

CS 371M: Intents and Activities

Recall the rules for flipped classrooms: do the work alone or with a partner that is unique for the semester. You can find the github link on piazza and via github classroom. <https://classroom.github.com/classrooms>

Only one student needs to submit this code, but both students may do so if they wish. This assignment should be submitted through github (sorry, partners can't share the repository). Include a README at the top directory level that contains both student's EIDs.

For this assignment, you have been given part of a game. The game is functional, with the exception of everything having to do with intents and switching between activities. You are only given the code and XML layout files.

The game consists of two screens, or Activities. On the first screen is a high score list. A user must put in their name before starting a new game. You should check to see what the user has put in a name, and if the name is empty you should refuse to start the game and provide a toast explaining why the game won't start.

After pressing start, the app should transition to the second screen. It should pass the player's name to this screen. The second screen is a guessing game. The user guesses a number and is told if it is "too high" or "too low". When the user gets the number correct the app transitions back to the first screen. It passes a Score object which gets added to the high scores list. The more guesses, the lower the score.

1. Files of interest

- (a) **AndroidManifest.xml** You will need to add something here and you will need to figure out where to add it.
- (b) **MainActivity.kt** This is the main activity and it implements the high score list. It needs to pass information to GuessingGame. Everything that you need to do is marked in the code this way:
`// XXX Write me (possible description of what needs to be written)`
Sometimes there are other notes that are obviously marked.
- (c) **GuessingGame.kt** This class runs the game. It passes information back to MainActivity. You will need to add some things in here, which are also marked with XXX in a comment.
- (d) **activity_main.xml and content_score_board.xml** The layout for MainActivity. No modifications needed.
- (e) **game.xml** The layout for GuessingGame. No modifications needed.

2. Hints

- (a) Call the function `computeScore()` in `TheGame` to get the score. No arguments are necessary, it automatically tracks the needed information.
- (b) All locations where you must insert code have been clearly marked (except the Android Manifest).

- (c) Videos 5 and 6 from Derek Banas' How to Make Android Apps video series on youtube is quite relevant. See the page describing the code and video [here](#).
- (d) To get the answer to the guessing game use a name that starts with "hint".