

Scrimish game

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MainActivity.java

public class MainActivity extends AppCompatActivity {  
  
 EditText txt1,txt2;  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 txt1 = findViewById(R.id.*editTextTextPersonName*);  
 txt2 = findViewById(R.id.*editTextTextPersonName2*);  
 }  
 public void onClick(View view)  
 {  
 Intent intent = new Intent(this,card\_distribution.class);  
 intent.putExtra("player1",txt1.getText().toString());  
 intent.putExtra("player2",txt2.getText().toString());  
 startActivity(intent);  
 }  
}

card\_distribution.java

import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.ImageView;  
import android.widget.TextView;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import java.util.ArrayList;  
import java.util.Random;  
  
public class card\_distribution extends AppCompatActivity implements View.OnClickListener {  
  
 *// 25 pics of gaem* int pics[]={R.drawable.*one*,R.drawable.*one*,R.drawable.*one*,R.drawable.*one*,R.drawable.*one*,  
 R.drawable.*two*,R.drawable.*two*,R.drawable.*two*,R.drawable.*two*,R.drawable.*two*,  
 R.drawable.*three*,R.drawable.*three*,R.drawable.*three*,  
 R.drawable.*four*,R.drawable.*four*,R.drawable.*four*,  
 R.drawable.*five*,R.drawable.*five*,  
 R.drawable.*six*,R.drawable.*six*,  
 R.drawable.*apic*,R.drawable.*apic*,  
 R.drawable.*spic*,R.drawable.*spic*,  
 };  
 *// 25 cards with 5 piles for one player1* int[] p1\_ar1 = new int[5];  
 int[] p1\_ar2 = new int[5];  
 int[] p1\_ar3 = new int[5];  
 int[] p1\_ar4 = new int[5];  
 int[] p1\_ar5 = new int[5];  
  
 *// 25 cards with 5 piles for one player2* int[] p2\_ar1 = new int[5];  
 int[] p2\_ar2 = new int[5];  
 int[] p2\_ar3 = new int[5];  
 int[] p2\_ar4 = new int[5];  
 int[] p2\_ar5 = new int[5];  
 *// images views* ImageView[] img\_views ;  
 Button[] array\_of\_button;  
 Random rnd = new Random();  
 int[] rand\_values = new int[24];  
  
 int c=0,a=0,s=0;  
 int counter\_for\_assigning= 1;  
 int rnd\_no;  
 boolean val = true;  
 TextView txt;  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*card\_distribution*);  
  
  
 img\_views = new ImageView[]{findViewById(R.id.*imageView1*),findViewById(R.id.*imageView2*),findViewById(R.id.*imageView3*),findViewById(R.id.*imageView4*),  
 findViewById(R.id.*imageView5*),findViewById(R.id.*imageView7*),findViewById(R.id.*imageView8*),findViewById(R.id.*imageView9*),  
 findViewById(R.id.*imageView10*),findViewById(R.id.*imageView11*)};  
  
 array\_of\_button = new Button[]{findViewById(R.id.*button2*),findViewById(R.id.*button3*),findViewById(R.id.*button4*),  
 findViewById(R.id.*button5*),findViewById(R.id.*button6*)};  
 txt = findViewById(R.id.*textView*);  
  
 p1\_ar1[0] = R.drawable.*one*;  
 p2\_ar1[0] = R.drawable.*one*;  
  
  
 *// on click on every button* for(int i=0;i<5;i++)  
 {  
 array\_of\_button[i].setOnClickListener(this);  
 }  
  
 *// here : Generating Unique Random Number and storing it Array (rand\_values)* Random\_Gen();  
 Assigning\_value(p1\_ar1);  
 Assigning\_value(p1\_ar2);  
 Assigning\_value(p1\_ar3);  
 Assigning\_value(p1\_ar4);  
 Assigning\_value(p1\_ar5);  
 }  
 public void Assigning\_value(int Array[])  
 {  
 for(int i=0;i<5;i++)  
 {  
 Array[i] = rand\_values[counter\_for\_assigning];  
 counter\_for\_assigning++;  
 }  
  
 }  
 public void Random\_Gen()  
 {  
 while(true)  
 {  
 rnd\_no = rnd.nextInt(24);  
 for(int i=0;i<24;i++)  
 {  
 if(rnd\_no==rand\_values[i])  
 {  
 val = false;  
 }  
 }  
 if(val==true)  
 {  
 rand\_values[c] = rnd\_no;  
 c++;  
 }  
 if(c==23)  
 {  
 break;  
 }  
 val = true;  
 }  
 }  
  
 @Override  
 public void onClick(View v) {  
 switch (v.getId())  
 {  
 case R.id.*button2*:  
 toShow(0);  
 break;  
 case R.id.*button3*:  
 toShow(5);  
 break;  
 case R.id.*button4*:  
 toShow(6);  
 }  
 }  
 public void toShow(int a)  
 {  
 this.a = a;  
 for(int i =0;i<5;i++)  
 {  
 img\_views[i].setImageResource(pics[rand\_values[this.a]]);  
 this.a++;  
 }  
 }  
}

winning\_page.java

package com.example.scrimish\_game;  
  
import android.os.Bundle;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
public class wining\_page extends AppCompatActivity {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*wining\_page*);  
 }  
}

