**package** com.example.android.courtcounter;  
  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.Menu;  
**import** android.view.MenuItem;  
**import** android.view.View;  
**import** android.widget.TextView;  
  
**public class** MainActivity **extends** AppCompatActivity {  
*// Tracks the score for TeamA* **int scoreTeamA**=0;  
 *// Tracks the score for TeamB* **int scoreTeamB**=0;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate( savedInstanceState );  
 setContentView( R.layout.***activity\_main*** );  
 }  
  
 @Override  
 **public boolean** onCreateOptionsMenu(Menu menu) {  
 *// Inflate the menu; this adds items to the action bar if it is present.* getMenuInflater().inflate( R.menu.***menu\_main***, menu );  
 **return true**;  
 }  
  
 @Override  
 **public boolean** onOptionsItemSelected(MenuItem item) {  
 *// Handle action bar item clicks here. The action bar will  
 // automatically handle clicks on the Home/Up button, so long  
 // as you specify a parent activity in AndroidManifest.xml.* **int** id = item.getItemId();  
  
 *//noinspection SimplifiableIfStatement* **if** (id == R.id.***action\_settings***) {  
 **return true**;  
 }  
  
 **return super**.onOptionsItemSelected( item );  
 }  
  
 */\*\*  
 \* Increase the score for Team A by 1 point.  
 \*/* **public void** addOneForTeamA(View v) {  
 **scoreTeamA**=**scoreTeamA** + 1;  
 displayForTeamA( **scoreTeamA** );  
 }  
  
 */\*\*  
 \* Increase the score for Team A by 2 points.  
 \*/* **public void** addTwoForTeamA(View v) {  
 **scoreTeamA**=**scoreTeamA** + 2;  
 displayForTeamA( **scoreTeamA** );  
 }  
  
 */\*\*  
 \* Increase the score for Team A by 3 points.  
 \*/* **public void** addThreeForTeamA(View v) {  
 **scoreTeamA**=**scoreTeamA** + 3;  
 displayForTeamA( **scoreTeamA** );  
 }  
  
 */\*\*  
 \* Increase the score for Team B by 1 point.  
 \*/* **public void** addOneForTeamB(View v) {  
 **scoreTeamB**=**scoreTeamB** + 1;  
 displayForTeamB( **scoreTeamB** );  
 }  
  
 */\*\*  
 \* Increase the score for Team B by 2 points.  
 \*/* **public void** addTwoForTeamB(View v) {  
 **scoreTeamB**=**scoreTeamB** + 2;  
 displayForTeamB( **scoreTeamB** );  
 }  
  
 */\*\*  
 \* Increase the score for Team B by 3 points.  
 \*/* **public void** addThreeForTeamB(View v) {  
 **scoreTeamB**=**scoreTeamB** + 3;  
 displayForTeamB( **scoreTeamB** );  
 }  
  
 */\*\*  
 \* Resets the score for both teams back to 0.  
 \*/* **public void** reset(View v){  
 **scoreTeamA** =0;  
 **scoreTeamB** =0;  
 displayForTeamA(**scoreTeamA**);  
 displayForTeamB(**scoreTeamB**);  
 }  
  
 */\*\*  
 \* Displays the given score for Team A.  
 \*/* **public void** displayForTeamA(**int** score) {  
 TextView scoreView = (TextView) findViewById( R.id.***team\_a\_score*** );  
 scoreView.setText( String.*valueOf*( score ) );  
 }  
  
 */\*\*  
 \* Displays the given score for Team B.  
 \*/* **public void** displayForTeamB(**int** score) {  
 TextView scoreView = (TextView) findViewById(R.id.***team\_b\_score***);  
 scoreView.setText(String.*valueOf*( score ));  
 }  
  
}