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Unit I & T - I.T 3 - Demonstrate searching data in a program.

Take screenshots of;

- A function that searches data;

```
86  @Override
87  public void onDialogPositiveClick(DialogFragment dialog, ArrayList<Soldier> selectedSoldiers) {
88      for (Soldier soldier : selectedSoldiers) {
89          int gold = thisWizard.getGold();
90          int cost = soldier.getCost();
91          if (gold >= cost) {
92              thisWizard.addSoldier(soldier);
93              thisWizard.transact(cost);
94              TextView this_gold = (TextView) findViewById(R.id.this_gold);
95              this_gold.setText(String.format("%s Gold", String.valueOf(thisWizard.getGold())));
96          } else {
97              Toast.makeText(this, "You cannot afford to recruit " + soldier.getName(), Toast.LENGTH_LONG).show();
98          }
99      }
100
101      SharedPreferences sharedPref = getSharedPreferences("SAVED_WIZARDS", Context.MODE_PRIVATE);
102
103      String myWizards = sharedPref.getString("MyWizards", new ArrayList<Wizard>().toString());
104
105      Gson gson = new Gson();
106
107      TypeToken<ArrayList<Wizard>> wizardArrayList = new TypeToken<ArrayList<Wizard>>(){};
108
109      ArrayList<Wizard> wizards = gson.fromJson(myWizards, wizardArrayList.getType());
110
111      for (Wizard wizard : wizards) {
112          if (wizard.getName().equals(thisWizard.getName())) {
113              int indexpos = wizards.indexOf(wizard);
114              wizards.set(indexpos, thisWizard);
115          }
116      }
117
118      SharedPreferences.Editor editor = sharedPref.edit();
119
120      editor.putString("MyWizards", gson.toJson(wizards));
121
122      editor.apply();
123
124      Toast.makeText(this, "Soldiers added!", Toast.LENGTH_LONG).show();
125
126      SoldierAdapter soldierAdapter = new SoldierAdapter(this, thisWizard.soldiers);
127
128      ListView thisView = (ListView) findViewById(R.id.soldier_list);
129
130      thisView.setAdapter(soldierAdapter);
131  }
```

- The result of the function running;

