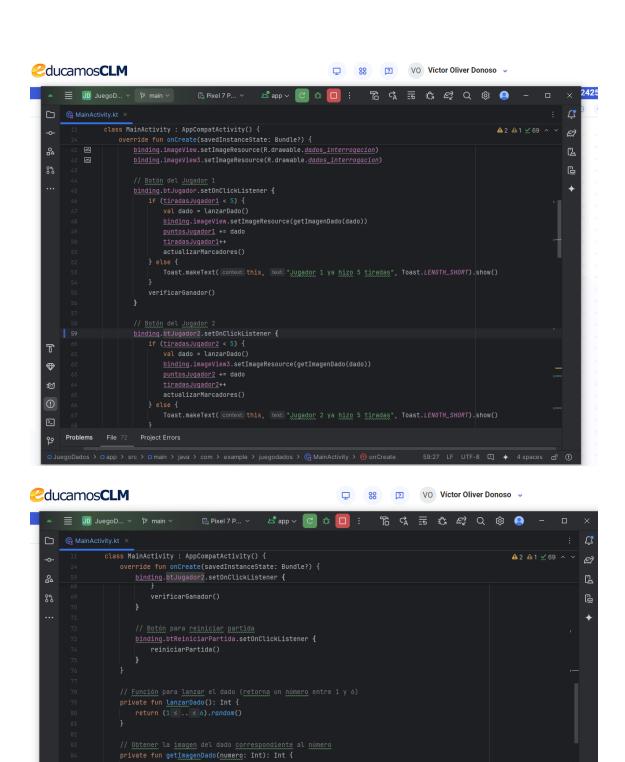
JUEGO DE DADOS

Comentare algún método para su mejor entendimiento.

El main



59:27 LF UTF-8 □ +

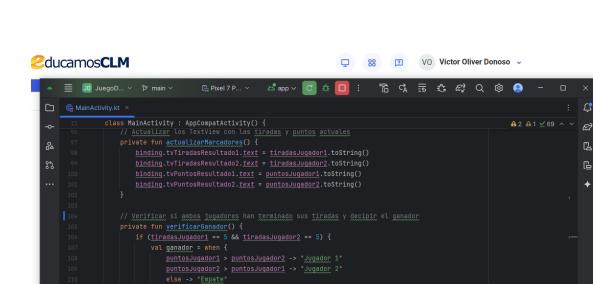
return when (numero) {
1 -> R.drawable.<u>dαdo1</u>

2 -> R.drawable.<u>dαdo2</u>
 3 -> R.drawable.<u>dαdo3</u>

Problems File 72 Project Errors

T

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+

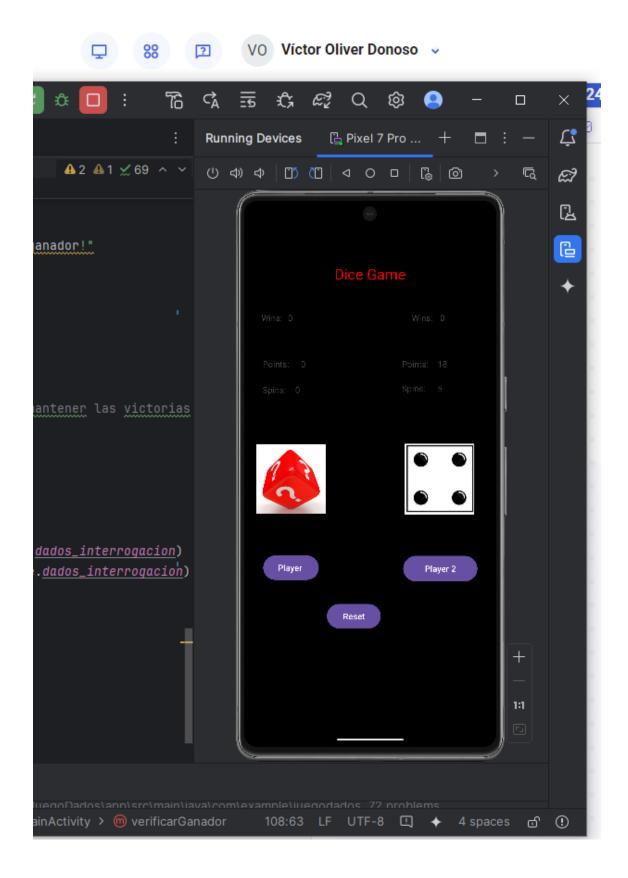
```
if (ganador == "Jugador 1") {
   victoriasJugador1++
                                      } else if (ganador == "Jugador 2") {
T
₩
                                      binding.tvGanadasResultado1.<u>text</u> = <u>victoriasJugador1.toString()</u>
binding.tvGanadasResultado2.<u>text</u> = <u>victoriasJugador2</u>.toString()
₩
                                   binding.tvTitulo.text = ";El ganador es $ganador!"
       Problems File 72 Project Errors
```

```
educamosCLM

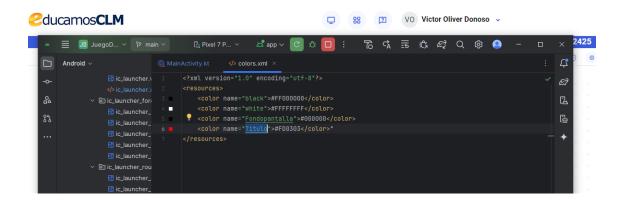
    □ V0 Víctor Oliver Donoso 
    ✓
         ■ JuegoD... ∨ 🌣 main ∨
                                                                     _ ^ app ∨ C 10 📵 : Th 🕏 🛣 5% 🔊 Q 🕸 🙆 -
                     class MainActivity : AppCompatActivity() {
                                                                                                                                              A2 A1 ★69 ^
                                                                                                                                                                   æ?
                                                                                                                                                                   ß
                                   \underline{\texttt{binding}}. \texttt{btJugador2}. \underline{\textit{isEnabled}} \; = \; \texttt{false}
                                                                                                                                                                   6
                                                                                                                                                                    +
                              puntosJugador1 = 0
puntosJugador2 = 0
                              <u>binding.tvTitulo.text</u> = "Juego de los Dados"

<u>binding.imageView.setImageResource(R.drawable.dados_interrogacion)</u>
               binding.imageView3.setImageResource(R.drawable.dados_interrogacion)
    T
                              actualizarMarcadores()
    ₩
         Problems File 72 Project Errors
```

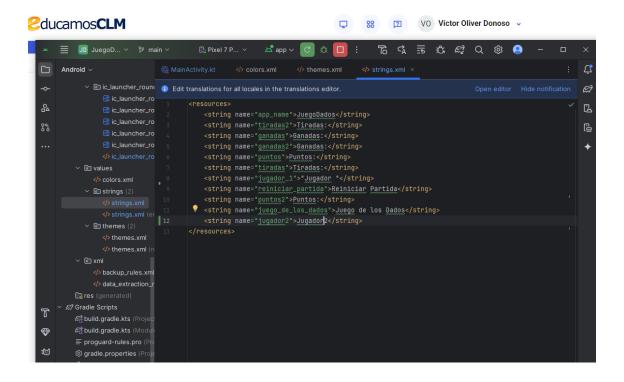
Ejecución

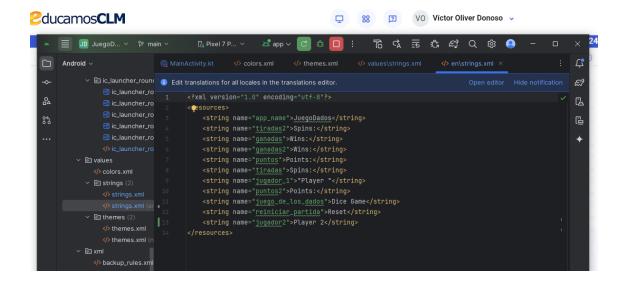


Colores

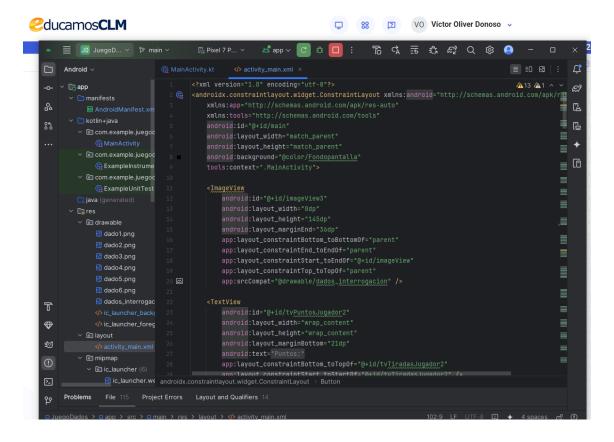


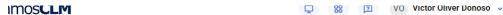
Traducciones

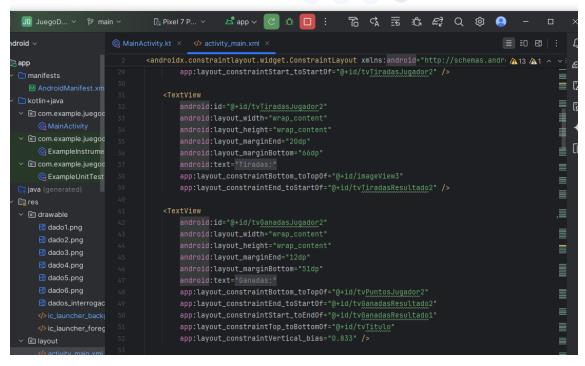




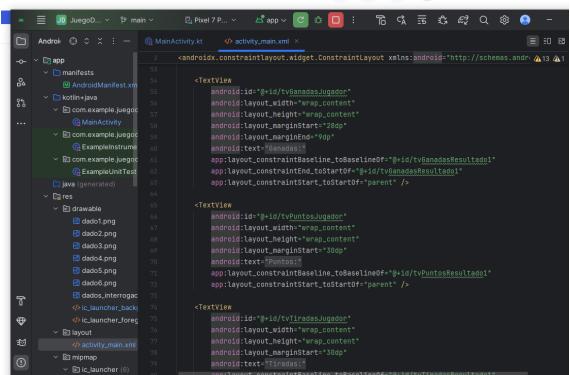
Main Activity



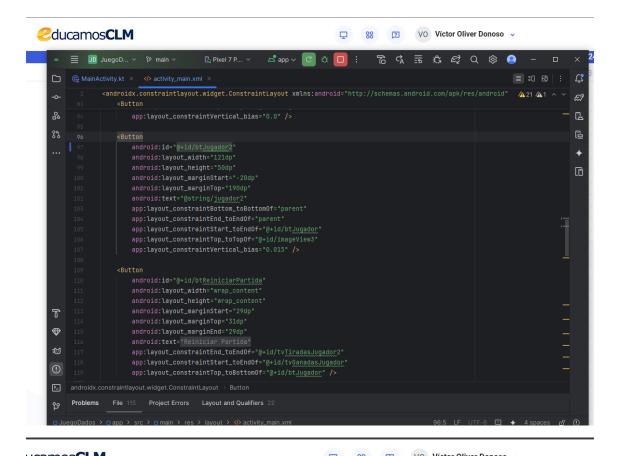


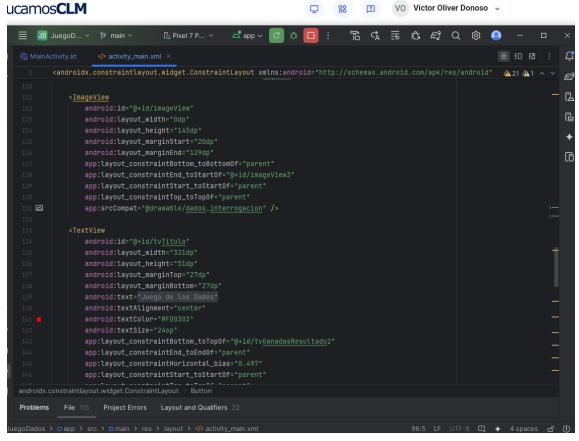


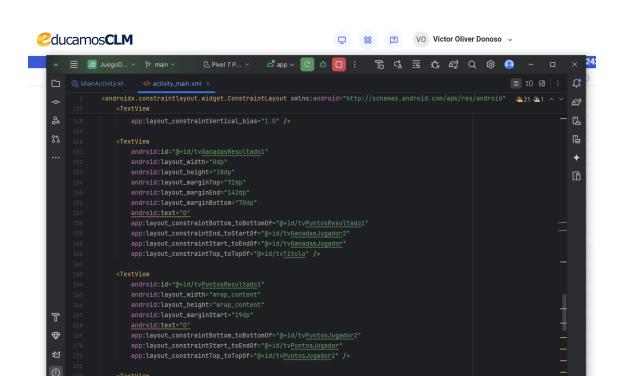




□ WO Víctor Oliver Donoso ✓







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