package com.example.tictactoe

import android.graphics.Color

import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

import android.view.View

import android.widget.Button

import android.widget.Toast

import kotlinx.android.synthetic.main.activity\_main.view.\*

class MainActivity : AppCompatActivity() {

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

}

fun buttonClick(view:View){

val buttonClick=view as Button

var cellID=0

when(buttonClick.id){

R.id.button1->cellID=1

R.id.button2->cellID=2

R.id.button3->cellID=3

R.id.button4->cellID=4

R.id.button5->cellID=5

R.id.button6->cellID=6

R.id.button7->cellID=7

R.id.button8->cellID=8

R.id.button9->cellID=9

}

// Toast.makeText(this,"Cell ID: $cellID",Toast.LENGTH\_LONG).show()

playGame(cellID,buttonClick)

}

var player1= arrayListOf<Int>()

var player2= arrayListOf<Int>()

var activePlayer=1

fun playGame(cellID: Int, buttonClick: Button) {

if(activePlayer==1){

buttonClick.text="X"

buttonClick.setBackgroundColor(Color.parseColor("#4b7bec"))

player1.add(cellID)

activePlayer=2

}

else{

buttonClick.text="O"

buttonClick.setBackgroundColor(Color.parseColor("#fc5c65"))

player2.add(cellID)

activePlayer=1

}

buttonClick.isEnabled=false

checkWinner(buttonClick)

}

fun checkWinner(buttonClick: Button) {

var winner=-1

//row1 check

if(player1.contains(1) && player1.contains(2) && player1.contains(3)){

winner=1

}

else if(player2.contains(1) && player2.contains(2) && player2.contains(3)){

winner=2

}

//row2 check

else if(player1.contains(4) && player1.contains(5) && player1.contains(6)){

winner=1

}

else if(player2.contains(4) && player2.contains(5) && player2.contains(6)){

winner=2

}

//row3 check

else if(player1.contains(7) && player1.contains(8) && player1.contains(9)){

winner=1

}

else if(player2.contains(7) && player2.contains(8) && player2.contains(9)){

winner=2

}

//colum1 check

else if(player1.contains(1) && player1.contains(4) && player1.contains(7)){

winner=1

}

else if(player2.contains(1) && player2.contains(4) && player2.contains(7)){

winner=2

}

//column2 check

else if(player1.contains(2) && player1.contains(5) && player1.contains(8)){

winner=1

}

else if(player2.contains(2) && player2.contains(5) && player2.contains(8)){

winner=2

}

//column3 check

else if(player1.contains(3) && player1.contains(6) && player1.contains(9)){

winner=1

}

else if(player2.contains(3) && player2.contains(6) && player2.contains(9)){

winner=2

}

//dimension1 check

else if(player1.contains(1) && player1.contains(5) && player1.contains(9)){

winner=1

}

else if(player2.contains(1) && player2.contains(5) && player2.contains(9)){

winner=2

}

//dimension2 check

else if(player1.contains(3) && player1.contains(5) && player1.contains(7)){

winner=1

}

else if(player2.contains(3) && player2.contains(5) && player2.contains(7)){

winner=2

}

if(winner!=-1){

if(winner==1){

Toast.makeText(this,"Player 1 Won 🙂",Toast.LENGTH\_LONG).show()

}

else if(winner==2){

Toast.makeText(this,"Player 2 Won 🙂",Toast.LENGTH\_LONG).show()

}

}

}

}