

Sudoku Game

This demo uses several Android features in an application with several activities.

The opening screen shows a button made menu, that adapts to orientation (portrait and landscape) (Sudoku.java). It has also an Options Menu (hard menu key) giving access to some preferences (Prefs.java).

There is also an Activity that looks like a Dialog box (About.java), because it uses the dialog theme specified in the manifest file.

The game is played in an Activity (Game.java) that shows a graphic View (PuzzleView.java) where lines, colors and text (the numbers) are drawn. There is also a button made keypad (Keypad.java) for facilitating the numbers entering.

The game state is also persisted, allowing its continuation at a later time.

Through the preferences, hints can be provided (dark green squares have only one possibility and light green ones have two) and also some music can be played (Music.java) at the opening screen and game screen. The music files are embedded raw resources (inside res\raw).