**package** com.example.courtcounter;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.TextView;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 **int scoreTeamA** = 0;  
 **int scoreTeamB** = 0;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
 }  
  
 */\*\*  
 \* Displays the given score for Team A.  
 \*/* **public void** displayForTeamA(**int** score) {  
 TextView scoreView = (TextView) findViewById(R.id.***team\_a\_score***);  
 scoreView.setText(String.*valueOf*(score));  
 }  
  
 */\*\*  
 \* This method is called when the +3 points button is clicked for team A.  
 \*/* **public void** threePointsA(View view) {  
 **scoreTeamA** += 3 ;  
 displayForTeamA( **scoreTeamA** ) ;  
 }  
  
 */\*\*  
 \* This method is called when the +2 points button is clicked for team A.  
 \*/* **public void** twoPointsA(View view) {  
 **scoreTeamA** += 2 ;  
 displayForTeamA( **scoreTeamA** ) ;  
 }  
  
 */\*\*  
 \* This method is called when the free throw button is clicked for team A.  
 \*/* **public void** onePointA(View view) {  
 **scoreTeamA** += 1 ;  
 displayForTeamA( **scoreTeamA** ) ;  
 }  
  
 */\*\*  
 \* Displays the given score for Team B.  
 \*/* **public void** displayForTeamB(**int** score) {  
 TextView scoreView = (TextView) findViewById(R.id.***team\_b\_score***);  
 scoreView.setText(String.*valueOf*(score));  
 }  
  
 */\*\*  
 \* This method is called when the +3 points button is clicked for team B.  
 \*/* **public void** threePointsB(View view) {  
 **scoreTeamB** += 3 ;  
 displayForTeamB( **scoreTeamB** ) ;  
 }  
  
 */\*\*  
 \* This method is called when the +2 points button is clicked for team B.  
 \*/* **public void** twoPointsB(View view) {  
 **scoreTeamB** += 2 ;  
 displayForTeamB( **scoreTeamB** ) ;  
 }  
  
 */\*\*  
 \* This method is called when the free throw button is clicked for team B.  
 \*/* **public void** onePointB(View view) {  
 **scoreTeamB** += 1 ;  
 displayForTeamB( **scoreTeamB** ) ;  
 }  
  
 */\*\*  
 \* This method is called when the reset button is clicked .  
 \*/* **public void** restall(View view) {  
 **scoreTeamA**=0;  
 **scoreTeamB**=0;  
 displayForTeamA(**scoreTeamA**);  
 displayForTeamB( **scoreTeamB** ) ;  
 }  
  
}