P6 Chris & Marc

```java
/**
 * Interacts with seekbar, spinners, and buttons.
 * it listen to the selected size,drivers and builders
 * when explore is clicked it will use those to create
 * a specific maze.
 * AMazeActivity takes to the GeneratingActivity
 * and it is passed down to PlayActivity
 * when a certain maze is picked
 * Collaborators:
 *  android.support.v7.app.AppCompatActivity;
 android.os.Bundle;
 android.util.Log;
 android.widget.ArrayAdapter;
 android.widget.Spinner;
 android.view.View;
 android.content.Intent;
 android.widget.Toast;

 *
 */
public class AMazeActivity extends AppCompatActivity

/**
 * listen to button clicks for
 * generate,explore,revist.
 * Everytime they are clicked it
 * Logs the clicked button and
 * creates a tost for the specific button
 * if generate is clicked then
 * it starts a new activity to switch to generating
 *
 *
 * @param view
 */
public void onButtonClick(View view)

/**
 * Created by Marc on 11/15/2017.
 * Generating interacts with PlayActivity
 * it waits for the maze to build and
 * switches to PlayActivity when the maze is done building
```

```
 * Collaborator:
 *  android.content.Intent;
 android.support.v4.app.FragmentManager;
 android.support.v7.app.AppCompatActivity;
 android.os.Bundle;
 android.util.Log;
 android.view.MenuItem;
 android.view.View;
 android.widget.TextView;
 android.widget.Button;
 android.widget.ProgressBar;
 android.os.Handler;
 android.widget.Toast;

 */

public class GeneratingActivity extends AppCompatActivity
/**
 *
 * @param savedInstanceState
 * creates the view
 * enables and shows back action bar
 * changes functionality of back button to return to title screen
 *
 */
@Override
protected void onCreate(Bundle savedInstanceState)


/**
 * Function that takes item as parameter
 * and if parameter is the back button then
 * it finishes the activity and returns to
 * AMazeActivity
 * @param item
 * @return
 */
@Override
public boolean onOptionsItemSelected(MenuItem item)


/**
 * Created by markxsimu on 11/20/17.
 * Interacts with AMazeActivity,GeneratingActivity,FinishActivityWin,FinishActivityLose.
```

* Takes information from AMazeActivity and builds the maze and sends information to GeneratingActivity
 * once it is done building. Takes input from user by Map,Exit,Wall visibility, Pause/play, and control keys
 * Collaborator:
 * android.content.Intent;
 android.os.Bundle;
 android.support.v4.app.FragmentManager;
 android.support.v7.app.AppCompatActivity;
 android.util.Log;
 android.view.MenuItem;
 android.view.View;
 android.widget.Toast;
 */

public class PlayActivity extends AppCompatActivity

/**
 * Function that takes item as parameter
 * and if parameter is the back button then
 * it finishes the activity and returns to
 * AMazeActivity
 *
 * @param item
 * @return
 */
@Override
public boolean onOptionsItemSelected(MenuItem item)


/**
 * listen for win,lose
 * left,right,up and down
 * it creates log and toast for all
 * if win or lose it clicked
 * then it switches to win or lose finishactivity
 * @param view
 */
public void onButtonClick(View view)

/** Finish win screen if the user completes the maze
 * allows the user to return to the main menu with the
 * Menu button
 *  Colaborators:

```
 *  import android.content.Intent;
 android.os.Bundle;
 android.support.v4.app.FragmentManager;
 android.support.v7.app.AppCompatActivity;
 android.util.Log;
 android.view.MenuItem;
 android.view.View;
 android.widget.Toast;
 * Created by markxsimu on 11/20/17.
 */

public class FinishActivityWin extends AppCompatActivity

/**
 * Listen for button lick
 * on loseback button
 * and when loseback button is clicked
 * it ends this activity and returns back
 * to AMazeActivity
 * also creates log and toast
 * @param view
 */
public void onButtonClick(View view)

/**
 *  listen for back button
 *  and when it is clicked it
 *  returns to the AMazeActivity
 *  creates log and toast
 * @param item
 * @return
 */
@Override
public boolean onOptionsItemSelected(MenuItem item)

/**
 * Created by markxsimu on 11/20/17.
 * Ends screen if the user does not complete the maze
 * allows the user to return to the main menu with the
 * Menu button
 * Collaborators:
 *  android.content.Intent;
 android.os.Bundle;
 android.support.v4.app.FragmentManager;
```

```java
 android.support.v7.app.AppCompatActivity;
 android.util.Log;
 android.view.MenuItem;
 android.view.View;
 android.widget.Toast;
 */

public class FinishActivityLose extends AppCompatActivity

/**
 * Listen for button lick
 * on loseback button
 * and when loseback button is clicked
 * it ends this activity and returns back
 * to AMazeActivity
 * also creates log and toast
 * @param view
 */
public void onButtonClick(View view)

/**
 *  listen for back button
 *  and when it is clicked it
 *  returns to the AMazeActivity
 *  creates log and toast
 * @param item
 * @return
 */
@Override
public boolean onOptionsItemSelected(MenuItem item)
```