

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     String myWizards = sharedPref.getString("MyWizards", new ArrayList<Wizard>().toString());
103
104     Gson gson = new Gson();
105
106     TypeToken<ArrayList<Wizard>> wizardArrayList = new TypeToken<ArrayList<Wizard>>(){};
107
108     ArrayList<Wizard> wizards = gson.fromJson(myWizards, wizardArrayList.getType());
109
110     for (Wizard wizard : wizards) {
111         if (wizard.getName().equals(thisWizard.getName())) {
112             int indexpos = wizards.indexOf(wizard);
113             wizards.set(indexpos, thisWizard);
114         }
115     }
116
117     SharedPreferences.Editor editor = sharedPref.edit();
118
119     editor.putString("MyWizards", gson.toJson(wizards));
120
121     editor.apply();
122
123     Toast.makeText(this, "Soldiers added!", Toast.LENGTH_LONG).show();
124
125     SoldierAdapter soldierAdapter = new SoldierAdapter(this, thisWizard.soldiers);
126
127     ListView thisView = (ListView) findViewById(R.id.soldier_list);
128
129     thisView.setAdapter(soldierAdapter);
130
131 }
```

- The result of the function running;

