PCUser \_activeUser = **null**;

PongPlayerDisplay \_teamOnePlayerOneDisplay = **null**;

PongPlayerDisplay \_teamOnePlayerTwoDisplay = **null**;

PongPlayerDisplay \_teamTwoPlayerOneDisplay = **null**;

PongPlayerDisplay \_teamTwoPlayerTwoDisplay = **null**;

PongPlayer \_teamOnePlayerOne = **null**;

PongPlayer \_teamOnePlayerTwo = **null**;

PongPlayer \_teamTwoPlayerOne = **null**;

PongPlayer \_teamTwoPlayerTwo = **null**;

String \_teamOneRecord = **null**; // SAME

String \_teamTwoRecord = **null**; // SAME

ArrayList<PongPlayer> \_players = **null**;

ArrayList<Button> \_teamOneCups = **null**;

ArrayList<Button> \_teamTwoCups = **null**;

ArrayList<Button> \_teamOneOvertimeCups = **null**;

ArrayList<Button> \_teamTwoOvertimeCups = **null**;

ArrayList<NameValuePair> \_eloRatings = **null**;

Button \_endGame = **null**;

Activity \_activityRef = **null**;

ArrayList<ArrayList<String>> \_currentStats = **null**; // SAVED AS FOUR SEPARATE ArrayLists. \_playerOneCurrentStats…

**int** \_teamOneCupsRemaining = 0; // SAME

**int** \_teamTwoCupsRemaining = 0; // SAME

**int** \_overtimeCount = 0; // SAME

**int** \_requestCount = 0; // SAME

ArrayList<String> \_rules = **null**; // SAME

String \_left = "left";

String \_right = "right";

**final** **int** ID\_TEAM\_ONE = 1;

**final** **int** ID\_TEAM\_TWO = 2;

**final** **int** ID\_HIT = 0;

**final** **int** ID\_MISS = 1;

**final** **int** ID\_BOUNCE = 2;

**final** **int** ID\_GANG\_BANG = 3;

**final** **int** ID\_ERROR = 4;

**final** **int** ID\_STARTING\_CUPS = 0;

**final** **int** ID\_BOUNCES\_WORTH = 1;

**final** **int** ID\_BOUNCE\_IN\_REDEMP = 2;

**final** **int** ID\_NBA\_JAM = 3;

**final** **int** ID\_CUP\_ROW\_1 = 0;

**final** **int** ID\_CUP\_ROW\_2 = 1;

**final** **int** ID\_CUP\_ROW\_3 = 2;

**final** **int** ID\_CUP\_ROW\_4 = 3;

**boolean** \_shotInProgress = **false**; // SAME

**boolean** \_shouldEnterOvertime = **false**; // SAME

**int** \_cupsLeftToRemove = 0; // SAME

**int** \_currentGangBangAmount = 0; // SAME

Context \_context = **null**;

LinearLayout \_gameLayout = **null**;

ArrayList<TableRow> \_teamOneRows = **null**;

ArrayList<TableRow> \_teamTwoRows = **null**;

TableRow \_centerRow = **null**;

TextView \_centerSeparator = **null**;

TextView \_shotHistory = **null**;

String \_shotHistoryString = **null**; // SAME

**boolean** \_statsUpdatedSuccessfully = **false**; // SAME

**int** \_statsUpdatedCount = 0; // SAME

**final** String \_getPreGameStatsURL = "http://www.pongchamp.com/getpregame.php";

**final** String \_getTeamPreGameStatsURL = "http://www.pongchamp.com/getteampregame.php";

**final** String \_saveGameURL = "http://www.pongchamp.com/savegame.php";

savedInstanceState.putString("\_teamOneRecord", \_teamOneRecord);

savedInstanceState.putString("\_teamTwoRecord", \_teamTwoRecord);

savedInstanceState.putStringArrayList("\_playerOneCurrentStats", \_currentStats.get(0));

savedInstanceState.putStringArrayList("\_playerTwoCurrentStats", \_currentStats.get(1));

savedInstanceState.putStringArrayList("\_playerThreeCurrentStats", \_currentStats.get(2));

savedInstanceState.putStringArrayList("\_playerFourCurrentStats", \_currentStats.get(3));

savedInstanceState.putInt("\_teamOneCupsRemaining", \_teamOneCupsRemaining);

savedInstanceState.putInt("\_teamTwoCupsRemaining", \_teamTwoCupsRemaining);

savedInstanceState.putInt("\_overtimeCount", \_overtimeCount);

savedInstanceState.putInt("\_requestCount", \_requestCount);

savedInstanceState.putStringArrayList("\_rules", \_rules);

savedInstanceState.putBoolean("\_shotInProgress", \_shotInProgress);

savedInstanceState.putBoolean("\_shouldEnterOvertime", \_shouldEnterOvertime);

savedInstanceState.putInt("\_cupsLeftToRemove", \_cupsLeftToRemove);

savedInstanceState.putInt("\_currentGangBangAmount", \_currentGangBangAmount);

savedInstanceState.putString("\_shotHistoryString", \_shotHistoryString);

savedInstanceState.putBoolean("\_statsUpdatedSuccessfully", \_statsUpdatedSuccessfully);

savedInstanceState.putInt("\_statsUpdatedCount", \_statsUpdatedCount);

PCUser \_activeUser = **null**;

PongPlayerDisplay \_display = **null**;

String \_name = **null**;

Game \_gameRef = **null**;

Context \_context = **null**;

**int** \_teamID = 0;

**int** \_activeShotType = 0;

**boolean** \_isActiveShooter = **false**;

**boolean** \_hasEnteredOvertime = **false**;

**boolean** \_statsAlreadyUploaded = **false**;

ArrayList<String> \_rules = **null**;

ListView \_shotTypes = **null**;

AlertDialog.Builder \_selectShot = **null**;

AlertDialog \_dialogRef = **null**;

ArrayList<Float> \_stats = **null**;

**int** \_opponentCupsRemaining = 0;

**int** \_ownCupsRemaining = 0;

**float** \_eloRating = 0;

**int** \_cupDifferential = 0;

**int** \_gamesPlayed = 0;

**int** \_rank = 0;

**final** **double** K\_FACTOR = 20;

**final** **double** RATE\_OF\_CHANGE = 400;

ArrayList<NameValuePair> \_eloRatings = **null**;

**final** **int** ID\_HIT = 0;

**final** **int** ID\_MISS = 1;

**final** **int** ID\_BOUNCE = 2;

**final** **int** ID\_GANG\_BANG = 3;

**final** **int** ID\_ERROR = 4;

**final** **int** ID\_STARTING\_CUPS = 0;

**final** **int** ID\_BOUNCES\_WORTH = 1;

**final** **int** ID\_BOUNCE\_IN\_REDEMP = 2;

**final** **int** ID\_NBA\_JAM = 3;

**final** String \_left = "left";

**final** String \_right = "right";

**final** String \_heatingUp = " (HU)";

**final** String \_onFire = " (OF)";

/\* The following variables are associated with the player's stats. \*/

**int** stat\_currentHitStreak = 0;

**int** stat\_currentMissStreak = 0;

**int** stat\_highestHitStreak = 0;

**int** stat\_highestMissStreak = 0;

**int** stat\_shotsTaken = 0;

**int** stat\_shotsHit = 0;

**int** stat\_bouncesHit = 0;

**int** stat\_gangBangsHit = 0;

**int** stat\_errorsCommitted = 0;

**int** stat\_heatingUp = 0;

**int** stat\_onFire = 0;

**int** stat\_redemptionShotsTaken = 0;

**int** stat\_redemptionShotsHit = 0;

**int** stat\_redemptionAttempts = 0;

**int** stat\_redemptionSuccesses = 0;

ArrayList<Integer> stat\_shotsPerCup = **null**;

ArrayList<Integer> stat\_hitsPerCup = **null**;

**boolean** stat\_redemptionInProgress = **false**;

/\* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*/

/\* All Stat ID's \*/

**final** **int** ID\_WINS = 0;

**final** **int** ID\_LOSSES = 1;

**final** **int** ID\_OT\_LOSSES = 2;

**final** **int** ID\_CUP\_DIF = 3;

**final** **int** ID\_WIN\_STREAK = 4;

**final** **int** ID\_LOSS\_STREAK = 5;

**final** **int** ID\_SHOTS = 6;

**final** **int** ID\_HITS = 7;

**final** **int** ID\_HIT\_STREAK = 8;

**final** **int** ID\_MISS\_STREAK = 9;

**final** **int** ID\_BOUNCES = 10;

**final** **int** ID\_GANG\_BANGS = 11;

**final** **int** ID\_ERRORS = 12;

**final** **int** ID\_REDEMP\_SHOTS = 13;

**final** **int** ID\_REDEMP\_HITS = 14;

**final** **int** ID\_REDEMP\_ATMPS = 15;

**final** **int** ID\_REDEMP\_SUCCS = 16;

**final** **int** ID\_ELO\_RATING = 17;

**final** **int** ID\_S10 = 18;

**final** **int** ID\_H10 = 19;

**final** **int** ID\_S9 = 20;

**final** **int** ID\_H9 = 21;

**final** **int** ID\_S8 = 22;

**final** **int** ID\_H8 = 23;

**final** **int** ID\_S7 = 24;

**final** **int** ID\_H7 = 25;

**final** **int** ID\_S6 = 26;

**final** **int** ID\_H6 = 27;

**final** **int** ID\_S5 = 28;

**final** **int** ID\_H5 = 29;

**final** **int** ID\_S4 = 30;

**final** **int** ID\_H4 = 31;

**final** **int** ID\_S3 = 32;

**final** **int** ID\_H3 = 33;

**final** **int** ID\_S2 = 34;

**final** **int** ID\_H2 = 35;

**final** **int** ID\_S1 = 36;

**final** **int** ID\_H1 = 37;

**final** **int** ID\_CUR\_WIN\_STREAK = 38;

**final** **int** ID\_CUR\_LOSS\_STREAK = 39;

**final** **int** ID\_HEATING\_UP = 40;

**final** **int** ID\_ON\_FIRE = 41;

/\* \* \* \* \* \* \* \* \*/

String \_getPlayerURL = "http://www.pongchamp.com/getplayer.php";

String \_updateStatsURL = "http://www.pongchamp.com/updatestats.php";