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Major Project

Code

package com.example.nalcorn.basementsandbasilisks;  
  
import android.app.Activity;  
import android.content.Intent;  
import android.os.Bundle;  
  
  
public class Splash extends Activity {  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 // TODO Auto-generated method stub  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.splash\_title);  
  
 Thread timerThread = new Thread(){  
 public void run(){  
 try{  
 sleep(6000);  
 }catch(InterruptedException e){  
 e.printStackTrace();  
 }finally{  
 Intent intent = new Intent(Splash.this,MainActivity.class);  
 startActivity(intent);  
 }  
 }  
 };  
 timerThread.start();  
 }  
 @Override  
 protected void onPause() {  
 // TODO Auto-generated method stub  
 super.onPause();  
 finish();  
 }  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import android.content.Intent;  
import android.os.Bundle;  
import android.support.v7.app.AppCompatActivity;  
import android.view.Menu;  
import android.view.MenuItem;  
  
public class MainActivity extends AppCompatActivity {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 Thread startCharCreate = new Thread(){  
 public void run(){  
 try{  
 sleep(200);  
 }catch(InterruptedException e){  
 e.printStackTrace();  
 }finally{  
 startActivity(new Intent(MainActivity.this, AndroidTabLayoutActivity.class));  
 }  
 }  
 };  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.activity\_main);  
 startCharCreate.start();  
 }  
  
  
 public void onBackPressed() {  
 }  
  
 @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);  
 }  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import android.app.Activity;  
import android.content.Intent;  
import android.os.Bundle;  
import android.view.View;  
import android.view.View.OnClickListener;  
import android.widget.Button;  
import android.widget.ImageButton;  
import android.widget.TextView;  
  
public class CharCreate extends Activity {  
 String playerChoice;  
  
 public void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.char\_create);  
 final String cSelect = "The character selected is the ";  
  
 ImageButton btnFArcher = (ImageButton) findViewById(R.id.imageButton);  
 ImageButton btnFFighter = (ImageButton) findViewById(R.id.imageButton2);  
 ImageButton btnFMage = (ImageButton) findViewById(R.id.imageButton3);  
 ImageButton btnMArcher = (ImageButton) findViewById(R.id.imageButton4);  
 ImageButton btnMFighter = (ImageButton) findViewById(R.id.imageButton5);  
 ImageButton btnMMage = (ImageButton) findViewById(R.id.imageButton6);  
 Button btnStart = (Button) findViewById(R.id.btnCreateChar);  
 final TextView result = ((TextView)findViewById(R.id.characterSelection));  
  
  
 btnStart.setOnClickListener(new OnClickListener(){  
 public void onClick(View v){  
 Intent intent = new Intent(CharCreate.this, DoorAnimation.class);  
 Bundle extras = new Bundle();  
 extras.putString("player",playerChoice);  
 extras.putInt("gold",0);  
 intent.putExtras(extras);  
 startActivity(intent);  
 }  
 });  
  
 btnFArcher.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Female Archer.");  
 playerChoice = "female\_archer";  
 }  
 });  
 btnFFighter.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Female Fighter.");  
 playerChoice = "female\_fighter";  
 }  
 });  
 btnFMage.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Female Mage.");  
 playerChoice = "female\_mage";  
 }  
 });  
 btnMArcher.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Male Archer.");  
 playerChoice = "male\_archer";  
 }  
 });  
 btnMFighter.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Male Fighter.");  
 playerChoice = "male\_fighter";  
 }  
 });  
 btnMMage.setOnClickListener(new OnClickListener() {  
 public void onClick(View v) {  
 result.setText(cSelect + "Male Mage.");  
 playerChoice = "male\_mage";  
  
 }  
 });  
 }  
 public void onBackPressed() {  
 }  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import android.app.Activity;  
import android.content.Intent;  
import android.graphics.drawable.AnimationDrawable;  
import android.os.Bundle;  
import android.widget.ImageView;  
  
/\*\*  
 \* Created by nicho\_000 on 11/22/2015.  
 \*/  
public class DoorAnimation extends Activity {  
 public void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.door\_splash);  
 doorAnimation();  
 }  
 protected void onPause() {  
 // TODO Auto-generated method stub  
 super.onPause();  
 finish();  
 }  
 public void doorAnimation(){  
  
 final String playerChoice;  
 final int gold;  
 Intent intent = getIntent();  
 playerChoice = intent.getExtras().getString("player");  
 gold = intent.getExtras().getInt("gold");  
 ImageView img = (ImageView) findViewById(R.id.imgDoor);  
 img.setBackgroundResource(R.drawable.door\_anim);  
 AnimationDrawable frameAnimation = (AnimationDrawable) img.getBackground();  
 frameAnimation.setVisible(true,true);  
 frameAnimation.start();  
  
 Thread thread = new Thread() {  
 public void run(){  
 try {  
 sleep(2000);  
 Intent intent = new Intent(DoorAnimation.this, Combat.class);  
 Bundle extras = new Bundle();  
 extras.putString("player", playerChoice);  
 extras.putInt("gold", 0);  
 intent.putExtras(extras);  
 startActivity(intent);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 }  
 };  
 thread.start();  
 }  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import java.util.Random;  
  
/\*\*  
 \* Created by nicho\_000 on 11/21/2015.  
 \*/  
public class Creature {  
 /\*Variables  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  
 private enum creature {  
 FEMALE\_ARCHER, FEMALE\_FIGHTER, FEMALE\_MAGE,  
 MALE\_ARCHER, MALE\_FIGHTER, MALE\_MAGE,  
 CYCLOPS, DRAGON, GORGON,  
 SPIDER, WOLF, ZOMBIE  
 }  
 private creature myCreature;  
 private int HP = 0,  
 attackValue = 0,  
 goldValue = 0;  
 private String name;  
  
 /\*Constructors  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  
 public Creature(){  
  
 }  
 public Creature(String choice){  
 switch (choice.toLowerCase()) {  
 case "female\_archer":  
 myCreature = creature.FEMALE\_ARCHER;  
 break;  
 case "female\_fighter":  
 myCreature = creature.FEMALE\_FIGHTER;  
 break;  
 case "female\_mage":  
 myCreature = creature.FEMALE\_MAGE;  
 break;  
 case "male\_archer":  
 myCreature = creature.MALE\_ARCHER;  
 break;  
 case "male\_fighter":  
 myCreature = creature.MALE\_FIGHTER;  
 break;  
 case "male\_mage":  
 myCreature = creature.MALE\_MAGE;  
 break;  
 case "cyclops":  
 myCreature = creature.CYCLOPS;  
 break;  
 case "dragon":  
 myCreature = creature.DRAGON;  
 break;  
 case "gorgon":  
 myCreature = creature.GORGON;  
 break;  
 case "spider":  
 myCreature = creature.SPIDER;  
 break;  
 case "wolf":  
 myCreature = creature.WOLF;  
 break;  
 case "zombie":  
 myCreature = creature.ZOMBIE;  
 break;  
 }  
 setCreature(myCreature);  
 }  
  
 /\*Getters  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  
 public int getHP(){  
 return HP;  
 }  
 public int getGoldValue(){  
 return goldValue;  
 }  
 public String getName(){  
 return name;  
 }  
  
  
 /\*Setters  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  
 public void setCreature(String choice){  
 switch (choice.toLowerCase()) {  
 case "female\_archer":  
 myCreature = creature.FEMALE\_ARCHER;  
 break;  
 case "female\_fighter":  
 myCreature = creature.FEMALE\_FIGHTER;  
 break;  
 case "female\_mage":  
 myCreature = creature.FEMALE\_MAGE;  
 break;  
 case "male\_archer":  
 myCreature = creature.MALE\_ARCHER;  
 break;  
 case "male\_fighter":  
 myCreature = creature.MALE\_FIGHTER;  
 break;  
 case "male\_mage":  
 myCreature = creature.MALE\_MAGE;  
 break;  
 case "cyclops":  
 myCreature = creature.CYCLOPS;  
 break;  
 case "dragon":  
 myCreature = creature.DRAGON;  
 break;  
 case "gorgon":  
 myCreature = creature.GORGON;  
 break;  
 case "spider":  
 myCreature = creature.SPIDER;  
 break;  
 case "wolf":  
 myCreature = creature.WOLF;  
 break;  
 case "zombie":  
 myCreature = creature.ZOMBIE;  
 break;  
 }  
 setCreature(myCreature);  
 }  
 public void setCreature(creature choice){  
  
 switch (myCreature) {  
 case CYCLOPS:  
 setHP(20);  
 setAttackValue(6);  
 setGoldValue(attackValue\*1000);  
  
 break;  
 case DRAGON:  
 setHP(30);  
 setAttackValue(10);  
 setGoldValue(attackValue\*1000);  
  
 break;  
 case GORGON:  
 setHP(15);  
 setAttackValue(5);  
 setGoldValue(attackValue\*1000);  
  
 break;  
 case SPIDER:  
 setHP(15);  
 setAttackValue(5);  
 setGoldValue(attackValue\*1000);  
  
 break;  
 case WOLF:  
 setHP(10);  
 setAttackValue(4);  
 setGoldValue(attackValue\*1000);  
  
 break;  
 case ZOMBIE:  
 setHP(10);  
 setAttackValue(3);  
 setGoldValue(attackValue\*1000);  
 break;  
 default:  
 setHP(15);  
 setAttackValue(5);  
 setName(myCreature);  
 break;  
 }  
 }  
  
  
 public void setHP(int HP) {  
 this.HP = HP;  
 }  
 public void setAttackValue(int attackValue) {  
 this.attackValue = attackValue;  
 }  
 public void setGoldValue(int goldValue) {  
 this.goldValue = goldValue;  
 }  
 public void setName(creature myCreature){  
 switch (myCreature) {  
 case FEMALE\_ARCHER:  
 name = "Female Archer";  
 break;  
 case FEMALE\_FIGHTER:  
 name = "Female Fighter";  
 break;  
 case FEMALE\_MAGE:  
 name = "Female Mage";  
 break;  
 case MALE\_ARCHER:  
 name = "Male Archer";  
 break;  
 case MALE\_FIGHTER:  
 name = "Male Fighter";  
 break;  
 case MALE\_MAGE:  
 name = "Male Mage";  
 break;  
 default:  
 name = "";  
 break;  
 }  
 }  
  
 /\*Methods  
 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  
 public int attack(){  
 Random r = new Random();  
 int Low = 0;  
 int High = attackValue+1;  
 int damage = r.nextInt(High-Low) + Low;  
 return damage;  
 }  
 public int monsterAttack(){  
 int damage = 0;  
 Random i = new Random();  
 int Low = 1;  
 int High = 4;  
 int result = i.nextInt(High-Low) + Low;  
 if(result == 1) {  
 Random r = new Random();  
 int min = 1;  
 int max = attackValue+1;  
 damage = r.nextInt(max - min) + min;  
 }  
 return damage;  
 }  
 public void takeDamage(int damage){  
 setHP(getHP()-damage);  
 if(getHP()<0){  
 setHP(0);  
 }  
 }  
 public void heal(int heal){  
 setHP(getHP()+heal);  
 if(getHP()>15){  
 setHP(15);  
 }  
 }  
  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import android.app.Activity;  
import android.content.Intent;  
import android.graphics.drawable.AnimationDrawable;  
import android.media.MediaPlayer;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.AdapterView;  
import android.widget.AdapterView.OnItemSelectedListener;  
import android.widget.Button;  
import android.widget.ImageView;  
import android.widget.Spinner;  
import android.widget.TextView;  
import android.widget.Toast;  
  
import java.util.Random;  
  
/\*\*  
 \* Created by nicho\_000 on 11/22/2015.  
 \*/  
public class Combat extends Activity {  
 String playerChoice, monsterChoice, combatChoice;  
 int animTime = 5500;  
 Creature player = new Creature();  
 Creature monster = new Creature();  
 int count;  
 MediaPlayer musicPlayer;  
  
  
  
 public void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.combat);  
 musicPlayer = MediaPlayer.create(Combat.this, R.raw.music);  
 musicPlayer.setLooping(true);  
 musicPlayer.start();  
 Intent intent = getIntent();  
 playerChoice = intent.getExtras().getString("player");  
 int i = intent.getExtras().getInt("gold");  
 player.setGoldValue(i);  
 count = 0;  
 final ImageView imgP = (ImageView) findViewById(R.id.imgPlayer);  
 final ImageView imgM = (ImageView) findViewById(R.id.imgMonster);  
 createMonsterAnimation(imgM);  
 createPlayerAnimation(imgP);  
 TextView playerType = (TextView) findViewById((R.id.playerType));  
 final TextView monsterType = (TextView) findViewById((R.id.monsterType));  
 playerType.setText(playerChoice);  
 monsterType.setText(monsterChoice);  
 final TextView playerHP = (TextView) findViewById((R.id.playerHealth));  
 final TextView monsterHP = (TextView) findViewById((R.id.monsterHealth));  
 playerHP.setText("HP: "+player.getHP());  
 monsterHP.setText("HP: "+monster.getHP());  
 final Spinner spin = (Spinner) findViewById(R.id.spnAttackHeal);  
 final Button attack = (Button) findViewById(R.id.btnAttackHeal);  
  
 spin.setOnItemSelectedListener(new OnItemSelectedListener() {  
 @Override  
 public void onItemSelected(  
 AdapterView<?> parentView, View selectedItemView, int position, long id) {  
 // your code here  
 combatChoice = spin.getSelectedItem().toString();  
 attack.setText(combatChoice);  
 }  
 @Override  
 public void onNothingSelected(AdapterView<?> parentView) {  
 // your code here  
 combatChoice = spin.getSelectedItem().toString();  
 attack.setText(combatChoice);  
 }  
 });  
 attack.setOnClickListener(new View.OnClickListener() {  
 public void onClick(View v) {  
 count++;  
 if (spin.getSelectedItem().toString().toLowerCase().equals("heal")) {  
 int i = player.attack();  
 player.heal(i);  
 playerHP.setText("HP: " + player.getHP());  
 }else{  
 int i = player.attack();  
 monster.takeDamage(i);  
 monsterHP.setText("HP: " + monster.getHP());  
 if (monster.getHP() > 0) {  
 int j = monster.monsterAttack();  
 player.takeDamage(j);  
 playerHP.setText("HP: " + player.getHP());  
 } else {  
 Toast.makeText(  
 getApplicationContext(),  
 "The Monster died",  
 Toast.LENGTH\_SHORT).show();  
 player.setGoldValue(  
 (player.getGoldValue() + monster.getGoldValue())/count);  
 onCombatEnd();  
 }  
 if (player.getHP() <= 0){  
 Toast.makeText(  
 getApplicationContext(),  
 "You died",  
 Toast.LENGTH\_SHORT).show();  
 onCombatEnd();  
 }  
 }  
 animateAttacks(imgM, imgP);  
 Thread thread1 = new Thread() {  
 public void run() {  
 try {  
 sleep(animTime);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 }  
 };  
 thread1.start();  
 }  
 });  
 }  
 public void onCombatEnd(){  
 Intent intent = new Intent(Combat.this, HighScore.class);  
 intent.addFlags(Intent.FLAG\_ACTIVITY\_CLEAR\_TOP);  
 Bundle extras = new Bundle();  
 extras.putString("player", playerChoice);  
 extras.putInt("gold",player.getGoldValue());  
 intent.putExtras(extras);  
 musicPlayer.stop();  
 startActivity(intent);  
 }  
 protected void onPause() {  
 // TODO Auto-generated method stub  
 super.onPause();  
 finish();  
 }  
 public void onBackPressed() {  
 }  
 public void animateAttacks(ImageView imgM, ImageView imgP){  
 final AnimationDrawable frameAnimationP = (AnimationDrawable) imgP.getBackground();  
 final AnimationDrawable frameAnimationM = (AnimationDrawable) imgM.getBackground();  
  
 Thread thread1 = new Thread() {  
 public void run(){  
 try {  
 sleep(animTime);  
 frameAnimationP.stop();  
 frameAnimationM.stop();  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 }  
 };  
 new Thread(new Runnable() {  
 public void run() {  
 runOnUiThread(new Runnable() {  
 @Override  
 public void run() {  
 frameAnimationP.setVisible(true, true);  
 frameAnimationM.setVisible(true, true);  
 frameAnimationP.start();  
 if(monster.getHP()>0) {  
 frameAnimationM.start();  
 }  
 }  
 });  
 }  
 }).start();  
 thread1.start();  
 }  
 public void createMonsterAnimation(ImageView imgM){  
 Random r = new Random();  
 int Low = 1;  
 int High = 7;  
 int mons = r.nextInt(High-Low) + Low;  
 switch(mons){  
 case 1:  
 monster.setCreature("cyclops");  
 imgM.setBackgroundResource(R.drawable.cyclops\_anim);  
 monsterChoice = "Cyclops";  
 break;  
 case 6:  
 monster.setCreature("dragon");  
 imgM.setBackgroundResource(R.drawable.dragon\_anim);  
 monsterChoice = "Dragon";  
 break;  
 case 3:  
 monster.setCreature("gorgon");  
 imgM.setBackgroundResource(R.drawable.gorgon\_anim);  
 monsterChoice = "Gorgon";  
 break;  
 case 4:  
 monster.setCreature("spider");  
 imgM.setBackgroundResource(R.drawable.spider\_anim);  
 monsterChoice = "Spider";  
 break;  
 case 5:  
 monster.setCreature("wolf");  
 imgM.setBackgroundResource(R.drawable.wolf\_anim);  
 monsterChoice = "Wolf";  
 break;  
 case 2:  
 monster.setCreature("zombie");  
 imgM.setBackgroundResource(R.drawable.zombie\_anim);  
 monsterChoice = "Zombie";  
 break;  
 }  
 }  
 public void createPlayerAnimation(ImageView imgP){  
 player.setCreature(playerChoice);  
 playerChoice = player.getName();  
 switch (playerChoice.toLowerCase()) {  
 case "female archer":  
 imgP.setBackgroundResource(R.drawable.female\_archer\_anim);  
 break;  
 case "female fighter":  
 imgP.setBackgroundResource(R.drawable.female\_fighter\_anim);  
 break;  
 case "female mage":  
 imgP.setBackgroundResource(R.drawable.female\_mage\_anim);  
 break;  
 case "male archer":  
 imgP.setBackgroundResource(R.drawable.male\_archer\_anim);  
 break;  
 case "male fighter":  
 imgP.setBackgroundResource(R.drawable.male\_fighter\_anim);  
 break;  
 case "male mage":  
 imgP.setBackgroundResource(R.drawable.male\_mage\_anim);  
 break;  
 }  
 }  
}

package com.example.nalcorn.basementsandbasilisks;  
  
import android.app.Activity;  
import android.content.Intent;  
import android.content.SharedPreferences;  
import android.os.Bundle;  
import android.preference.PreferenceManager;  
import android.view.View;  
import android.widget.Button;  
import android.widget.EditText;  
import android.widget.RadioButton;  
import android.widget.RadioGroup;  
import android.widget.TextView;  
import android.widget.Toast;  
  
public class HighScore extends Activity {  
 Button submit;  
 RadioGroup radioGroup;  
 RadioButton radioButton;  
 EditText plyrInput;  
 final int[] playerGold = {0,0,0,0,0,0,0,0,0,0};  
 final String[] playerName = {"-","-","-","-","-","-","-","-","-","-"};  
  
 public void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.high\_score);  
  
 TextView plyrName1 = (TextView)findViewById(R.id.plyrName1);  
 TextView plyrName2 = (TextView)findViewById(R.id.plyrName2);  
 TextView plyrName3 = (TextView)findViewById(R.id.plyrName3);  
 TextView plyrName4 = (TextView)findViewById(R.id.plyrName4);  
 TextView plyrName5 = (TextView)findViewById(R.id.plyrName5);  
 TextView plyrName6 = (TextView)findViewById(R.id.plyrName6);  
 TextView plyrName7 = (TextView)findViewById(R.id.plyrName7);  
 TextView plyrName8 = (TextView)findViewById(R.id.plyrName8);  
 TextView plyrName9 = (TextView)findViewById(R.id.plyrName9);  
 TextView plyrName10 = (TextView)findViewById(R.id.plyrName10);  
  
 TextView plyrGold1 = (TextView)findViewById(R.id.plyrGold1);  
 TextView plyrGold2 = (TextView)findViewById(R.id.plyrGold2);  
 TextView plyrGold3 = (TextView)findViewById(R.id.plyrGold3);  
 TextView plyrGold4 = (TextView)findViewById(R.id.plyrGold4);  
 TextView plyrGold5 = (TextView)findViewById(R.id.plyrGold5);  
 TextView plyrGold6 = (TextView)findViewById(R.id.plyrGold6);  
 TextView plyrGold7 = (TextView)findViewById(R.id.plyrGold7);  
 TextView plyrGold8 = (TextView)findViewById(R.id.plyrGold8);  
 TextView plyrGold9 = (TextView)findViewById(R.id.plyrGold9);  
 TextView plyrGold10 = (TextView)findViewById(R.id.plyrGold10);  
  
 readFile();  
  
 plyrName1.setText(playerName[0]);  
 plyrName2.setText(playerName[1]);  
 plyrName3.setText(playerName[2]);  
 plyrName4.setText(playerName[3]);  
 plyrName5.setText(playerName[4]);  
 plyrName6.setText(playerName[5]);  
 plyrName7.setText(playerName[6]);  
 plyrName8.setText(playerName[7]);  
 plyrName9.setText(playerName[8]);  
 plyrName10.setText(playerName[9]);  
  
 plyrGold1.setText(playerGold[0]+"");  
 plyrGold2.setText(playerGold[1]+"");  
 plyrGold3.setText(playerGold[2]+"");  
 plyrGold4.setText(playerGold[3]+"");  
 plyrGold5.setText(playerGold[4]+"");  
 plyrGold6.setText(playerGold[5]+"");  
 plyrGold7.setText(playerGold[6]+"");  
 plyrGold8.setText(playerGold[7]+"");  
 plyrGold9.setText(playerGold[8]+"");  
 plyrGold10.setText(playerGold[9]+"");  
  
 Intent intent = getIntent();  
 Bundle extras = intent.getExtras();  
 if (extras != null) {  
 submit = (Button)findViewById(R.id.Submit);  
 radioGroup = (RadioGroup) findViewById(R.id.myRadioGroup);  
 submit.setVisibility(View.VISIBLE);  
 radioGroup.setVisibility(View.VISIBLE);  
 plyrInput = (EditText)findViewById(R.id.plyrInput);  
  
 String playerschoice = "";  
 int gold = 0;  
 if(extras.containsKey("player")) {  
 playerschoice = extras.getString("player");  
 }  
 if(extras.containsKey("gold")){  
 gold = extras.getInt("gold");  
 }  
 if(!playerschoice.equals("")) {  
 Toast.makeText(  
 getApplicationContext(),  
 playerschoice + " won " + gold + " gold",  
 Toast.LENGTH\_SHORT).show();  
 }  
 if(compareGold(gold)){  
 plyrInput.setVisibility(View.VISIBLE);  
 }  
 final int finalGold = gold;  
 submit.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 int selectedId = radioGroup.getCheckedRadioButtonId();  
 insertNewScore(plyrInput.getText().toString(), finalGold);  
 writeFile();  
 radioButton = (RadioButton) findViewById(selectedId);  
 if(radioButton.getText().equals("Continue")){  
 startActivity(new Intent(HighScore.this, AndroidTabLayoutActivity.class));  
 }else{  
 finish();  
 Intent intent = new Intent(Intent.ACTION\_MAIN);  
 intent.addCategory(Intent.CATEGORY\_HOME);  
 startActivity(intent);  
 }  
  
 }  
  
 });  
 }  
 }  
 public void onBackPressed() {  
 }  
 public boolean compareGold(int gold){  
 for(int i = 0; i < 10; i++){  
 if(gold > playerGold[i]){  
 return true;  
 }  
 }  
 return false;  
 }  
 public void insertNewScore(String name, int gold){  
 String tempName;  
 int tempGold;  
 for(int i = 0; i < 10; i++){  
 if(gold > playerGold[i]){  
 tempGold = playerGold[i];  
 tempName = playerName[i];  
 playerGold[i] = gold;  
 playerName[i] = name;  
 gold = tempGold;  
 name = tempName;  
 }  
 }  
 }  
 public void writeFile(){  
 SharedPreferences sharedPreferences = PreferenceManager  
 .getDefaultSharedPreferences(this);  
 SharedPreferences.Editor editor = sharedPreferences.edit();  
 for(int i =0; i<10; i++){  
 editor.putString("player"+i, playerName[i]);  
 editor.putInt("gold"+i, playerGold[i]);  
 }  
 editor.commit();  
 }  
 public void readFile(){  
 SharedPreferences sharedPreferences = PreferenceManager  
 .getDefaultSharedPreferences(this);  
 for(int i = 0; i<10; i++){  
 playerName[i] = sharedPreferences.getString("player"+i,"-");  
 playerGold[i] = sharedPreferences.getInt("gold"+i,0);  
 }  
 }  
}