Israel Quinonez

Project 2

Milestone 2

Here is some of the logic that will go into my app:

Int scoreUser1

Int scoreUser2

long tapTimeUser1

long tapTimeUser2

still tying to get but im finding something along these lines to randomly generate between images on a timer:

Timer timer = new Timer()

timer.schedule(new TimerTask(){

getActivity().runOnUIThread(new Runnable()){

int number

//random number generated here between 1-2

if (number == 1){

ImageView.SetImageResource(R.drawable.image1)

}

else {

ImageView.SetImageResource(R.drawable.image2)

}

}0, 2000)

When button is tapped:

Long temp = System.currentTimeMillis()

tapTimeUser1 = long

if (image){

if (tapTimeUser1 < tapTimeUser2){

scoreUser1 = scoreUser1+1

}

else{

scoreUser2 = scoreUser2+1

}

}

else{

scoreUser1 = scoreUser2 -1

}