

```

1  package com.example.tictactoe;
2
3  import android.content.Intent;
4  import android.os.Bundle;
5
6  import androidx.appcompat.app.AlertDialog;
7  import androidx.fragment.app.Fragment;
8  import androidx.fragment.app.FragmentTransaction;
9  import androidx.recyclerview.widget.RecyclerView;
10
11 import android.view.LayoutInflater;
12 import android.view.View;
13 import android.view.ViewGroup;
14 import android.widget.Button;
15 import android.widget.TextView;
16
17 import com.example.tictactoe.Services.FirebaseService;
18 import com.google.firebase.firestore.QueryDocumentSnapshot;
19
20 public class ScoreFragment extends Fragment {
21
22     Button buttonStartGame;
23     TextView textViewWonPlayer;
24     Players wonPlayer;
25     public ScoreFragment(Players wonPlayer) {
26         this.wonPlayer = wonPlayer;
27     }
28
29
30
31     @Override
32     public void onCreate(Bundle savedInstanceState) {
33         super.onCreate(savedInstanceState);
34     }
35
36     @Override
37     public View onCreateView(LayoutInflater inflater, ViewGroup container,
38                             Bundle savedInstanceState) {
39         View view = inflater.inflate(R.layout.fragment_score, container, false);
40
41         buttonStartGame = view.findViewById(R.id.buttonStartGame);
42         textViewWonPlayer = view.findViewById(R.id.textViewWonPlayer);
43
44         textViewWonPlayer.setText(wonPlayer + " WON");
45         buttonStartGame.setOnClickListener(v -> {
46             AlertDialog.Builder builder = new AlertDialog.Builder(getContext());
47             builder.setTitle("Warning");
48             builder.setMessage("Do you want to start to play game again or close the game");
49             builder.setPositiveButton("Play", (dialogInterface, i) -> {
50                 FragmentTransaction fragmentTransaction = getParentFragmentManager().
51                     beginTransaction();
52                 fragmentTransaction.replace(R.id.frameLayoutMain, new StartingFragment());
53                 fragmentTransaction.commit();
54             });
55             builder.setNegativeButton("Close", (dialogInterface, i) -> {
56                 getActivity().finishAffinity();
57             });
58             builder.show();
59         });
60
61         FragmentTransaction fragmentTransaction = getParentFragmentManager().
62             beginTransaction();
63         fragmentTransaction.replace(R.id.frameLayoutScoreboard, new LoadingFragment(
64             wonPlayer));
65         fragmentTransaction.commit();
66
67         return view;
68     }
69 }

```