

```

1  package com.example.tictactoe;
2
3  import androidx.appcompat.app.AlertDialog;
4  import androidx.appcompat.app.AppCompatActivity;
5  import androidx.fragment.app.FragmentTransaction;
6  import android.os.Bundle;
7  import com.example.tictactoe.Services.NetworkService;
8  public class MainActivity extends AppCompatActivity {
9
10     @Override
11     public void onBackPressed() {
12         AlertDialog.Builder builder = new AlertDialog.Builder(this);
13         builder.setTitle("Warning");
14         builder.setMessage("Do you want to close the game");
15         builder.setPositiveButton("Yes", (dialogInterface, i) -> {
16             finishAffinity();
17         });
18         builder.setNegativeButton("No", (dialogInterface, i) -> {
19             dialogInterface.cancel();
20         });
21         builder.show();
22     }
23
24     @Override
25     protected void onCreate(Bundle savedInstanceState) {
26         super.onCreate(savedInstanceState);
27         setContentView(R.layout.activity_main);
28
29         if(!NetworkService.isNetworkConnected(this)){
30             AlertDialog.Builder builder = new AlertDialog.Builder(MainActivity.this);
31             builder.setTitle("Warning");
32             builder.setMessage("You must connect the internet to play this game. Please check your internet connection");
33             builder.setNegativeButton("OK", (dialogInterface, i) -> {
34                 finishAffinity();
35             });
36             builder.show();
37         }else{
38             FragmentTransaction fragmentTransaction = getSupportFragmentManager().
39             beginTransaction();
40             fragmentTransaction.replace(R.id.frameLayoutMain, new StartingFragment());
41             fragmentTransaction.commit();
42         }
43     }
44 }
45

```