# Add score display

The last major part of our project, that we need to build is the scoring component. You first need to create a new text view to display the score in our app. We can add this and display it at the bottom of the app screen. Open the Content, Main, X-M-L File in the project. At the bottom of the file, after the last widget, we'll create a new text view and we'll give it the I-D of Score Text. We'll start by adding in Text View. Then we'll create an Android I-D.

And we'll set this equal to at plus I-D slash score text. You'll define the height and width based on the content. We can use the Wrap Content setting to define these. Android colon layout height, we'll set this equal to Wrap Content with an underscore. Then I'll set Android colon layout underscore width and we'll also set this to Wrap Content. We want to align this to the bottom of the parent container and center it in the view.

So we'll use Android colon layout align parent bottom and then we'll set this to True. Then Android colon layout underscore center horizontal and set this also to True. Then we'll set the text that we want initially displayed. Android colon text equals score zero. We can move this up the display by adding a margin to the bottom of the widget.

Let's set it to 50 device pixels. So we'll add another attribute, Android colon layout margin bottom equals 50 D-P. Last, let's make the text a little bit larger. There are pre-built styles were a part of Android. If you select the widget in Design View, we can change the text appearance item in the Properties Panel. We can select at compact dot display one. Which is about the same size that we need. There, now we have the text view set but we need to make this available to Java.

We need to do that in the main activity dot Java file. At the top, we'll define the object along with the other fields. Field to hold the score text. And this is a text view, which we'll call Score Text. Then, inside the On Create Method, we'll create a link to the widget in the Activity Layout. We can do this after the other two that we already have. Score text equals text view cast of find view by I-D with R dot I-D dot score text.

Now we're ready to build our score logic and display an updated score in the game.