**ДОДАТОК М. Приклад оформлення тексту програми**

**Скролінг (текст) програми**

**class EnterScoreActivity**

# package ca.denisgligor.texmobile.activities;

# import android.content.Intent;

# import android.os.Bundle;

# import android.support.v7.app.AppCompatActivity;

# import android.view.View;

# import android.widget.EditText;

# import ca.denisgligor.texmobile.R;

# public class EnterScoreActivity extends AppCompatActivity {

# private EditText txtName;

# @Override

# protected void onCreate(Bundle savedInstanceState) {

# super.onCreate(savedInstanceState);

# setContentView(R.layout.activity\_enter\_score);

# txtName = (EditText) findViewById(R.id.txtName);

# txtName.setText(getSharedPreferences("lastName", 0).getString("lastName", ""));

# }

# public void btnEnterClick(View v)

# {

# // Remember the name they enter so they don't have to type it again

# String name = txtName.getText().toString();

# getSharedPreferences("lastName", 0).edit().putString("lastName", name).commit();

# // Send the entered name back to the game activity

# Intent output = new Intent();

# output.putExtra("name", name);

# setResult(RESULT\_OK, output);

# finish();

# }

# }

**class GameActivity**

package ca.denisgligor.texmobile.activities;

import android.content.Intent;

import android.graphics.drawable.NinePatchDrawable;

import android.media.AudioManager;

import android.media.MediaPlayer;

import android.media.SoundPool;

import android.os.Bundle;

import android.support.v4.content.ContextCompat;

import android.support.v7.app.AppCompatActivity;

import android.view.MotionEvent;

import android.view.View;

import android.widget.ImageButton;

import android.widget.ImageView;

import android.widget.TextView;

import java.util.ArrayList;

import java.util.Hashtable;

import java.util.List;

import ca.denisgligor.texmobile.game.GameManager;

import ca.denisgligor.texmobile.game.GameView;

import ca.denisgligor.texmobile.R;

import ca.denisgligor.texmobile.db.ScoreDBManager;

import ca.denisgligor.texmobile.game.Block;

public class GameActivity extends AppCompatActivity{

private GameView gameView;

private List<String> input;

private MediaPlayer mp;

private SoundPool sp;

***і так далі…***