertical" android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"**>  
  
 <**Button  
 android:id="@+id/reset"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Reset"  
 android:layout\_gravity="center"**/>  
  
 <**ScrollView  
 android:layout\_height="match\_parent"  
 android:layout\_width="match\_parent"**>  
  
 <**TextView  
 android:id="@+id/resultfile"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"**/>  
  
 </**ScrollView**>  
  
</**LinearLayout**>

-start.xml

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:orientation="vertical" android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:background="#999999"**>  
  
 <**ImageView  
 android:layout\_height="fill\_parent"  
 android:layout\_width="fill\_parent"  
 android:src="@drawable/start"  
 android:scaleType="fitXY"**/>  
  
</**LinearLayout**>

-MainActivity.java

**package** com.example.park.assignment2;  
  
**import** android.animation.AnimatorInflater;  
**import** android.annotation.TargetApi;  
**import** android.app.AlertDialog;  
**import** android.content.Context;  
**import** android.content.DialogInterface;  
**import** android.content.Intent;  
**import** android.content.SharedPreferences;  
**import** android.graphics.Bitmap;  
**import** android.graphics.BitmapFactory;  
**import** android.graphics.drawable.BitmapDrawable;  
**import** android.graphics.drawable.Drawable;  
**import** android.media.AudioManager;  
**import** android.media.SoundPool;  
**import** android.os.Build;  
**import** android.os.Vibrator;  
**import** android.preference.PreferenceManager;  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.Menu;  
**import** android.view.MenuItem;  
**import** android.view.View;  
**import** android.view.animation.Animation;  
**import** android.view.animation.AnimationUtils;  
**import** android.widget.Button;  
**import** android.widget.Toast;  
  
**import** java.io.FileInputStream;  
**import** java.io.FileOutputStream;  
**import** java.io.InputStreamReader;  
**import** java.io.OutputStreamWriter;  
  
**public class** MainActivity **extends** AppCompatActivity {  
 Button **ai**, **user**, **rock**, **scissor**, **paper**, **start**, **save**, **setting**, **file**;  
  
 **int winStrike** = 1;  
 String **userName** = **"Player"**;  
  
 Bitmap **b\_rock**,**b\_scissor**,**b\_paper**;  
 Drawable **d\_rock**,**d\_scissor**,**d\_paper**;  
  
 Animation **click**;  
 Animation **ani**;  
  
 **int what**[];  
 **int Ai\_winCount**, **Player\_winCount**;  
 **boolean checked** = **false**;  
  
 AlertDialog.Builder **builder**;  
  
 String **inFile** = **""**;  
  
 SoundPool **pool**;  
 **int congrat**;  
  
 Vibrator **vibe**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
 startActivity(**new** Intent(**this**, Start.**class**));  
  
 **ai** = (Button)findViewById(R.id.***aibtn***);  
 **user** = (Button)findViewById(R.id.***userview***);  
 **rock** = (Button)findViewById(R.id.***rock***);  
 **scissor** = (Button)findViewById(R.id.***scissor***);  
 **paper** = (Button)findViewById(R.id.***paper***);  
 **start** = (Button)findViewById(R.id.***start***);  
 **save** = (Button)findViewById(R.id.***save***);  
 **setting** = (Button)findViewById(R.id.***setting***);  
 **file** = (Button)findViewById(R.id.***file***);  
  
  
 **b\_rock** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***rock***);  
 **b\_scissor** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***scissor***);  
 **b\_paper** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***paper***);  
  
 **d\_rock** = **new** BitmapDrawable(getResources(), **b\_rock**);  
 **d\_scissor** = **new** BitmapDrawable(getResources(), **b\_scissor**);  
 **d\_paper** = **new** BitmapDrawable(getResources(), **b\_paper**);  
  
 **click** = AnimationUtils.*loadAnimation*(getApplicationContext(), R.anim.***click***);  
 **ani** = AnimationUtils.*loadAnimation*(getApplicationContext(), R.anim.***apear***);  
  
  
 **what** = **new int**[2];  
 **what**[0] = -1;  
 **what**[1] = -1;  
  
 **pool** = **new** SoundPool(1, AudioManager.***STREAM\_MUSIC***, 0);  
  
 **congrat** = **pool**.load(MainActivity.**this**, R.raw.***game***, 1);  
  
 **vibe** = (Vibrator)getSystemService(Context.***VIBRATOR\_SERVICE***);  
  
 **ai**.setOnClickListener(**new** View.OnClickListener(){  
 @Override  
 **public void** onClick(View v){  
  
 }  
 });  
  
 **user**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v){  
  
 }  
 });  
  
 **rock**.setOnClickListener(**new** View.OnClickListener() {  
 @TargetApi(Build.VERSION\_CODES.***JELLY\_BEAN***)  
 @Override  
 **public void** onClick(View v){  
  
 **what**[1] = 1;  
  
 **user**.setBackground(**d\_rock**);  
 **user**.setAnimation(**ani**);  
  
 **checked** = **true**;  
  
 **rock**.startAnimation(**click**);  
  
 Toast.*makeText*(MainActivity.**this**, **"Rock"**, Toast.***LENGTH\_SHORT***).show();  
  
 }  
 });  
  
 **scissor**.setOnClickListener(**new** View.OnClickListener() {  
 @TargetApi(Build.VERSION\_CODES.***JELLY\_BEAN***)  
 @Override  
 **public void** onClick(View v) {  
  
 **what**[1] = 2;  
  
 **user**.setBackground(**d\_scissor**);  
 **user**.setAnimation(**ani**);  
  
 **checked** = **true**;  
  
 **scissor**.startAnimation(**click**);  
  
 Toast.*makeText*(MainActivity.**this**, **"Scissor"**, Toast.***LENGTH\_SHORT***).show();  
  
 }  
 });  
  
 **paper**.setOnClickListener(**new** View.OnClickListener() {  
 @TargetApi(Build.VERSION\_CODES.***JELLY\_BEAN***)  
 @Override  
 **public void** onClick(View v) {  
  
 **what**[1] = 3;  
  
 **user**.setBackground(**d\_paper**);  
 **user**.setAnimation(**ani**);  
  
 **checked** = **true**;  
  
 **paper**.startAnimation(**click**);  
  
 Toast.*makeText*(MainActivity.**this**, **"Paper"**, Toast.***LENGTH\_SHORT***).show();  
 }  
 });  
  
 **start**.setOnClickListener(**new** View.OnClickListener(){  
 @TargetApi(Build.VERSION\_CODES.***JELLY\_BEAN***)  
 @Override  
 **public void** onClick(View v) {  
  
 **vibe**.vibrate(200);  
  
 **if** (**what**[1] == -1) {  
  
 Toast.*makeText*(MainActivity.**this**, **"Please Choose"**, Toast.***LENGTH\_SHORT***).show();  
  
 } **else** {  
 **try** {  
 **what**[0] = (**int**) (Math.*random*() \* 3 + 1);  
  
 Animation ani = AnimationUtils.*loadAnimation*(getApplicationContext(), R.anim.***apear***);  
  
 **if** (**what**[0] == 1) {  
 **ai**.setBackground(**d\_rock**);  
 **ai**.setAnimation(ani);  
 } **else if** (**what**[0] == 2) {  
 **ai**.setBackground(**d\_scissor**);  
 **ai**.setAnimation(ani);  
 } **else if** (**what**[0] == 3) {  
 **ai**.setBackground(**d\_paper**);  
 **ai**.setAnimation(ani);  
 }  
  
 **pool**.play(**congrat**, 1, 1, 0, 0, 1);  
  
 Thread.*sleep*(700);  
 } **catch** (Exception e) {  
 }  
 }  
  
 **if**(**what**[0] == **what**[1] && **what**[1] != -1)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"Draw !!"**, Toast.***LENGTH\_SHORT***).show();  
 }  
 **else if**(**what**[0] == 1 && **what**[1] == 2)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"AI Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Ai\_winCount**++;  
 }  
 **else if**(**what**[0] == 1 && **what**[1] == 3)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"Player Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Player\_winCount**++;  
 }  
 **else if**(**what**[0] == 2 && **what**[1] == 1)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"Player Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Player\_winCount**++;  
 }  
 **else if**(**what**[0] == 2 && **what**[1] == 3)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"AI Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Ai\_winCount**++;  
 }  
 **else if**(**what**[0] == 3 && **what**[1] == 1)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"AI Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Ai\_winCount**++;  
 }  
 **else if**(**what**[0] == 3 && **what**[1] == 2)  
 {  
 Toast.*makeText*(MainActivity.**this**, **"Player Win !!"**, Toast.***LENGTH\_SHORT***).show();  
 **Player\_winCount**++;  
 }  
  
 **if**(**Ai\_winCount** == **winStrike**)  
 {  
 **vibe**.vibrate(200);  
  
 **builder** = **new** AlertDialog.Builder(MainActivity.**this**);  
  
 **builder**.setTitle(**"Winner"**);  
  
 **builder**.setMessage(**" Ai is Win !!"**);  
  
 **builder**.setPositiveButton(**"OK"**, **new** DialogInterface.OnClickListener() {  
 @Override  
 **public void** onClick(DialogInterface dialog, **int** which) {  
 }  
 });  
  
 **builder**.show();  
  
 **inFile** += **"Ai : "**+**Ai\_winCount**+**" "**+**userName**+**" : "**+**Player\_winCount**+**"\n"** +  
 **"Ai Win\n\n"**;  
  
 **Player\_winCount** = 0;  
 **Ai\_winCount** = 0;  
 }  
 **else if**(**Player\_winCount** == **winStrike**)  
 {  
 **vibe**.vibrate(200);  
  
 **builder** = **new** AlertDialog.Builder(MainActivity.**this**);  
  
 **builder**.setTitle(**"Winner"**);  
  
 **builder**.setMessage(**" "** + **userName** + **" is Win !!"**);  
  
 **builder**.setPositiveButton(**"OK"**, **new** DialogInterface.OnClickListener() {  
 @Override  
 **public void** onClick(DialogInterface dialog, **int** which) {  
 }  
 });  
  
 **builder**.show();  
  
 **inFile** += **"Ai : "**+**Ai\_winCount**+**" "**+**userName**+**" : "**+**Player\_winCount**+**"\n"** +  
 **"Player Win\n\n"**;  
  
 **Player\_winCount** = 0;  
 **Ai\_winCount** = 0;  
 }  
 }  
 });  
  
 **save**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 **try** {  
 FileInputStream fileIn = openFileInput(**"AssignmentResult.txt"**);  
  
 InputStreamReader reader = **new** InputStreamReader(fileIn);  
  
 **char**[] inputBuffer = **new char**[100];  
  
 **int** charRead;  
 String str = **""**;  
  
 **while**((charRead = reader.read(inputBuffer)) > 0){  
 String readstring = String.*copyValueOf*(inputBuffer,0,charRead);  
 str += readstring;  
 }  
  
 reader.close();  
  
 FileOutputStream fileout = openFileOutput(**"AssignmentResult.txt"**, ***MODE\_PRIVATE***);  
  
 OutputStreamWriter writer = **new** OutputStreamWriter(fileout);  
  
 writer.write(str + **inFile**);  
  
 writer.close();  
  
 **inFile** = **""**;  
  
 Toast.*makeText*(MainActivity.**this**, **"Results Saved"**, Toast.***LENGTH\_SHORT***).show();  
  
 }**catch**(Exception e)  
 {  
 e.printStackTrace();  
 }  
  
 }  
 });  
  
 **setting**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent i = **new** Intent(getApplicationContext(), settingactivity.**class**);  
 startActivityForResult(i, 1);  
 }  
 });  
  
 **file**.setOnClickListener(**new** View.OnClickListener(){  
 @Override  
 **public void** onClick(View v){  
  
 Intent resultfile = **new** Intent(MainActivity.**this**, resultActivity.**class**);  
  
 startActivity(resultfile);  
  
 }  
 });  
 }  
  
 @Override  
 **protected void** onActivityResult(**int** requestCode, **int** resultCode, Intent data)  
 {  
 **super**.onActivityResult(requestCode, resultCode, data);  
  
 **if**(requestCode == 1)  
 {  
 displayUserSetting();  
 }  
 }  
  
 **private void** displayUserSetting()  
 {  
 SharedPreferences sharedPrefs = PreferenceManager.*getDefaultSharedPreferences*(**this**);  
  
 **winStrike** = Integer.*parseInt*(sharedPrefs.getString(**"list"**, **"NO"**));  
 **userName** = sharedPrefs.getString(**"name"**, **"NO"**);  
  
 **if**(**userName**.equals(**""**))  
 **userName** = **"Player"**;  
 }  
  
 @Override  
 **public boolean** onCreateOptionsMenu(Menu menu) {  
 *// Inflate the menu; this adds items to the action bar if it is present.* getMenuInflater().inflate(R.menu.***menu\_main***, menu);  
 **return true**;  
 }  
  
 @Override  
 **public boolean** onOptionsItemSelected(MenuItem item) {  
 *// Handle action bar item clicks here. The action bar will  
 // automatically handle clicks on the Home/Up button, so long  
 // as you specify a parent activity in AndroidManifest.xml.* **int** id = item.getItemId();  
  
 *//noinspection SimplifiableIfStatement* **if** (id == R.id.***action\_settings***) {  
 **return true**;  
 }  
  
 **return super**.onOptionsItemSelected(item);  
 }  
}

-resultActivity.java

**package** com.example.park.assignment2;  
  
**import** android.app.Activity;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.TextView;  
  
**import** org.w3c.dom.Text;  
  
**import** java.io.FileInputStream;  
**import** java.io.FileOutputStream;  
**import** java.io.InputStreamReader;  
**import** java.io.OutputStreamWriter;  
  
*/\*\*  
 \* Created by Park on 2015-11-19.  
 \*/***public class** resultActivity **extends** Activity{  
  
 TextView **text**;  
 Button **reset**;  
  
 @Override  
 **public void** onCreate(Bundle savedInstanceState)  
 {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***resultfile***);  
  
 **text** = (TextView)findViewById(R.id.***resultfile***);  
 **reset** = (Button)findViewById(R.id.***reset***);  
  
 **try**{  
  
 FileInputStream fileIn = openFileInput(**"AssignmentResult.txt"**);  
 InputStreamReader InputRead = **new** InputStreamReader(fileIn);  
 **char**[] inputBuffer = **new char**[100];  
 String s = **""**;  
 **int** charRead;  
 **while**((charRead=InputRead.read(inputBuffer))>0){  
 String readstring = String.*copyValueOf*(inputBuffer,0,charRead);  
 s+=readstring;  
 }  
 **text**.setText(s);  
 InputRead.close();  
  
 } **catch** (Exception e){  
 e.printStackTrace();  
 }  
  
 **reset**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 **try** {  
 FileOutputStream fileout = openFileOutput(**"AssignmentResult.txt"**,***MODE\_PRIVATE***);  
 OutputStreamWriter outputWriter = **new** OutputStreamWriter(fileout);  
 outputWriter.write(**""**);  
 outputWriter.close();  
  
 **text**.setText(**""**);  
  
 } **catch** (Exception e){  
 e.printStackTrace();  
 }  
 }  
 });  
  
 }  
}

-settingactivity.java

**package** com.example.park.assignment2;  
  
**import** android.os.Bundle;  
**import** android.preference.PreferenceActivity;  
  
*/\*\*  
 \* Created by Park on 2015-11-18.  
 \*/***public class** settingactivity **extends** PreferenceActivity {  
 @Override  
 **public void** onCreate(Bundle savedInstanceState)  
 {  
 **super**.onCreate(savedInstanceState);  
 addPreferencesFromResource(R.xml.***setting***);  
 }  
}

-Start.java

**package** com.example.park.assignment2;  
  
**import** android.app.Activity;  
**import** android.os.Bundle;  
**import** android.os.Handler;  
**import** android.os.Message;  
  
  
*/\*\*  
 \* Created by Park on 2015-11-30.  
 \*/***public class** Start **extends** Activity {  
  
 **public void** onCreate(Bundle savedInstanceState){  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***start***);  
  
 Handler handler = **new** Handler() {  
 @Override  
 **public void** handleMessage(Message msg)  
 {  
 finish();  
 }  
 };  
  
 handler.sendEmptyMessageDelayed(0,4000);  
 }  
}

-ScreenShot



