```java
1    /*-------------------------------------------------------------------------------------------
2     * Author:      Dan Cassidy
3     * Date:        2015-07-25
4     * Assignment:  HW6-3
5     * Source File: MainActivity.java
6     * Language:    Java
7     * Course:      CSCI-C 490, Android Programming, MoWe 08:00
8     -------------------------------------------------------------------------------------------*/
9    package dancassidy.craps;
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.ImageView;
16   import android.widget.TextView;
17
18   /**
19    * Main activity class for the Craps game.
20    *
21    * @author Dan Cassidy
22    */
23   public class MainActivity extends Activity {
24       private static int[] dieResourceIDs = new int[] {R.drawable.die1, R.drawable.die2,
25               R.drawable.die3, R.drawable.die4, R.drawable.die5, R.drawable.die6};
26
27       private ImageView pointDie1;
28       private ImageView pointDie2;
29       private ImageView auxDie1;
30       private ImageView auxDie2;
31       private TextView pointTextView;
32       private TextView statusTextView;
33       private Button playButton;
34       private Button rollButton;
35
36       private Craps gameInstance;
37
38       /**
39        * Main method that runs on application start.
40        *
41        * @param savedInstanceState The saved instance state.
42        */
43       @Override protected void onCreate(Bundle savedInstanceState) {
44           super.onCreate(savedInstanceState);
45           setContentView(R.layout.activity_main);
46
47           pointDie1 = (ImageView) findViewById(R.id.pointDie1ImageView);
48           pointDie2 = (ImageView) findViewById(R.id.pointDie2ImageView);
49           auxDie1 = (ImageView) findViewById(R.id.auxDie1ImageView);
50           auxDie2 = (ImageView) findViewById(R.id.auxDie2ImageView);
51           pointTextView = (TextView) findViewById(R.id.pointTextView);
52           statusTextView = (TextView) findViewById(R.id.statusTextView);
53           playButton = (Button) findViewById(R.id.playButton);
54           rollButton = (Button) findViewById(R.id.rollButton);
55
56           playButton.setOnClickListener(buttonClickListener);
57           rollButton.setOnClickListener(buttonClickListener);
58
59           gameInstance = new Craps();
60       }
```

```java
 61
 62        /**
 63         * Listener for the Play and Roll buttons to detect clicks.
 64         */
 65        private View.OnClickListener buttonClickListener = new View.OnClickListener() {
 66            @Override public void onClick(View v) {
 67                if (v == playButton) {
 68                    gameInstance.reset();
 69                    viewReset();
 70                }
 71
 72                gameInstance.roll();
 73
 74                if (v == playButton) {
 75                    pointDie1.setImageResource(dieResourceIDs[gameInstance.getPointRoll1() - 1]);
 76                    pointDie1.setVisibility(View.VISIBLE);
 77                    pointDie2.setImageResource(dieResourceIDs[gameInstance.getPointRoll2() - 1]);
 78                    pointDie2.setVisibility(View.VISIBLE);
 79                }
 80                else {
 81                    auxDie1.setImageResource(dieResourceIDs[gameInstance.getAuxRoll1() - 1]);
 82                    auxDie1.setVisibility(View.VISIBLE);
 83                    auxDie2.setImageResource(dieResourceIDs[gameInstance.getAuxRoll2() - 1]);
 84                    auxDie2.setVisibility(View.VISIBLE);
 85                }
 86
 87                switch (gameInstance.getGameStatus()) {
 88                    case WIN:
 89                    case LOSE:
 90                        playButton.setEnabled(true);
 91                        rollButton.setEnabled(false);
 92                        statusTextView.setText(gameInstance.getGameStatus() == Craps.Status.WIN ?
 93                                R.string.player_win : R.string.player_lose);
 94                        break;
 95
 96                    case ONGOING:
 97                        playButton.setEnabled(false);
 98                        rollButton.setEnabled(true);
 99                        pointTextView.setText(getString(R.string.point) + ": " +
100                                Integer.toString(gameInstance.getPoint()));
101                        pointTextView.setVisibility(View.VISIBLE);
102                        statusTextView.setText(R.string.player_roll);
103                        break;
104                }
105
106                statusTextView.setVisibility(View.VISIBLE);
107            }
108        };
109
110        /**
111         * Reset the visibility of components to default.
112         */
113        private void viewReset() {
114            pointDie1.setVisibility(View.INVISIBLE);
115            pointDie2.setVisibility(View.INVISIBLE);
116            auxDie1.setVisibility(View.INVISIBLE);
117            auxDie2.setVisibility(View.INVISIBLE);
118            pointTextView.setVisibility(View.INVISIBLE);
119            statusTextView.setVisibility(View.INVISIBLE);
120        }
```

```
121    }
122
```