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1    /*-----------------------------------------------------------------------------------------------
2     * Author:      Dan Cassidy
3     * Date:        2015-07-27
4     * Assignment:  HW7-3
5     * Source File: MainActivity.java
6     * Language:    Java
7     * Course:      CSCI-C 490, Android Programming, MoWe 08:00
8     -----------------------------------------------------------------------------------------------*/
9    package dancassidy.tictactoe;
10
11   import android.app.Activity;
12   import android.os.Bundle;
13   import android.view.View;
14   import android.widget.Button;
15   import android.widget.TextView;
16
17   /**
18    * Main activity class for the TicTacToe game.
19    *
20    * @author Dan Cassidy
21    */
22   public class MainActivity extends Activity {
23       TicTacToe theGame;
24       TextView statusTextView;
25       Button[] board;
26       Button resetButton;
27
28       /**
29        * Main method that runs on application start.
30        *
31        * @param savedInstanceState The saved instance state.
32        */
33       @Override protected void onCreate(Bundle savedInstanceState) {
34           super.onCreate(savedInstanceState);
35           setContentView(R.layout.activity_main);
36
37           theGame = new TicTacToe();
38           statusTextView = (TextView) findViewById(R.id.statusTextView);
39           board = new Button[]{
40                   (Button) findViewById(R.id.xoButton1),
41                   (Button) findViewById(R.id.xoButton2),
42                   (Button) findViewById(R.id.xoButton3),
43                   (Button) findViewById(R.id.xoButton4),
44                   (Button) findViewById(R.id.xoButton5),
45                   (Button) findViewById(R.id.xoButton6),
46                   (Button) findViewById(R.id.xoButton7),
47                   (Button) findViewById(R.id.xoButton8),
48                   (Button) findViewById(R.id.xoButton9)};
49           resetButton = (Button) findViewById(R.id.resetButton);
50
51           // Set anonymous listeners for all the board buttons.
52           for (Button theButton : board)
53               theButton.setOnClickListener(new View.OnClickListener() {
54                   @Override public void onClick(View v) {
55                       int row = Integer.parseInt(v.getTag().toString()) / theGame.getColumns();
56                       int column = Integer.parseInt(v.getTag().toString()) % theGame.getColumns();
57
58                       theGame.playMove(row, column);
59                       ((Button) v).setText(theGame.getSpaceStringID(row, column));
60                       statusTextView.setText(theGame.getStatusStringID());
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61                         if (theGame.getStatus() != TicTacToe.Status.IN_PROGRESS)
62                             for (Button theButton : board)
63                                 theButton.setEnabled(false);
64                     }
65                 });
66
67         // Set anonymous listener for the reset button.
68         resetButton.setOnClickListener(new View.OnClickListener() {
69             @Override public void onClick(View v) {
70                 theGame.reset();
71                 MainActivity.this.reset();
72             }
73         });
74     }
75
76     /**
77      * Resets the status text and the board buttons to default.
78      */
79     private void reset() {
80         statusTextView.setText(R.string.status_x_turn);
81         for (Button theButton : board) {
82             theButton.setEnabled(true);
83             theButton.setText(R.string.blank);
84         }
85     }
86 }
87
```