|  |
| --- |
| **private** Rect rect = **new** Rect(100, 100, 40, 30);  **boolean** isBlock = **false**;          @**Override**  **public** **boolean** onTouch(**View** v, MotionEvent event) {    **if** (event.getAction() == MotionEvent.ACTION\_DOWN) {  **if**(event.getX() == 100 && event.getY() == 100) isBlock = **true**;  **else** isBlock = **false**;          }    **if** (event.getAction() == MotionEvent.ACTION\_MOVE) {  **if**(rect.intersect(event.getX(), event.getY(), 4, 4)) isBlock = **true**;  **else** isBlock = **false**;          }    **if** (event.getAction() == MotionEvent.ACTION\_UP) {  **if**(event.getX() == 140 && event.getY() == 130) isBlock = **true**;  **else** isBlock = **false**;          }    *//if(isBlock) todo*  **return** **true**;      } |