**1.mainactivity**

package com.example.goto24;

import com.example.goto24.MyMusicService.MyBinder;

import com.example.o.R;

import android.app.Activity;

import android.content.ComponentName;

import android.content.Context;

import android.content.Intent;

import android.content.ServiceConnection;

import android.os.Bundle;

import android.os.IBinder;

import android.view.View;

public class MainActivity extends Activity {

private ServiceConnection conn;

private MyMusicService musicService;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

conn = new Myconn();// 建立服务连接对象

}

public void g(View view) {

Intent intent = new Intent(this, RulesActivity.class);

this.startActivity(intent);

this.finish();

}

public void j(View view) {

Intent intent = new Intent(this, PlayActivity.class);

this.startActivity(intent);

this.finish();

}

public void onClick(View v) {

switch (v.getId()) {

case R.id.btn1:// 启动音乐

if (musicService == null) {

Intent intent = new Intent(MainActivity.this,

MyMusicService.class);

bindService(intent, conn, Context.BIND\_AUTO\_CREATE);// 绑定服务,后台也能播放

} else {

musicService.playMusic();

}

break;

case R.id.btn2:// 暂停音乐

if (musicService != null) {

musicService.pasueMusic();

}

break;

case R.id.btn3:// 关闭音乐

if (musicService != null) {

musicService.stopMusic();

musicService = null;

unbindService(conn);

}

break;

default:

break;

}

}

/\*\*

\* 服务连接

\*/

public class Myconn implements ServiceConnection {

@Override

public void onServiceConnected(ComponentName name, IBinder service) {

MyBinder myBinder = (MyBinder) service;

musicService = myBinder.getMusicService();

}

@Override

public void onServiceDisconnected(ComponentName name) {

conn = null;

}

}

}

**2.playactivity**

package com.example.goto24;

import java.util.Random;

import com.example.o.R;

import android.widget.ImageView;

import android.os.Bundle;

import android.app.Activity;

import android.content.Intent;

import android.view.Menu;

import android.view.View;

import android.widget.TextView;

public class PlayActivity extends Activity {

int[] imageid = { R.drawable.pa1, R.drawable.pa2, R.drawable.pa3,

R.drawable.pa4, R.drawable.pa5, R.drawable.pa6, R.drawable.pa7,

R.drawable.pa8, R.drawable.pa9, R.drawable.pa10, R.drawable.pa11,

R.drawable.pa12, R.drawable.pa13, R.drawable.pb1, R.drawable.pb2,

R.drawable.pb3, R.drawable.pb4, R.drawable.pb5, R.drawable.pb6,

R.drawable.pb7, R.drawable.pb8, R.drawable.pb9, R.drawable.pb10,

R.drawable.pb11, R.drawable.pb12, R.drawable.pb13, R.drawable.pc1,

R.drawable.pc2, R.drawable.pc3, R.drawable.pc4, R.drawable.pc5,

R.drawable.pc6, R.drawable.pc7, R.drawable.pc8, R.drawable.pc9,

R.drawable.pc10, R.drawable.pc11, R.drawable.pc12, R.drawable.pc13,

R.drawable.pd1, R.drawable.pd2, R.drawable.pd3, R.drawable.pd4,

R.drawable.pd5, R.drawable.pd6, R.drawable.pd7, R.drawable.pd8,

R.drawable.pd9, R.drawable.pd10, R.drawable.pd11, R.drawable.pd12,

R.drawable.pd13 };

int who;

int now\_sig;

Random random;

boolean no\_num, no\_sig;

boolean[] occ = new boolean[100];

int[] cardid = new int[10];

int[] ans = new int[10];// 记录最终答案符号 0位为0表示无解 1表示+，2表示-，3表示\*，4表示/

double[] orin = new double[10];// 玩家点击扑克牌的数字依次放在1位，2位，3位，4位

boolean[] flag = new boolean[10];// 记录某张牌是否被占用

int[] nex = new int[10];// nex数组模拟链表用于输出答案

boolean have\_cal = false;

boolean first\_num = false;

int last\_card = 0;

boolean be\_solved = false;

TextView tv1 = null;

TextView tv2 = null;

TextView tv3 = null;

TextView tv4 = null;

TextView tv5 = null;

TextView tv6 = null;

TextView tv7 = null;

ImageView iv1 = null;

ImageView iv2 = null;

ImageView iv3 = null;

ImageView iv4 = null;

// 转换传参变量

boolean have\_sig = false;

boolean[] turned = new boolean[10];

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_play);

// 初始化

ans[0] = ans[1] = ans[2] = ans[3] = ans[4] = 0;

orin[1] = orin[2] = orin[3] = orin[4] = 0;

flag[1] = flag[2] = flag[3] = flag[4] = false;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

random = new Random();

for (int i = 0; i < 90; i++)

occ[i] = false;

iv1 = (ImageView) findViewById(R.id.imageView1);

iv2 = (ImageView) findViewById(R.id.imageView2);

iv3 = (ImageView) findViewById(R.id.imageView3);

iv4 = (ImageView) findViewById(R.id.imageView4);

do

who = random.nextInt(52);

while (occ[who] == true);

iv1.setImageResource(imageid[who]);

orin[1] = (who % 13) + 1;

occ[who] = true;

cardid[1] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv2.setImageResource(imageid[who]);

orin[2] = (who % 13) + 1;

occ[who] = true;

cardid[2] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv3.setImageResource(imageid[who]);

orin[3] = (who % 13) + 1;

occ[who] = true;

cardid[3] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv4.setImageResource(imageid[who]);

orin[4] = (who % 13) + 1;

cardid[4] = who;

for (int i = 1; i < 90; i++)

occ[i] = false;

tv1 = (TextView) findViewById(R.id.textView1);

tv2 = (TextView) findViewById(R.id.textView2);

tv3 = (TextView) findViewById(R.id.textView3);

tv4 = (TextView) findViewById(R.id.textView4);

tv5 = (TextView) findViewById(R.id.textView5);

tv6 = (TextView) findViewById(R.id.textView6);

tv7 = (TextView) findViewById(R.id.textView7);

no\_num = true;

no\_sig = true;

for (int i = 1; i < 5; i++)

turned[i] = false;

be\_solved = false;

}

public void back(View view) {

Intent intent = new Intent(this, MainActivity.class);

this.startActivity(intent);

this.finish();

}

public void find\_Answer(int pos, int sig, double sum)// pos记录当前位置,sum代表总和

{

if (ans[0] == 1)

return;

if (sig == 1) {

sum += orin[pos];

} else if (sig == 2) {

sum -= orin[pos];

} else if (sig == 3) {

sum \*= orin[pos];

} else if (sig == 4) {

sum /= orin[pos];

}

if (sum == 24 && flag[1] == true && flag[2] == true && flag[3] == true

&& flag[4] == true) {

ans[0] = 1;// 标记成功找到

return;

}

for (int i = 1; i <= 4; i++) {

if (!flag[i] && ans[0] == 0)// 找到下一个可用数

{

flag[i] = true;

nex[pos] = i;

for (int j = 1; j <= 4; j++)// 遍历符号

{

if (ans[0] != 1)

ans[i] = j;// 记录符号

find\_Answer(i, j, sum);

if (ans[0] != 1)

ans[i] = 0;// 回溯

}

if (ans[0] != 1) {

flag[i] = false;// 回溯

nex[pos] = 0;

}

}

}

}

public void print() {

int pos;

for (pos = 1; pos <= 4; pos++)

if (ans[pos] == 0)

break;

double tmp = orin[pos];

int b = (int) orin[nex[pos]];

double c = tmp;

if (ans[nex[pos]] == 1) {

tmp += orin[nex[pos]];

int d = (int) c;

tv1.setText("第一步： " + d + " + " + b + " = " + tmp);

} else if (ans[nex[pos]] == 2) {

tmp -= orin[nex[pos]];

int d = (int) c;

tv1.setText("第一步： " + d + " - " + b + " = " + tmp);

} else if (ans[nex[pos]] == 3) {

tmp \*= orin[nex[pos]];

int d = (int) c;

tv1.setText("第一步： " + d + " x " + b + " = " + tmp);

} else if (ans[nex[pos]] == 4) {

tmp /= orin[nex[pos]];

int d = (int) c;

tv1.setText("第一步： " + d + " / " + b + " = " + tmp);

}

pos = nex[pos];

b = (int) orin[nex[pos]];

c = tmp;

if (ans[nex[pos]] == 1) {

tmp += orin[nex[pos]];

tv2.setText("第二步： " + c + " + " + b + " = " + tmp);

} else if (ans[nex[pos]] == 2) {

tmp -= orin[nex[pos]];

tv2.setText("第二步： " + c + " - " + b + " = " + tmp);

} else if (ans[nex[pos]] == 3) {

tmp \*= orin[nex[pos]];

tv2.setText("第二步： " + c + " x " + b + " = " + tmp);

} else if (ans[nex[pos]] == 4) {

tmp /= orin[nex[pos]];

tv2.setText("第二步： " + c + " / " + b + " = " + tmp);

}

pos = nex[pos];

b = (int) orin[nex[pos]];

c = tmp;

if (ans[nex[pos]] == 1) {

tmp += orin[nex[pos]];

tv3.setText("第三步： " + c + " + " + b + " = " + tmp);

} else if (ans[nex[pos]] == 2) {

tmp -= orin[nex[pos]];

tv3.setText("第三步： " + c + " - " + b + " = " + tmp);

} else if (ans[nex[pos]] == 3) {

tmp \*= orin[nex[pos]];

tv3.setText("第三步： " + c + " x " + b + " = " + tmp);

} else if (ans[nex[pos]] == 4) {

tmp /= orin[nex[pos]];

tv3.setText("第三步： " + c + " / " + b + " = " + tmp);

}

}

public void solve(View view)// 点击参考答案调用此函数

{

if (be\_solved == true)

return;

tv7.setText("");

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[1] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(1, 0, orin[1]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[2] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(2, 0, orin[2]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[3] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(3, 0, orin[3]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[4] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(4, 0, orin[4]);

}

if (ans[0] == 1)

print();

else {

tv1.setText("the Question");

tv2.setText("is");

tv3.setText("UNSOLVABLE!");

}

for (int i = 0; i <= 5; i++) {

ans[i] = nex[i] = 0;

flag[i] = false;

}

}

public void new\_question(View view) {

tv1.setText("");

tv2.setText("");

tv3.setText("");

tv4.setText("");

tv5.setText("");

tv6.setText("");

tv7.setText("");

ans[0] = ans[1] = ans[2] = ans[3] = ans[4] = 0;

orin[1] = orin[2] = orin[3] = orin[4] = 0;

flag[1] = flag[2] = flag[3] = flag[4] = false;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

for (int i = 0; i < 90; i++)

occ[i] = false;

do

who = random.nextInt(52);

while (occ[who] == true);

iv1.setImageResource(imageid[who]);

orin[1] = (who % 13) + 1;

occ[who] = true;

cardid[1] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv2.setImageResource(imageid[who]);

orin[2] = (who % 13) + 1;

occ[who] = true;

cardid[2] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv3.setImageResource(imageid[who]);

orin[3] = (who % 13) + 1;

occ[who] = true;

cardid[3] = who;

do

who = random.nextInt(52);

while (occ[who] == true);

iv4.setImageResource(imageid[who]);

orin[4] = (who % 13) + 1;

cardid[4] = who;

for (int i = 1; i < 90; i++)

occ[i] = false;

be\_solved = false;

}

public void clear\_layout(View view) {

if (be\_solved == true)

return;

tv7.setText("");

tv4.setText("");

tv5.setText("");

tv6.setText("");

iv1.setImageResource(imageid[cardid[1]]);

iv2.setImageResource(imageid[cardid[2]]);

iv3.setImageResource(imageid[cardid[3]]);

iv4.setImageResource(imageid[cardid[4]]);

for (int i = 1; i <= 5; i++)

turned[i] = false;

have\_sig = false;

have\_cal = false;

first\_num = false;

no\_num = true;

no\_sig = true;

}

// 以下为按钮传值函数

public void setplus(View view) {

if (be\_solved == true)

return;

if (first\_num == false) {

tv7.setText("请先选择一张扑克牌！");

return;

}

if (have\_cal == false) {

last\_card = 0;

no\_num = true;

}

tv7.setText("");

tv5.setText("+");

have\_sig = true;

now\_sig = 1;

no\_sig = false;

}

public void setminus(View view) {

if (be\_solved == true)

return;

if (first\_num == false) {

tv7.setText("请先选择一张扑克牌！");

return;

}

if (have\_cal == false) {

last\_card = 0;

no\_num = true;

}

tv7.setText("");

tv5.setText("-");

have\_sig = true;

now\_sig = 2;

no\_sig = false;

}

public void setmulti(View view) {

if (be\_solved == true)

return;

if (first\_num == false) {

tv7.setText("请先选择一张扑克牌！");

return;

}

if (have\_cal == false) {

last\_card = 0;

no\_num = true;

}

tv7.setText("");

tv5.setText("x");

have\_sig = true;

now\_sig = 3;

no\_sig = false;

}

public void setdiv(View view) {

if (be\_solved == true)

return;

if (first\_num == false) {

tv7.setText("请先选择一张扑克牌！");

return;

}

if (have\_cal == false) {

last\_card = 0;

no\_num = true;

}

tv7.setText("");

tv5.setText("/");

have\_sig = true;

now\_sig = 4;

no\_sig = false;

}

public void setpic1(View view) {

if (be\_solved == true)

return;

if (last\_card != 0) {

turned[last\_card] = false;

if (last\_card == 1) {

iv1.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 2) {

iv2.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 3) {

iv3.setImageResource(imageid[cardid[last\_card]]);

} else {

iv4.setImageResource(imageid[cardid[last\_card]]);

}

}

tv7.setText("");

if (turned[1] == true) {

tv7.setText("请不要重复使用同一张牌");

return;

}

if (have\_sig == false) {

tv4.setText("" + orin[1]);

} else {

tv6.setText("" + orin[1]);

}

turned[1] = true;

iv1.setImageResource(R.drawable.beimian);

no\_num = false;

last\_card = 1;

first\_num = true;

}

public void setpic2(View view) {

if (be\_solved == true)

return;

if (last\_card != 0) {

turned[last\_card] = false;

if (last\_card == 1) {

iv1.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 2) {

iv2.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 3) {

iv3.setImageResource(imageid[cardid[last\_card]]);

} else {

iv4.setImageResource(imageid[cardid[last\_card]]);

}

}

tv7.setText("");

if (turned[2] == true) {

tv7.setText("请不要重复使用同一张牌");

return;

}

if (have\_sig == false) {

tv4.setText("" + orin[2]);

} else {

tv6.setText("" + orin[2]);

}

turned[2] = true;

iv2.setImageResource(R.drawable.beimian);

no\_num = false;

last\_card = 2;

first\_num = true;

}

public void setpic3(View view) {

if (be\_solved == true)

return;

if (last\_card != 0) {

turned[last\_card] = false;

if (last\_card == 1) {

iv1.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 2) {

iv2.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 3) {

iv3.setImageResource(imageid[cardid[last\_card]]);

} else {

iv4.setImageResource(imageid[cardid[last\_card]]);

}

}

tv7.setText("");

if (turned[3] == true) {

tv7.setText("请不要重复使用同一张牌");

return;

}

if (have\_sig == false) {

tv4.setText("" + orin[3]);

} else {

tv6.setText("" + orin[3]);

}

turned[3] = true;

iv3.setImageResource(R.drawable.beimian);

no\_num = false;

last\_card = 3;

first\_num = true;

}

public void setpic4(View view) {

if (be\_solved == true)

return;

if (last\_card != 0) {

turned[last\_card] = false;

if (last\_card == 1) {

iv1.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 2) {

iv2.setImageResource(imageid[cardid[last\_card]]);

} else if (last\_card == 3) {

iv3.setImageResource(imageid[cardid[last\_card]]);

} else {

iv4.setImageResource(imageid[cardid[last\_card]]);

}

}

tv7.setText("");

if (turned[4] == true) {

tv7.setText("请不要重复使用同一张牌");

return;

}

if (have\_sig == false) {

tv4.setText("" + orin[4]);

} else {

tv6.setText("" + orin[4]);

}

turned[4] = true;

iv4.setImageResource(R.drawable.beimian);

no\_num = false;

last\_card = 4;

first\_num = true;

}

public void cal(View view) {

if (be\_solved == true)

return;

tv7.setText("");

if (no\_num == true || no\_sig == true) {

tv7.setText("请将表达式补齐!");

return;

}

double a = Double.parseDouble("" + tv4.getText());

double b = Double.parseDouble("" + tv6.getText());

if (now\_sig == 1) {

double tmp = a + b;

tv4.setText("" + tmp);

} else if (now\_sig == 2) {

double tmp = a - b;

tv4.setText("" + tmp);

} else if (now\_sig == 3) {

double tmp = a \* b;

tv4.setText("" + tmp);

} else {

double tmp = a / b;

tv4.setText("" + tmp);

}

tv5.setText("");

tv6.setText("");

no\_num = true;

no\_sig = true;

last\_card = 0;

have\_cal = true;

if (turned[1] == true && turned[2] == true && turned[3] == true

&& turned[4] == true) {

double tmp = Double.parseDouble("" + tv4.getText());

if (tmp == 24) {

tv7.setText("恭喜你答对了！\n你可以点击下一题进行新一轮的游戏\n或返回主界面");

be\_solved = true;

} else {

tv7.setText("你的计算结果为:\n" + tmp + "\n答案错误，请重试！");

tv4.setText("");

tv5.setText("");

tv6.setText("");

iv1.setImageResource(imageid[cardid[1]]);

iv2.setImageResource(imageid[cardid[2]]);

iv3.setImageResource(imageid[cardid[3]]);

iv4.setImageResource(imageid[cardid[4]]);

for (int i = 1; i <= 5; i++)

turned[i] = false;

have\_sig = false;

have\_cal = false;

first\_num = false;

no\_num = true;

no\_sig = true;

}

}

}

public void no\_ans(View view) {

if (be\_solved == true)

return;

tv7.setText("");

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[1] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(1, 0, orin[1]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[2] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(2, 0, orin[2]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[3] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(3, 0, orin[3]);

}

if (ans[0] == 0) {

flag[1] = flag[2] = flag[3] = flag[4] = false;

flag[4] = true;

nex[1] = nex[2] = nex[3] = nex[4] = 0;

find\_Answer(4, 0, orin[4]);

}

if (ans[0] == 0) {

tv7.setText("恭喜你答对了！\n你可以点击下一题进行新一轮的游戏\n或返回主界面");

be\_solved = true;

} else {

tv7.setText("答案错误，请重试！");

}

for (int i = 0; i <= 5; i++) {

ans[i] = nex[i] = 0;

flag[i] = false;

}

}

}

**3.ruleactivity**

package com.example.goto24;

import com.example.o.R;

import android.os.Bundle;

import android.app.Activity;

import android.content.Intent;

import android.view.Menu;

import android.view.View;

import android.app.Activity;

import android.view.Menu;

public class RulesActivity extends Activity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_rules);

}

public void p(View view) {

Intent intent = new Intent(this, MainActivity.class);

this.startActivity(intent);

this.finish();

}

}

**4.mymusicserve**

package com.example.goto24;

import com.example.o.R;

import android.app.Service;

import android.content.Intent;

import android.media.MediaPlayer;

import android.media.MediaPlayer.OnCompletionListener;

import android.os.Binder;

import android.os.IBinder;

public class MyMusicService extends Service {

private MediaPlayer mediaPlayer;// 声明媒体播放器

private int pos = 0;// 声明播放进度

/\*\*

\* 通过 binderService()绑定服务 启动后回调的方法

\*/

@Override

public IBinder onBind(Intent intent) {

playMusic();

return new MyBinder();

}

public class MyBinder extends Binder {

public MyMusicService getMusicService() {

return MyMusicService.this;

}

}

@Override

public void onCreate() {

// TODO Auto-generated method stub

super.onCreate();

if (mediaPlayer == null) {

mediaPlayer = mediaPlayer.create(MyMusicService.this,

R.raw.qifengle);

mediaPlayer.setLooping(false);// 设置不需要单曲循环

}

mediaPlayer.setOnCompletionListener(new OnCompletionListener() {

@Override

public void onCompletion(MediaPlayer mp) {

mediaPlayer.release();// 释放资源

}

});

}

// 播放音乐

public void playMusic() {

if (mediaPlayer != null && !mediaPlayer.isLooping()) {

try {

if (pos != 0) {

mediaPlayer.seekTo(pos);// 根据指定位置进行播放

mediaPlayer.start();

} else {

mediaPlayer.stop();

mediaPlayer.prepare();// 重新启动之前必须prepare

mediaPlayer.start();

}

} catch (Exception e) {

e.printStackTrace();

}

}

}

// 暂停音乐

public void pasueMusic() {

if (mediaPlayer != null && mediaPlayer.isPlaying()) {

pos = mediaPlayer.getCurrentPosition();

mediaPlayer.pause();

}

}

// 停止音乐

public void stopMusic() {

if (mediaPlayer != null) {

mediaPlayer.stop();// 停止

mediaPlayer.release();// 资源重置

}

}

}

**5.activity\_main**

<RelativeLayout xmlns:android=*"http://schemas.android.com/apk/res/android"*

xmlns:tools=*"http://schemas.android.com/tools"*

android:id=*"@+id/RelativeLayout1"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:orientation=*"vertical"*

android:paddingBottom=*"@dimen/activity\_vertical\_margin"*

android:paddingLeft=*"@dimen/activity\_horizontal\_margin"*

android:paddingRight=*"@dimen/activity\_horizontal\_margin"*

android:paddingTop=*"@dimen/activity\_vertical\_margin"*

tools:context=*".MainActivity"*

android:background=*"@drawable/we"*

>

<ImageView

android:id=*"@+id/imageView1"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_above=*"@+id/button1"*

android:layout\_centerHorizontal=*"true"*

android:src=*"@drawable/a2"* />

<Button

android:id=*"@+id/button1"*

android:layout\_width=*"150dp"*

android:layout\_height=*"wrap\_content"*

android:layout\_centerHorizontal=*"true"*

android:layout\_centerVertical=*"true"*

android:background=*"@drawable/shape\_corner"*

android:onClick=*"j"*

android:text=*"开始游戏"*

android:textColor=*"#FF0000"*

android:textSize=*"30dp"* />

<Button

android:id=*"@+id/button2"*

android:layout\_width=*"150dp"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignLeft=*"@+id/button1"*

android:layout\_below=*"@+id/button1"*

android:layout\_marginTop=*"18dp"*

android:background=*"@drawable/shape\_corner"*

android:onClick=*"g"*

android:text=*"游戏规则"*

android:textColor=*"#FF0000"*

android:textSize=*"30dp"* />

<LinearLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentBottom=*"true"*

android:layout\_centerHorizontal=*"true"*

android:layout\_marginBottom=*"30dp"* >

<Button

android:id=*"@+id/btn1"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"35dp"*

android:layout\_weight=*"1"*

android:background=*"@drawable/shape\_corner"*

android:onClick=*"onClick"*

android:text=*"播放音乐"* />

<Button

android:id=*"@+id/btn2"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"35dp"*

android:layout\_weight=*"1"*

android:background=*"@drawable/shape\_corner"*

android:onClick=*"onClick"*

android:text=*"暂停音乐"* />

<Button

android:id=*"@+id/btn3"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"35dp"*

android:layout\_weight=*"1"*

android:background=*"@drawable/shape\_corner"*

android:onClick=*"onClick"*

android:text=*"关闭音乐"* />

</LinearLayout>

</RelativeLayout>

**6.activity\_piay**

<LinearLayout xmlns:android=*"http://schemas.android.com/apk/res/android"*

xmlns:tools=*"http://schemas.android.com/tools"*

android:id=*"@+id/LinearLayout1"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:orientation=*"vertical"*

android:paddingBottom=*"@dimen/activity\_vertical\_margin"*

android:paddingLeft=*"@dimen/activity\_horizontal\_margin"*

android:paddingRight=*"@dimen/activity\_horizontal\_margin"*

android:paddingTop=*"@dimen/activity\_vertical\_margin"*

tools:context=*".MainActivity"*

android:background=*"@drawable/we"*

>

<LinearLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"wrap\_content"* >

<ImageView

android:id=*"@+id/imageView1"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"92dp"*

android:layout\_weight=*"0.98"*

android:onClick=*"setpic1"*

android:src=*"@drawable/beimian"* />

<ImageView

android:id=*"@+id/imageView2"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"0.97"*

android:onClick=*"setpic2"*

android:src=*"@drawable/beimian"* />

<ImageView

android:id=*"@+id/imageView3"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"0.99"*

android:onClick=*"setpic3"*

android:src=*"@drawable/beimian"* />

<ImageView

android:id=*"@+id/imageView4"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"1.02"*

android:onClick=*"setpic4"*

android:src=*"@drawable/beimian"* />

</LinearLayout>

<LinearLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"56dp"* >

<TextView

android:id=*"@+id/textView4"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:gravity=*"center"* />

<TextView

android:id=*"@+id/textView5"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"1.5"*

android:background=*"@drawable/two"*

android:gravity=*"center"* />

<TextView

android:id=*"@+id/textView6"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:gravity=*"center"* />

</LinearLayout>

<LinearLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"wrap\_content"* >

<Button

android:id=*"@+id/button1"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:onClick=*"setplus"*

android:text=*"+"* />

<Button

android:id=*"@+id/button2"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:onClick=*"setminus"*

android:text=*"-"* />

<Button

android:id=*"@+id/button3"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:onClick=*"setmulti"*

android:text=*"x"* />

<Button

android:id=*"@+id/button4"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_weight=*"1"*

android:background=*"@drawable/two"*

android:onClick=*"setdiv"*

android:text=*"/"* />

</LinearLayout>

<RelativeLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"wrap\_content"* >

<Button

android:id=*"@+id/button6"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentTop=*"true"*

android:layout\_marginRight=*"55dp"*

android:layout\_toLeftOf=*"@+id/button7"*

android:background=*"@drawable/two"*

android:onClick=*"clear\_layout"*

android:text=*"清空"* />

<Button

android:id=*"@+id/button7"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentRight=*"true"*

android:layout\_alignParentTop=*"true"*

android:background=*"@drawable/two"*

android:onClick=*"cal"*

android:text=*"确认"* />

<Button

android:id=*"@+id/button9"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentLeft=*"true"*

android:layout\_alignParentTop=*"true"*

android:background=*"@drawable/two"*

android:onClick=*"solve"*

android:text=*"答案"* />

</RelativeLayout>

<RelativeLayout

android:layout\_width=*"match\_parent"*

android:layout\_height=*"wrap\_content"* >

<Button

android:id=*"@+id/button8"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:background=*"@drawable/two"*

android:onClick=*"new\_question"*

android:text=*"下一题"* />

<Button

android:id=*"@+id/button10"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentRight=*"true"*

android:layout\_alignParentTop=*"true"*

android:layout\_marginRight=*"16dp"*

android:background=*"@drawable/two"*

android:onClick=*"back"*

android:text=*"返回主界面"* />

<Button

android:id=*"@+id/button5"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:layout\_alignParentTop=*"true"*

android:layout\_marginRight=*"18dp"*

android:layout\_toLeftOf=*"@+id/button10"*

android:background=*"@drawable/two"*

android:onClick=*"no\_ans"*

android:text=*"无解"* />

</RelativeLayout>

<TextView

android:id=*"@+id/textView0"*

android:layout\_width=*"fill\_parent"*

android:layout\_height=*"wrap\_content"*

android:hint=*"参考答案："* />

<TextView

android:id=*"@+id/textView1"*

android:layout\_width=*"fill\_parent"*

android:layout\_height=*"wrap\_content"*

android:hint=*"第一步"* />

<TextView

android:id=*"@+id/textView2"*

android:layout\_width=*"fill\_parent"*

android:layout\_height=*"wrap\_content"*

android:hint=*"第二步"* />

<TextView

android:id=*"@+id/textView3"*

android:layout\_width=*"fill\_parent"*

android:layout\_height=*"wrap\_content"*

android:hint=*"第三步"* />

<TextView

android:id=*"@+id/textView7"*

android:layout\_width=*"fill\_parent"*

android:layout\_height=*"wrap\_content"* />

</LinearLayout>

**7.activity\_rules**

<LinearLayout xmlns:android=*"http://schemas.android.com/apk/res/android"*

xmlns:tools=*"http://schemas.android.com/tools"*

android:id=*"@+id/LinearLayout1"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:orientation=*"vertical"*

android:paddingBottom=*"@dimen/activity\_vertical\_margin"*

android:paddingLeft=*"@dimen/activity\_horizontal\_margin"*

android:paddingRight=*"@dimen/activity\_horizontal\_margin"*

android:paddingTop=*"@dimen/activity\_vertical\_margin"*

tools:context=*".RulesActivity"*

android:background=*"@drawable/we"*

>

<Button

android:id=*"@+id/button1"*

style=*"?android:attr/buttonStyleSmall"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:onClick=*"p"*

android:text=*" 返回 "*

android:textColor=*"#FF0000"* />

<TextView

android:id=*"@+id/textView1"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*"游戏规则如下："*

android:textSize=*"25sp"* />

<TextView

android:id=*"@+id/textView2"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*" 系统随机抽取4张扑克，玩家根据抽到的扑克上的数值，通过加(+) 减(-) 乘(x) 除(/) 四则运算法则，将四张牌的点数算成24。"*

android:textSize=*"18sp"* />

<TextView

android:id=*"@+id/textView3"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*" 游戏可能无解，当你冥思苦想没结果时，可以试着点击“无解”按钮，说不定这就是正确答案。\n"*

android:textSize=*"18sp"* />

<TextView

android:id=*"@+id/textView4"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*"tips："*

android:textSize=*"20sp"* />

<TextView

android:id=*"@+id/textView5"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*"游戏很简单的啦，相信你能在游戏中找到乐趣，并提高自己的观察、运算等能力。"*

android:textSize=*"18sp"* />

</LinearLayout>

1. **AndroidManifest**

<?xml version=*"1.0"* encoding=*"utf-8"*?>

<manifest xmlns:android=*"http://schemas.android.com/apk/res/android"*

package=*"com.example.o"*

android:versionCode=*"1"*

android:versionName=*"1.0"* >

<uses-sdk

android:minSdkVersion=*"8"*

android:targetSdkVersion=*"18"* />

<application

android:allowBackup=*"true"*

android:icon=*"@drawable/icon"*

android:label=*"@string/app\_name"*

android:theme=*"@style/AppTheme"* >

<activity

android:name=*"com.example.goto24.MainActivity"*

android:label=*"@string/app\_name"* >

<intent-filter>

<action android:name=*"android.intent.action.MAIN"* />

<category android:name=*"android.intent.category.LAUNCHER"* />

</intent-filter>

</activity>

<activity

android:name=*"com.example.goto24.RulesActivity"*

android:label=*"@string/title\_activity\_rules"* >

</activity>

<activity

android:name=*"com.example.goto24.PlayActivity"*

android:label=*"@string/title\_activity\_play"* >

</activity>

<!-- 注册服务 -->

<service android:name=*"com.example.goto24.MyMusicService"*></service>

</application>

</manifest>