```java
package com.example.tictactoe;

import android.graphics.drawable.Drawable;
import android.os.Bundle;

import androidx.core.content.res.ResourcesCompat;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentTransaction;

import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageButton;
import android.widget.Toast;

import java.util.Arrays;


public class StartingFragment extends Fragment {

    ImageButton button1;
    ImageButton button2;
    ImageButton button3;
    ImageButton button4;
    ImageButton button5;
    ImageButton button6;
    ImageButton button7;
    ImageButton button8;
    ImageButton button9;

    String player1States = "";
    String player2States = "";
    Players currentPlayer = Players.PLAYER1;
    Drawable drawable_x;
    Drawable drawable_o;

    final String[] WINNING_STATES = {"123","147","159","258","357","369","456","789"};

    public StartingFragment() {
        // Required empty public constructor
    }


    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
    }

    @Override
    public View onCreateView(LayoutInflater inflater, ViewGroup container,
                             Bundle savedInstanceState) {
        View view = inflater.inflate(R.layout.fragment_starting, container, false);

        drawable_x = ResourcesCompat.getDrawable(getResources(), R.drawable.x, null);
        drawable_o = ResourcesCompat.getDrawable(getResources(), R.drawable.o, null);

        button1 = view.findViewById(R.id.button1);
        button2 = view.findViewById(R.id.button2);
        button3 = view.findViewById(R.id.button3);
        button4 = view.findViewById(R.id.button4);
        button5 = view.findViewById(R.id.button5);
        button6 = view.findViewById(R.id.button6);
        button7 = view.findViewById(R.id.button7);
        button8 = view.findViewById(R.id.button8);
        button9 = view.findViewById(R.id.button9);

        button1.setOnClickListener(v -> handleClickButton(button1));
        button2.setOnClickListener(v -> handleClickButton(button2));
        button3.setOnClickListener(v -> handleClickButton(button3));
        button4.setOnClickListener(v -> handleClickButton(button4));
        button5.setOnClickListener(v -> handleClickButton(button5));
        button6.setOnClickListener(v -> handleClickButton(button6));
        button7.setOnClickListener(v -> handleClickButton(button7));
```

```java
74          button8.setOnClickListener(v -> handleClickButton(button8));
75          button9.setOnClickListener(v -> handleClickButton(button9));
76
77          return view;
78     }
79
80     private void handleClickButton(ImageButton button){
81          String idAsString = button.getResources().getResourceEntryName(button.getId
            ());
82          String state = idAsString.split("button")[1];
83
84          if(!player1States.contains(state) && !player2States.contains(state)){
85               if(currentPlayer == Players.PLAYER1){
86                    player1States = player1States + state;
87
88                    checkWinningState();
89
90                    currentPlayer = Players.PLAYER2;
91                    changeBackgroundOfClickedButton(button,drawable_x);
92               }else{
93                    player2States = player2States + state;
94
95                    checkWinningState();
96
97                    currentPlayer = Players.PLAYER1;
98                    changeBackgroundOfClickedButton(button,drawable_o);
99               }
100         }
101    }
102
103    private void checkWinningState(){
104
105         for(String allStates : WINNING_STATES){
106              int player1WinStateCount = 0;
107              int player2WinStateCount = 0;
108              for(char state : allStates.toCharArray()){
109                   if(player1States.contains(String.valueOf(state))) player1WinStateCount
                     ++;
110                   else if(player2States.contains(String.valueOf(state)))
                     player2WinStateCount++;
111
112                   if(player1WinStateCount == 3){
113                        FragmentTransaction fragmentTransaction = this.
                        getParentFragmentManager().beginTransaction();
114                        fragmentTransaction.replace(R.id.frameLayoutMain, new
                        ScoreFragment(Players.PLAYER1));
115                        fragmentTransaction.commit();
116                   } else if (player2WinStateCount == 3) {
117                        FragmentTransaction fragmentTransaction = this.
                        getParentFragmentManager().beginTransaction();
118                        fragmentTransaction.replace(R.id.frameLayoutMain, new
                        ScoreFragment(Players.PLAYER2));
119                        fragmentTransaction.commit();
120                   }
121
122              }
123         }
124
125
126
127    }
128
129    private String sortString(String inputString)
130    {
131         char[] tempArray = inputString.toCharArray();
132         Arrays.sort(tempArray);
133         return new String(tempArray);
134    }
135
136    private void changeBackgroundOfClickedButton(ImageButton button, Drawable drawable
       ){
137         button.setImageDrawable(drawable);
138    }
```

```
139        }
```