

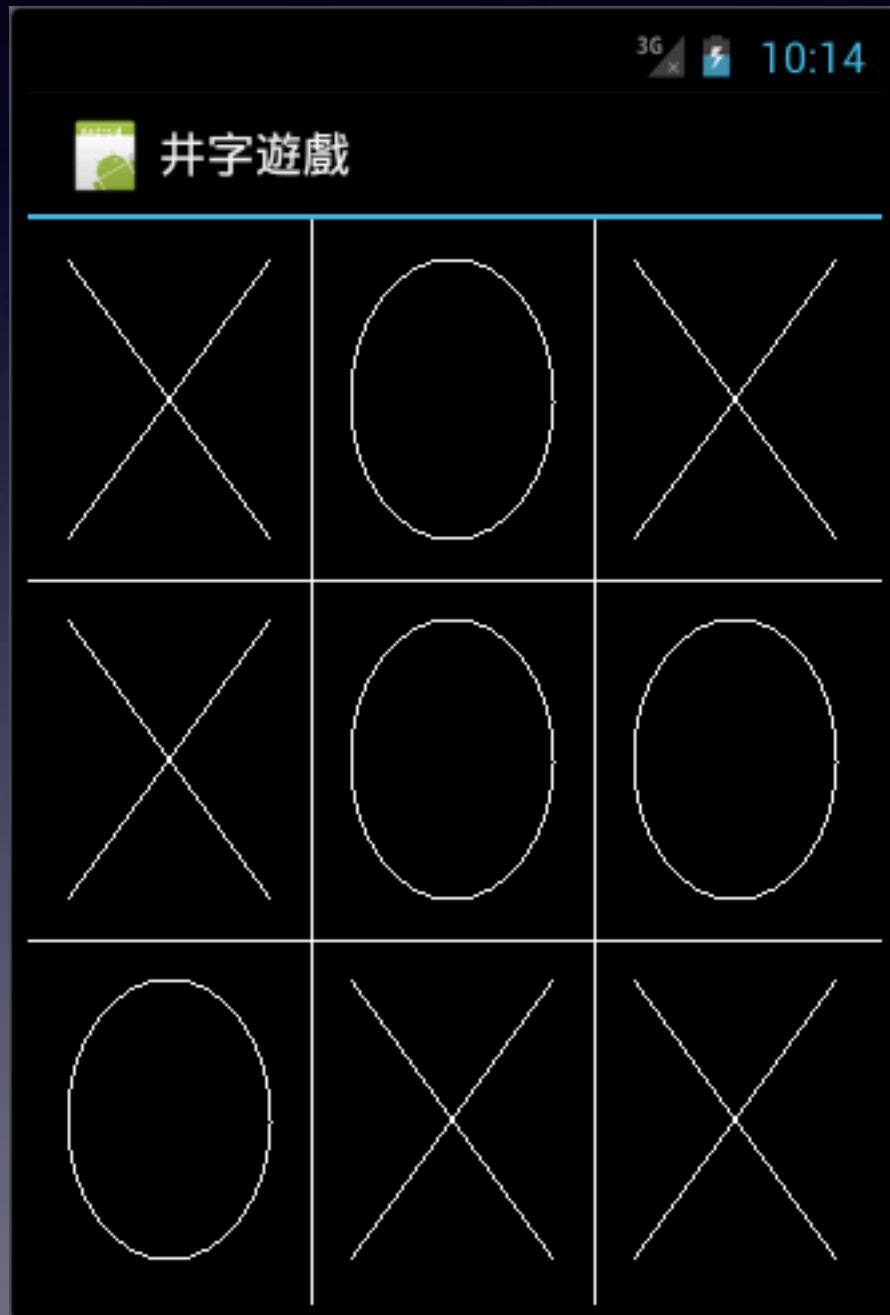
# Android 遊戲設計

## 井字遊戲

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# 井字遊戲



- 井字遊戲是 2D 繪圖的應用
- 使用 2D 繪圖方法來繪出井字形的遊戲板和在指定儲存格繪出 ○ 和 × 的圖形

# TicTacToeDemo

- 開啟和執行 Android 專案
- 建立 Activity 活動執行井字遊戲
- 建立井字形遊戲板的 MainBoard 類別
- 建立邏輯儲存格的 CellBoard 類別

# I. 開啟和執行 Android 專案

- 請啟動 Eclipse IDE
- 建立 Android 專案
  - Project Name: **TicTacToeDemo**
  - Package Name: **tw.edu.vnu**

## 2.建立 Activity 活動執行井字遊戲

```
package tw.edu.vnu;

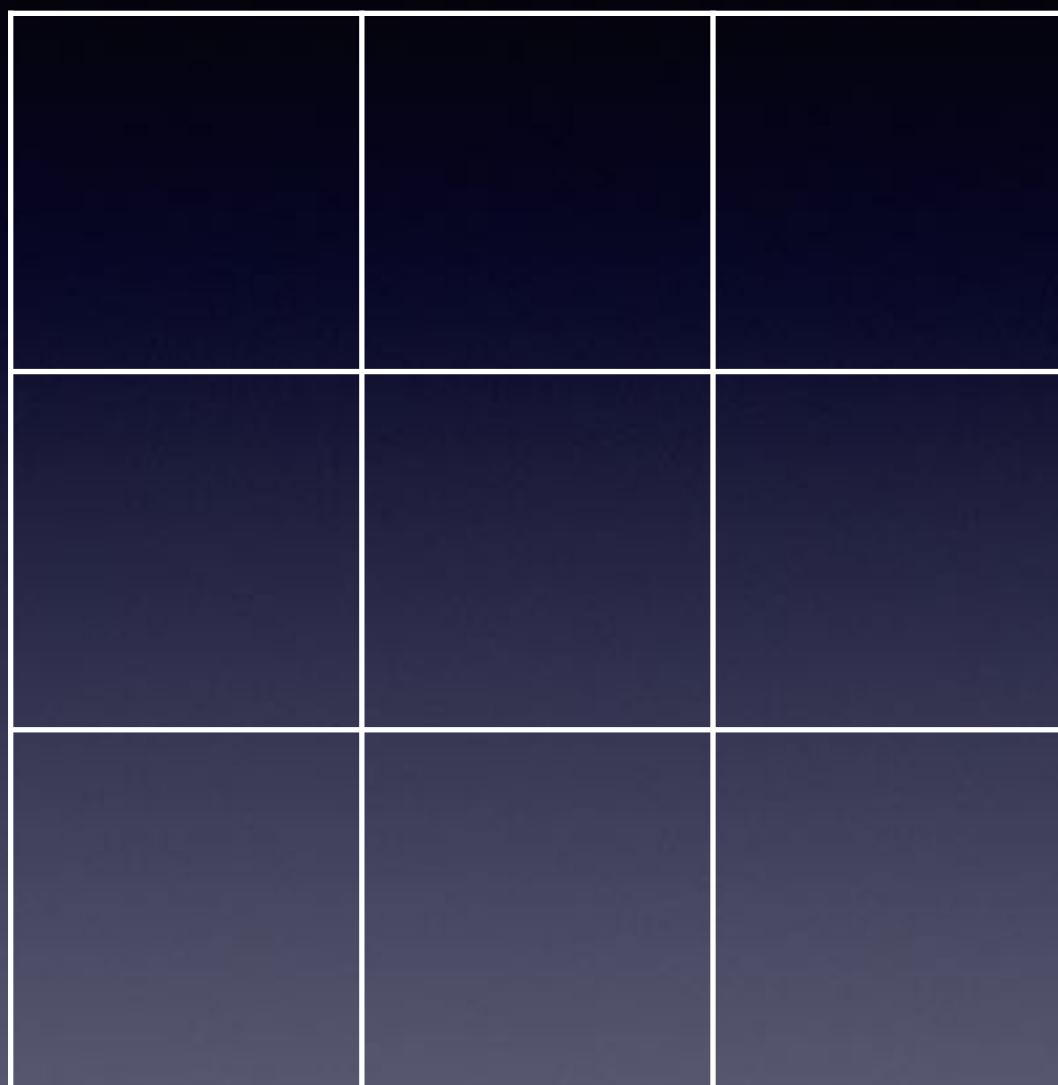
import android.app.Activity;
import android.os.Bundle;

public class TieTacToeDemoActivity extends Activity {

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(new MainBoard(this));
    }
}
```

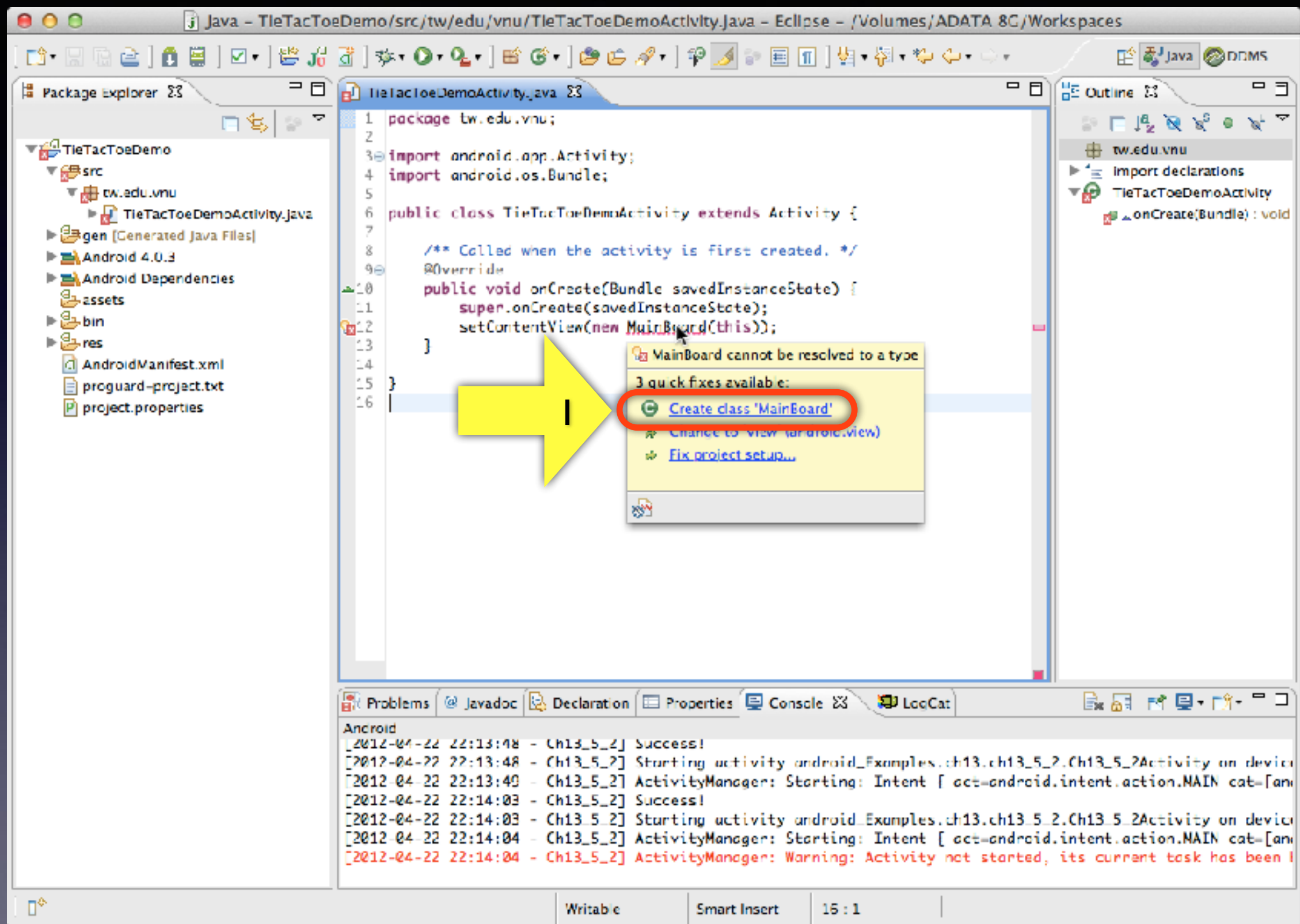
### 3.建立井字形遊戲板的 MainBoard 類別

- 建立 MainBoard 類別
- 宣告成員變數
- 建構子
- onDraw() 方法
- onMeasure() 方法
- calculateLinePlacements() 方法
- onTouchEvent() 事件處理方法
- drawBoard() 方法



MainBoard 類別是在 **View 物件** 上繪出井字形的遊戲板。

長方形框是行動裝置的螢幕，**由上而下；由左至右** 繪出 4 條線來建立井字形，將這 4 條線繪在 **Bitmap 物件**。





New

### Java Class

Create a new Java class.

Source folder:

Package:

☐ Enclosing type:

---

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?


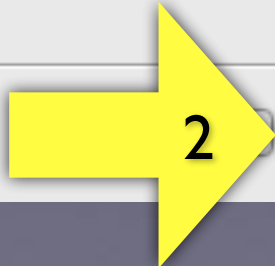
☐ public static void main(String[] args)

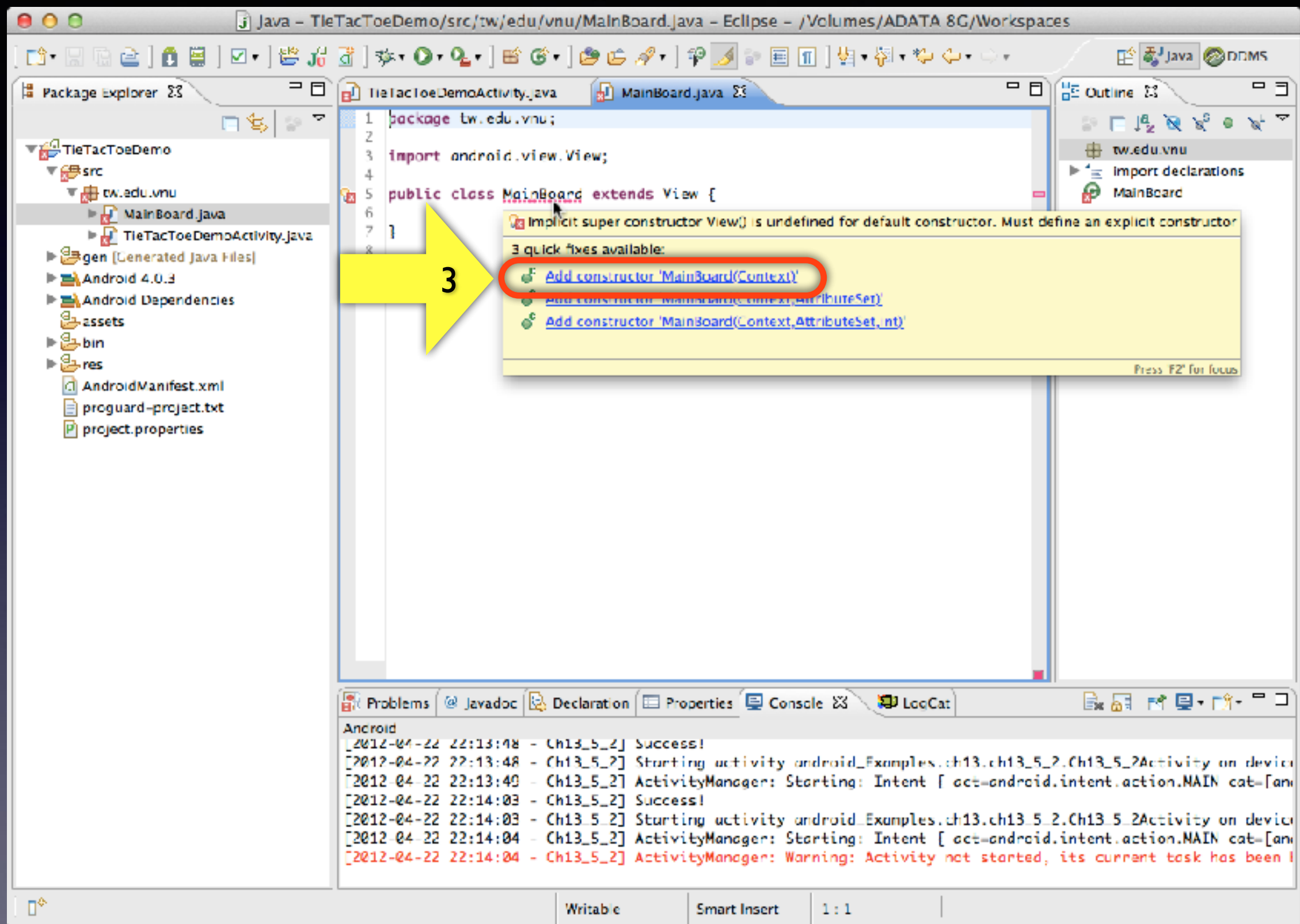
☐ Constructors from superclass

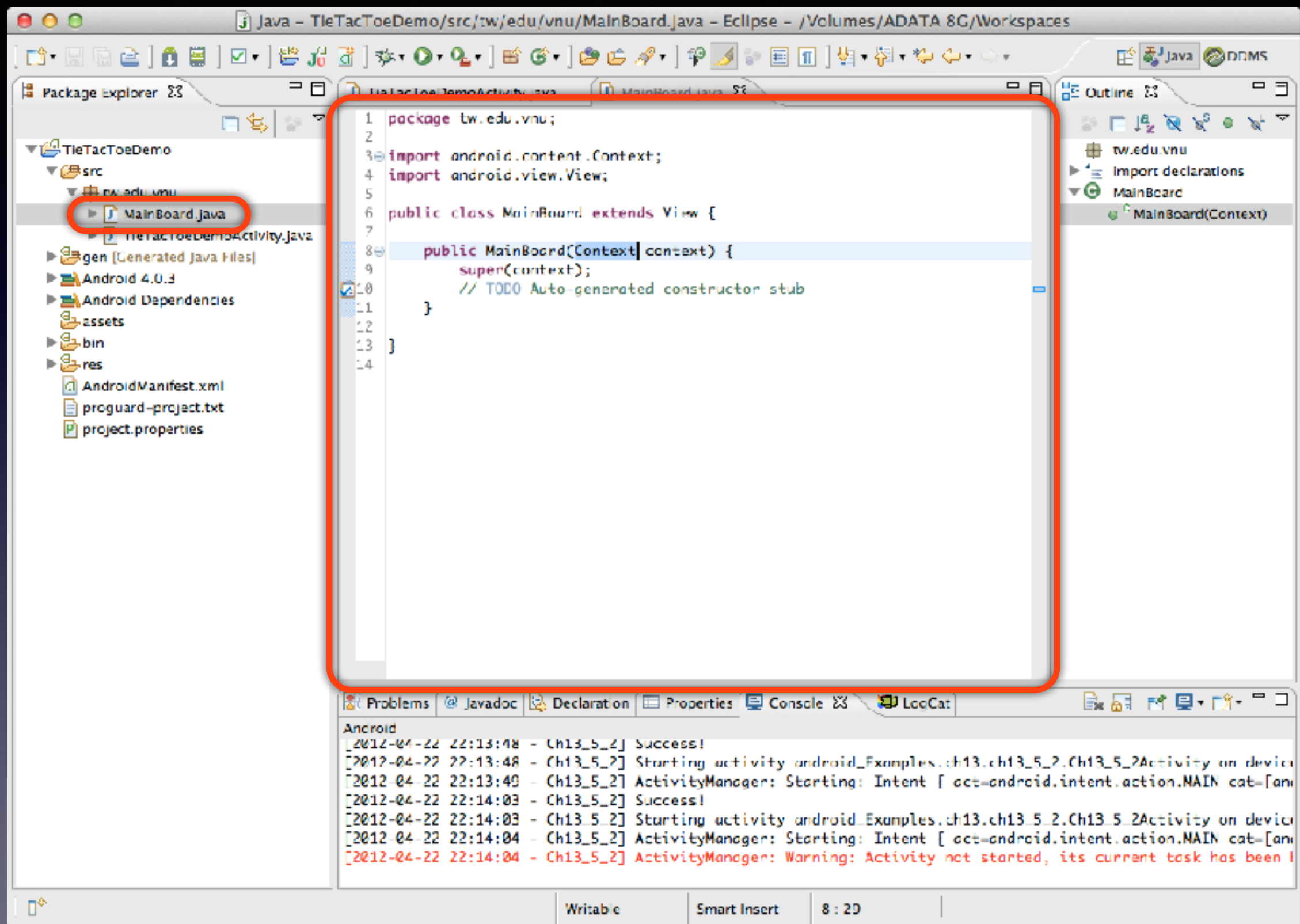
☒ Inherited abstract methods

Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments





# 宣告成員變數

```
package tw.edu.vnu;

import android.content.Context;
import android.graphics.Bitmap;
import android.graphics.Canvas;
import android.graphics.Paint;
import android.graphics.Point;
import android.view.View;

public class MainBoard extends View {

    private int h, w;
    private Bitmap bitmap;
    private Canvas buffer;
    private Paint paint;
    private boolean isDrawX;
    private Point[] hLine01, hLine02, vLine01, vLine02;
    private CellBoard cellBoard;

    public MainBoard(Context context) {
        super(context);
    }

}
```

# 建構子

```
// 建構子
```

```
public MainBoard(Context context) {  
    super(context);  
  
    paint = new Paint();  
    paint.setColor(Color.WHITE);  
    paint.setStyle(Paint.Style.STROKE);  
    isDrawX = true;  
}
```

# onDraw() 方法

```
@Override  
protected void onDraw(Canvas canvas) {  
    // 繪出Bitmap物件  
    canvas.drawBitmap(bitmap, 0, 0, paint);  
}
```

# onMeasure() 方法

```
@Override
protected void onMeasure(int widthMeasureSpec, int heightMeasureSpec) {
    // 取得螢幕寬高尺寸
    h = View.MeasureSpec.getSize(heightMeasureSpec);
    w = View.MeasureSpec.getSize(widthMeasureSpec);

    setMeasuredDimension(w, h); // 儲存View物件的寬和高

    // 建立Bitmap物件
    bitmap = Bitmap.createBitmap(w, h, Bitmap.Config.ARGB_8888);
    buffer = new Canvas(bitmap); // 使用Bitmap建立Canvas物件
    // 計算點的座標
    calculateLinePlacements();
    drawBoard(); // 繪出井字
}
```

# calculateLinePlacements() 方法

```
private void calculateLinePlacements() {  
    int cellH = h / 3;  
    int cellW = w / 3;  
  
    hLine01 = new Point[] { new Point(0, cellH), new Point(w, cellH) };  
    hLine02 = new Point[] { new Point(0, 2 * cellH), new Point(w, 2 * cellH) };  
  
    vLine01 = new Point[] { new Point(cellW, 0), new Point(cellW, h) };  
    vLine02 = new Point[] { new Point(2 * cellW, 0), new Point(2 * cellW, h) };  
  
    // 建立CellBoard物件  
    cellBoard = new CellBoard(cellW, cellH);  
}
```



# onTouchEvent() 事件處理方法

```
@Override
public boolean onTouchEvent(MotionEvent event) {
    if (event.getAction() == MotionEvent.ACTION_DOWN) {
        // 取得繪圖長方形的RectF
        RectF position = cellBoard.getCellToFill(event.getX(), event.getY());

        if (position != null) {
            if (isDrawX) {
                // 畫X
                buffer.drawLine(position.left, position.top, position.right, position.bottom, paint);
                buffer.drawLine(position.right, position.top, position.left, position.bottom, paint);
            } else {
                // 畫O
                buffer.drawOval(position, paint);
            }

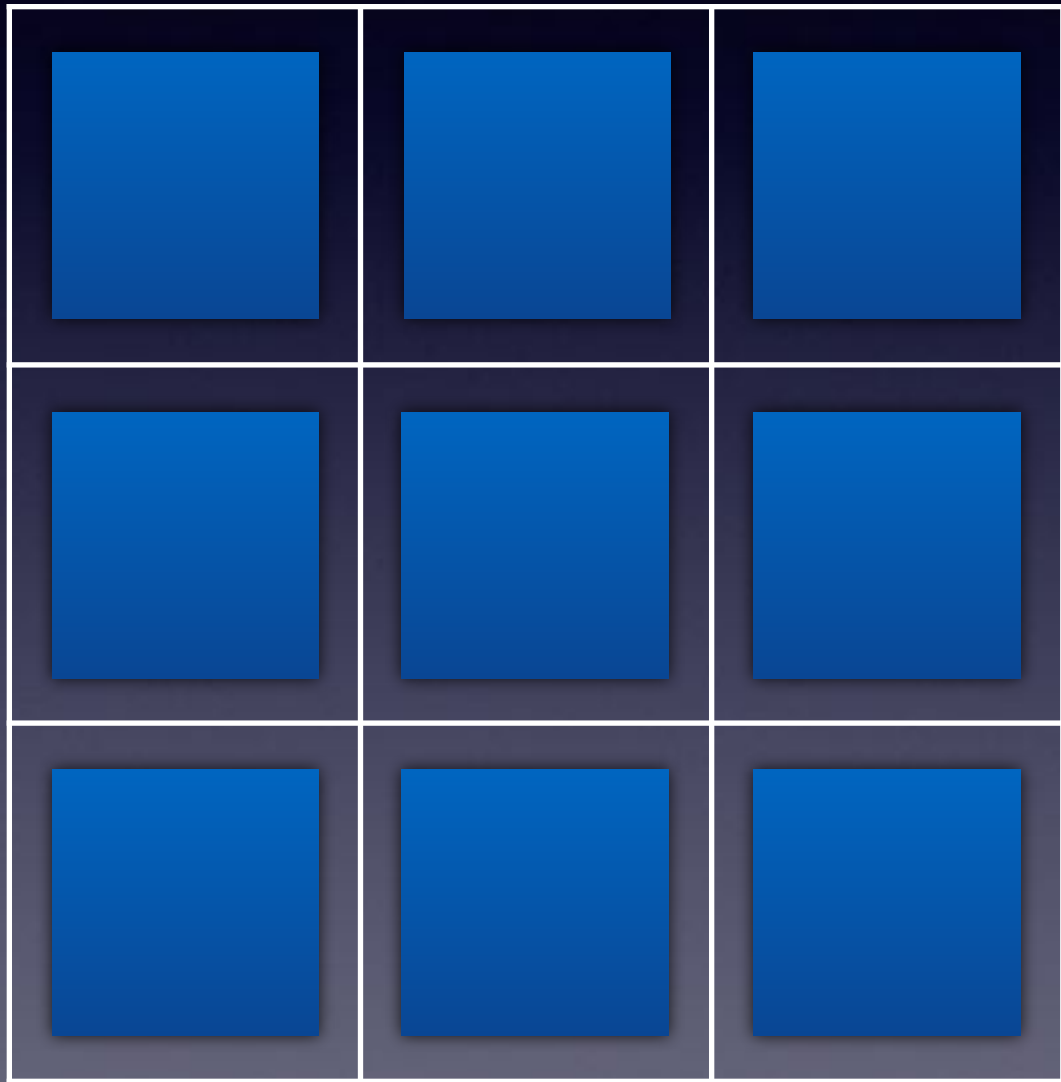
            isDrawX = !isDrawX;
            invalidate();
        }
    }
}
```

# drawBoard() 方法

// 繪出遊戲的井字

```
private void drawBoard() {  
    buffer.drawLine(hLine01[0].x, hLine01[0].y, hLine01[1].x, hLine01[1].y, paint);  
    buffer.drawLine(hLine02[0].x, hLine02[0].y, hLine02[1].x, hLine02[1].y, paint);  
    buffer.drawLine(vLine01[0].x, vLine01[0].y, vLine01[1].x, vLine01[1].y, paint);  
    buffer.drawLine(vLine02[0].x, vLine02[0].y, vLine02[1].x, vLine02[1].y, paint);  
  
    invalidate();  
}
```

## 4. 建立邏輯儲存格的 CellBoard 類別



CellBoard 類別是在井字形的遊戲板上建立 9 個邏輯儲存格的 Cell 物件。

9 個長方形是邏輯儲存格，比井字形的儲存格小一些，就是繪出 X 或 O 圖形的長方形，也就是 Cell 物件。

# 宣告成員變數

```
package tw.edu.vnu;  
  
import android.graphics.RectF;  
  
public class CellBoard {  
  
    private int w;  
    private int h;  
    protected Cell[] position;  
  
}
```

# 建構子

```
// 建構子
public CellBoard(int cellWidth, int cellHeight) {
    w = cellWidth;
    h = cellHeight;
    initialBoardCells();
}
```

# Cell 內層類別

```
// 宣告儲存格類別
private class Cell extends RectF {
    private boolean filled;

    // 建構子
    public Cell(float left, float top, float right, float bottom) {
        super(left, top, right, bottom);
        filled = false;
    }

    // 指定已填入圖形
    public void setFilled(boolean filled) {
        this.filled = filled;
    }

    // 檢查是否已填入圖形
    public boolean isFilled() {
        return filled;
    }
}
```

# initialBoardCells() 方法

```
// 計算儲存格陣列各儲存格的座標
private void initialBoardCells() {
    int offset = 15; // 位移量
    position = new Cell[9];

    // 第一欄
    position[0] = new Cell(0 + offset, 0 + offset, w - offset, h - offset);
    position[1] = new Cell(w + offset, 0 + offset, 2 * w - offset, h - offset);
    position[2] = new Cell(2 * w + offset, 0 + offset, 3 * w - offset, h - offset);
    // 第二欄
    position[3] = new Cell(0 + offset, h + offset, w - offset, 2 * h - offset);
    position[4] = new Cell(w + offset, h + offset, 2 * w - offset, 2 * h - offset);
    position[5] = new Cell(2 * w + offset, h + offset, 3 * w - offset, 2 * h - offset);
    // 第三欄
    position[6] = new Cell(0 + offset, 2 * h + offset, w - offset, 3 * h - offset);
    position[7] = new Cell(w + offset, 2 * h + offset, 2 * w - offset, 3 * h - offset);
    position[8] = new Cell(2 * w + offset, 2 * h + offset, 3 * w - offset, 3 * h - offset);
}
```

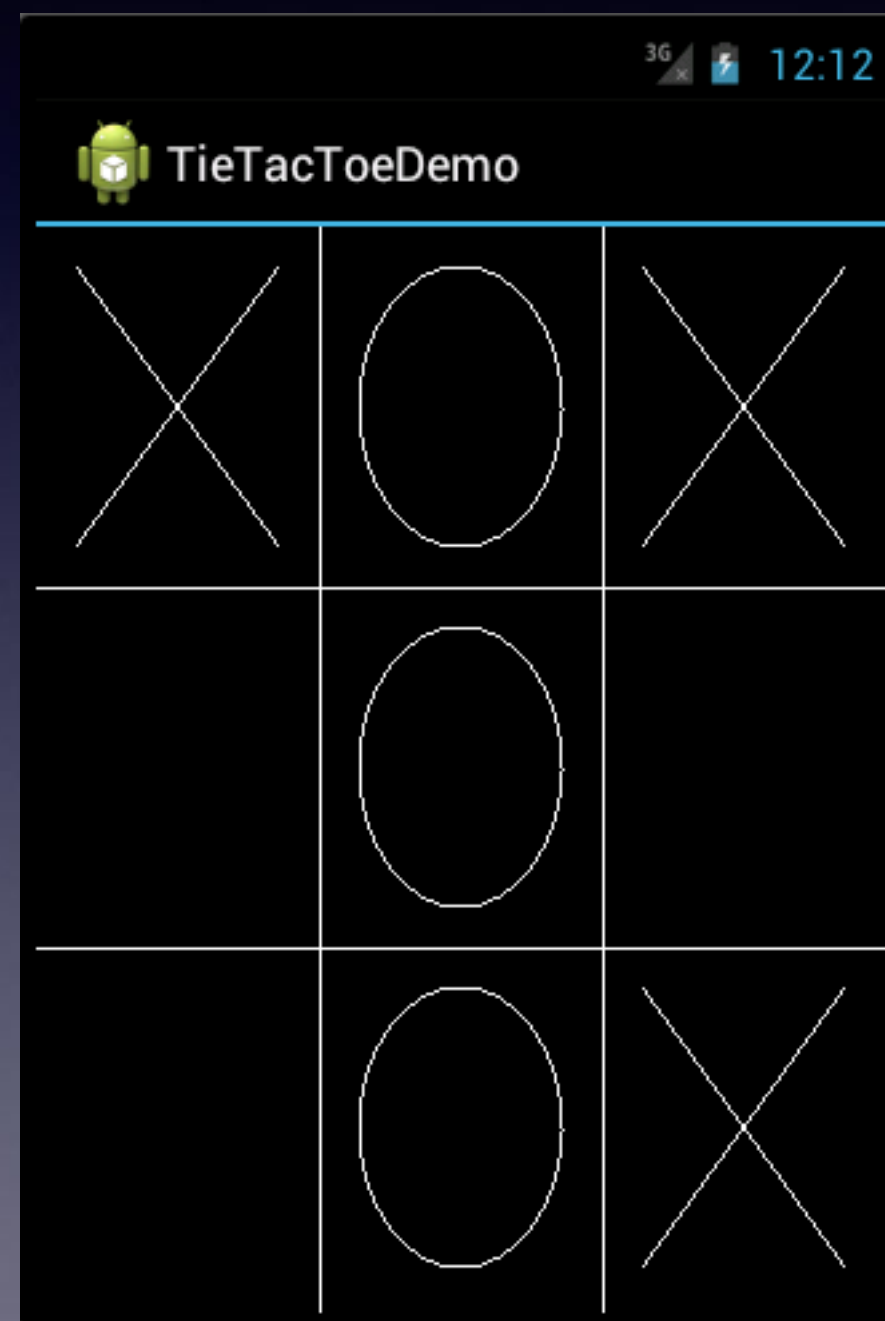
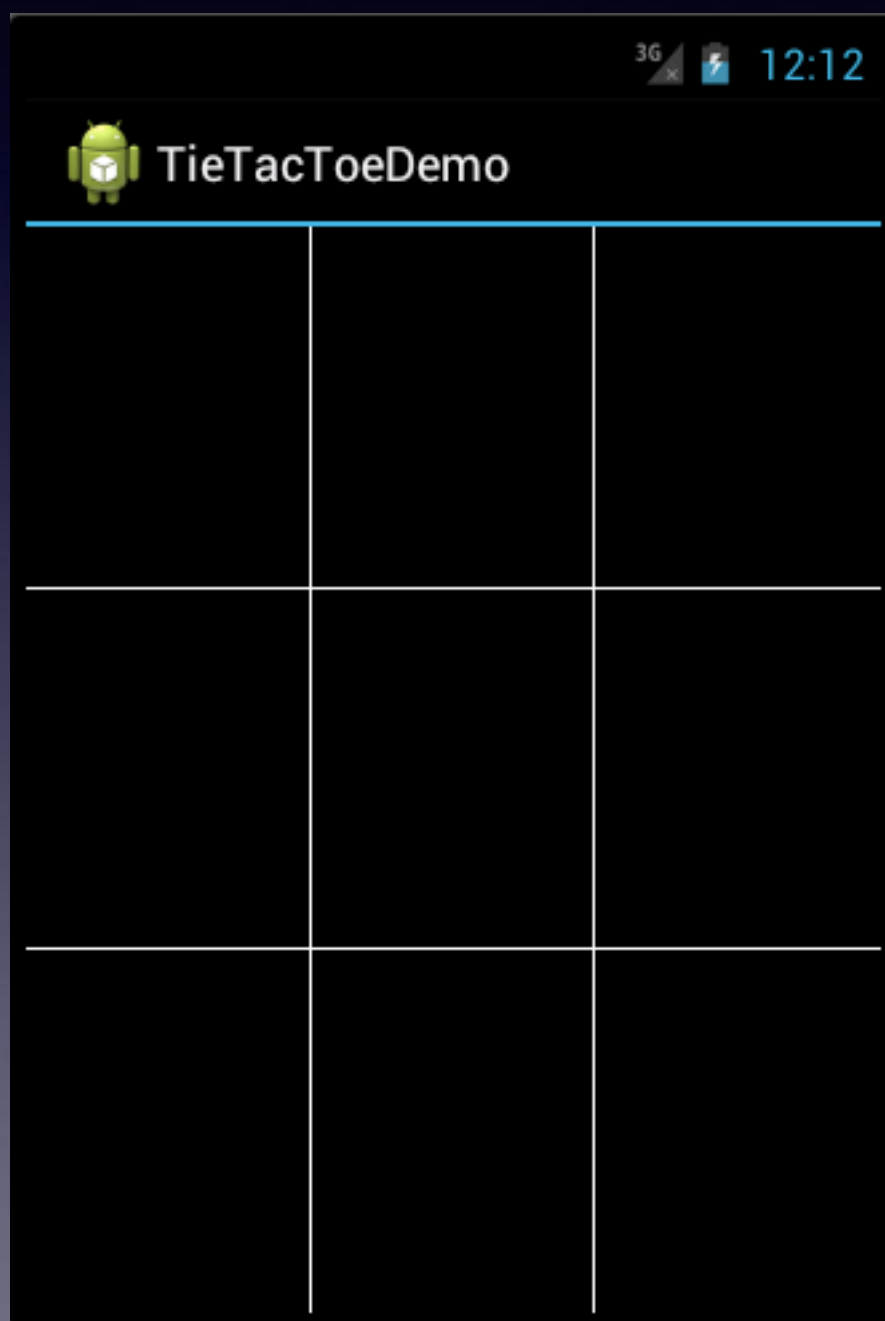
# getCellToFill() 方法

// 取得填入的Cell物件

```
public RectF getCellToFill(float x, float y) {  
    for (Cell bp : position) {  
  
        if (bp.contains(x, y) && !bp.isFilled()) {  
            RectF retCell = new RectF(bp);  
            bp.setFilled(true);  
            return retCell;  
        }  
    }  
  
    return null;  
}
```



# 5.執行 Android 模擬器佈署程式



# MainBoard 完整程式碼

```
package tw.edu.vnu;

import android.content.Context;
import android.graphics.Bitmap;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Point;
import android.graphics.RectF;
import android.view.MotionEvent;
import android.view.View;

public class MainBoard extends View {

    private int h, w;
    private Bitmap bitmap;
    private Canvas buffer;
    private Paint paint;
    private boolean isDrawX;
    private Point[] hLine01, hLine02, vLine01, vLine02;
    private CellBoard cellBoard;

    // 建構子
    public MainBoard(Context context) {
        super(context);

        paint = new Paint();
        paint.setColor(Color.WHITE);
        paint.setStyle(Paint.Style.STROKE);
        isDrawX = true;
    }
}
```

```

@Override
protected void onDraw(Canvas canvas) {
    // 繪出Bitmap物件
    canvas.drawBitmap(bitmap, 0, 0, paint);
}

@Override
protected void onMeasure(int widthMeasureSpec, int heightMeasureSpec) {
    // 取得螢幕寬高尺寸
    h = View.MeasureSpec.getSize(heightMeasureSpec);
    w = View.MeasureSpec.getSize(widthMeasureSpec);

    setMeasuredDimension(w, h); // 儲存View物件的寬和高

    // 建立Bitmap物件
    bitmap = Bitmap.createBitmap(w, h, Bitmap.Config.ARGB_8888);
    buffer = new Canvas(bitmap); // 使用Bitmap建立Canvas物件
    // 計算點的座標
    calculateLinePlacements();
    drawBoard(); // 繪出井字
}

private void calculateLinePlacements() {
    int cellH = h / 3;
    int cellW = w / 3;

    hLine01 = new Point[] { new Point(0, cellH), new Point(w, cellH) };
    hLine02 = new Point[] { new Point(0, 2 * cellH), new Point(w, 2 * cellH) };

    vLine01 = new Point[] { new Point(cellW, 0), new Point(cellW, h) };
    vLine02 = new Point[] { new Point(2 * cellW, 0), new Point(2 * cellW, h) };

    // 建立CellBoard物件
    cellBoard = new CellBoard(cellW, cellH);
}

```

```

@Override
public boolean onTouchEvent(MotionEvent event) {
    if (event.getAction() == MotionEvent.ACTION_DOWN) {
        // 取得繪圖長方形的RectF
        RectF position = cellBoard.getCellToFill(event.getX(), event.getY());

        if (position != null) {
            if (isDrawX) {
                // 畫X
                buffer.drawLine(position.left, position.top, position.right, position.bottom, paint);
                buffer.drawLine(position.right, position.top, position.left, position.bottom, paint);
            } else {
                // 畫O
                buffer.drawOval(position, paint);
            }

            isDrawX = !isDrawX;
            invalidate();
        }
    }

    return true;
}

// 繪出遊戲的井字
private void drawBoard() {
    buffer.drawLine(hLine01[0].x, hLine01[0].y, hLine01[1].x, hLine01[1].y, paint);
    buffer.drawLine(hLine02[0].x, hLine02[0].y, hLine02[1].x, hLine02[1].y, paint);
    buffer.drawLine(vLine01[0].x, vLine01[0].y, vLine01[1].x, vLine01[1].y, paint);
    buffer.drawLine(vLine02[0].x, vLine02[0].y, vLine02[1].x, vLine02[1].y, paint);

    invalidate();
}
}

```

# CellBoard 完整程式碼

```
package tw.edu.vnu;

import android.graphics.RectF;

public class CellBoard {

    private int w;
    private int h;
    protected Cell[] position;

    // 建構子
    public CellBoard(int cellWidth, int cellHeight) {
        w = cellWidth;
        h = cellHeight;
        initialBoardCells();
    }
}
```

```
// 宣告儲存格類別
private class Cell extends RectF {
    private boolean filled;

    // 建構子
    public Cell(float left, float top, float right, float bottom) {
        super(left, top, right, bottom);
        filled = false;
    }

    // 指定已填入圖形
    public void setFilled(boolean filled) {
        this.filled = filled;
    }

    // 檢查是否已填入圖形
    public boolean isFilled() {
        return filled;
    }
}
```

```

// 計算儲存格陣列各儲存格的座標
private void initialBoardCells() {
    int offset = 15; // 位移量
    position = new Cell[9];

    // 第一欄
    position[0] = new Cell(0 + offset, 0 + offset, w - offset, h - offset);
    position[1] = new Cell(w + offset, 0 + offset, 2 * w - offset, h - offset);
    position[2] = new Cell(2 * w + offset, 0 + offset, 3 * w - offset, h - offset);
    // 第二欄
    position[3] = new Cell(0 + offset, h + offset, w - offset, 2 * h - offset);
    position[4] = new Cell(w + offset, h + offset, 2 * w - offset, 2 * h - offset);
    position[5] = new Cell(2 * w + offset, h + offset, 3 * w - offset, 2 * h - offset);
    // 第三欄
    position[6] = new Cell(0 + offset, 2 * h + offset, w - offset, 3 * h - offset);
    position[7] = new Cell(w + offset, 2 * h + offset, 2 * w - offset, 3 * h - offset);
    position[8] = new Cell(2 * w + offset, 2 * h + offset, 3 * w - offset, 3 * h - offset);
}

// 取得填入的Cell物件
public RectF getCellToFill(float x, float y) {
    for (Cell bp : position) {

        if (bp.contains(x, y) && !bp.isFilled()) {
            RectF retCell = new RectF(bp);
            bp.setFilled(true);
            return retCell;
        }
    }

    return null;
}
}

```

- 講義、範例程式下載：
- <https://github.com/ycwang812/VNU>

