**MainActivity.java**

**package** com.example.asus.finalproject;  
  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.ImageView;  
**import** android.widget.TextView;  
**import** android.widget.Toast;  
**import** android.content.Intent;  
  
**import** java.util.Random;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 Button **RB**, **SB**, **PB**;  
 ImageView **Mine**, Enemies;  
 TextView **Hp1**, **Hp2**;  
 **int PlayerLife** = 10;  
 **int EnemyLife** = 10;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
 **RB** = (Button) findViewById(R.id.***PB***);  
 **SB** = (Button) findViewById(R.id.***SB***);  
 **PB** = (Button) findViewById(R.id.***PB***);  
  
 **Mine** = (ImageView) findViewById(R.id.***Mine***);  
 Enemies = (ImageView) findViewById(R.id.***Enemies***);  
  
 **Hp1** = (TextView) findViewById(R.id.***Hp1***);  
 **Hp2** = (TextView) findViewById(R.id.***Hp2***);  
  
 **PB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***berlindung***);  
 String message = play\_turn(**"Guard"**);  
 Toast.*makeText*(MainActivity.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
  
 **RB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***jurus***);  
 String message = play\_turn(**"Special"**);  
 Toast.*makeText*(MainActivity.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
  
 **SB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***serang***);  
 String message = play\_turn(**"Attack"**);  
 Toast.*makeText*(MainActivity.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
 }  
  
 **public** String play\_turn(String player\_choice){  
 String computer\_choice = **""**;  
 Random r = **new** Random();  
  
 **int** computer\_choice\_number = r.nextInt(3+1);  
  
 **if** (computer\_choice\_number == 1){  
 computer\_choice = **"Special"**;  
 }  
 **else if** (computer\_choice\_number == 2){  
 computer\_choice = **"Attack"**;  
 }  
 **else if** (computer\_choice\_number == 3){  
 computer\_choice = **"Guard"**;  
 }  
  
 **if** (computer\_choice == **"Special"**){  
 Enemies.setImageResource(R.drawable.***jurus***);  
 }  
 **if** (computer\_choice == **"Attack"**){  
 Enemies.setImageResource(R.drawable.***serang***);  
 }  
 **if** (computer\_choice == **"Guard"**){  
 Enemies.setImageResource(R.drawable.***berlindung***);  
 }  
  
 **if** (computer\_choice == player\_choice){  
 **return "Draw. No One Attack"**;  
 }  
 **else if** (player\_choice == **"Special"** && computer\_choice == **"Guard"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Wow What An Attack!";* }  
 }  
 **else if** (player\_choice == **"Attack"** && computer\_choice == **"Special"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Your Turn To Do Damage!";* }  
 }  
 **else if** (player\_choice == **"Guard"** && computer\_choice == **"Attack"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Your Defense Looks Amazing!";* }  
 }  
 **else if** (computer\_choice == **"Special"** && player\_choice == **"Guard"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "Be Carefull With That Attack!";* }  
 }  
 **else if** (computer\_choice == **"Attack"** && player\_choice == **"Special"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "Watch Out!";* }  
 }  
 **else if** (computer\_choice == **"Guard"** && player\_choice == **"Attack"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "That's Looks Tough!";* }  
 }  
 **else return "what else"**;  
 **return "End"**;  
 }  
}

**Easy.java**

**package** com.example.asus.finalproject;  
  
**import** android.app.Activity;  
**import** android.content.Intent;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
  
*/\*\*  
 \* Created by ASUS on 12/22/2017.  
 \*/***public class** Easy **extends** Activity {  
 **public** Button **Easy**;  
 **public** Button **Medium**;  
 **public** Button **Hard**;  
  
 **public void** init(){  
 **Easy** = (Button)findViewById(R.id.***Easy***);  
 **Easy**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent myIntent = **new** Intent(Difficulty.**this**, MainActivity.**class**);  
 startActivity(myIntent);  
 }  
  
 });  
 }  
  
 **public void** init1(){  
 **Medium** = (Button)findViewById(R.id.***Medium***);  
 **Medium**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent myIntent = **new** Intent(Difficulty.**this**, Medium.**class**);  
 startActivity(myIntent);  
 }  
  
 });  
 }  
  
 **public void** init2(){  
 **Hard** = (Button)findViewById(R.id.***Hard***);  
 **Hard**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent myIntent = **new** Intent(Difficulty.**this**, Hard.**class**);  
 startActivity(myIntent);  
 }  
  
 });  
 }  
  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***difficulty***);  
 init();  
 init1();  
 init2();  
 }  
}

**Medium.java**

**package** com.example.asus.finalproject;  
  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.ImageView;  
**import** android.widget.TextView;  
**import** android.widget.Toast;  
**import** android.content.Intent;  
  
**import** java.util.Random;  
  
**public class** Medium **extends** AppCompatActivity {  
  
 Button **RB**, **SB**, **PB**;  
 ImageView **Mine**, **Enemies**;  
 TextView **Hp1**, **Hp2**;  
 **int PlayerLife** = 7;  
 **int EnemyLife** = 10;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***medium***);  
  
 **RB** = (Button) findViewById(R.id.***PB***);  
 **SB** = (Button) findViewById(R.id.***SB***);  
 **PB** = (Button) findViewById(R.id.***PB***);  
  
 **Mine** = (ImageView) findViewById(R.id.***Mine***);  
 **Enemies** = (ImageView) findViewById(R.id.***Enemies***);  
  
 **Hp1** = (TextView) findViewById(R.id.***Hp1***);  
 **Hp2** = (TextView) findViewById(R.id.***Hp2***);  
  
 **PB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***berlindung***);  
 String message = play\_turn(**"Guard"**);  
 Toast.*makeText*(Medium.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
  
 **RB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***jurus***);  
 String message = play\_turn(**"Special"**);  
 Toast.*makeText*(Medium.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
  
 **SB**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View view) {  
 **Mine**.setImageResource(R.drawable.***serang***);  
 String message = play\_turn(**"Attack"**);  
 Toast.*makeText*(Medium.**this**, message, Toast.***LENGTH\_SHORT***).show();  
 **Hp1**.setText(**"Colleges Health: "** + Integer.*toString*(**PlayerLife**));  
 **Hp2**.setText(**"Lecturer Health: "** + Integer.*toString*(**EnemyLife**));  
 }  
 });  
 }  
  
 **public** String play\_turn(String player\_choice){  
 String computer\_choice = **""**;  
 Random r = **new** Random();  
  
 **int** computer\_choice\_number = r.nextInt(3+1);  
  
 **if** (computer\_choice\_number == 1){  
 computer\_choice = **"Special"**;  
 }  
 **else if** (computer\_choice\_number == 2){  
 computer\_choice = **"Attack"**;  
 }  
 **else if** (computer\_choice\_number == 3){  
 computer\_choice = **"Guard"**;  
 }  
  
 **if** (computer\_choice == **"Special"**){  
 **Enemies**.setImageResource(R.drawable.***jurus***);  
 }  
 **if** (computer\_choice == **"Attack"**){  
 **Enemies**.setImageResource(R.drawable.***serang***);  
 }  
 **if** (computer\_choice == **"Guard"**){  
 **Enemies**.setImageResource(R.drawable.***berlindung***);  
 }  
  
 **if** (computer\_choice == player\_choice){  
 **return "Draw. No One Attack"**;  
 }  
 **else if** (player\_choice == **"Special"** && computer\_choice == **"Guard"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Wow What An Attack!";* }  
 }  
 **else if** (player\_choice == **"Attack"** && computer\_choice == **"Special"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Your Turn To Do Damage!";* }  
 }  
 **else if** (player\_choice == **"Guard"** && computer\_choice == **"Attack"**){  
 **if** (**EnemyLife** <= 0){  
 Intent win = **new** Intent(**this**, Win.**class**);  
 startActivity(win);  
 }  
 **else if** (**EnemyLife** > 0) {  
 **EnemyLife**--;  
 *//return "Your Defense Looks Amazing!";* }  
 }  
 **else if** (computer\_choice == **"Special"** && player\_choice == **"Guard"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "Be Carefull With That Attack!";* }  
 }  
 **else if** (computer\_choice == **"Attack"** && player\_choice == **"Special"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "Watch Out!";* }  
 }  
 **else if** (computer\_choice == **"Guard"** && player\_choice == **"Attack"**){  
 **if** (**PlayerLife** <= 0){  
 Intent gameover = **new** Intent(**this**, GameOver.**class**);  
 startActivity(gameover);  
 }  
 **else if** (**PlayerLife** > 0) {  
 **PlayerLife**--;  
 *//return "That's Looks Tough!";* }  
 }  
 **else return "what else"**;  
 **return "End"**;  
 }  
}

**How.java**

**package** com.example.asus.finalproject;  
  
**import** android.app.Activity;  
**import** android.content.Intent;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
  
*/\*\*  
 \* Created by ASUS on 1/13/2018.  
 \*/***public class** How **extends** Activity {  
  
 **protected void** onCreate(Bundle savedInstanceState) {  
  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***how***);  
 }  
}

**Menu.java**

**package** com.example.asus.finalproject;  
  
**import** android.app.Activity;  
**import** android.content.Intent;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
  
*/\*\*  
 \* Created by ASUS on 1/13/2018.  
 \*/***public class** Menu **extends** Activity {  
  
 **public** Button **Play**;  
 **public** Button **How**;  
  
 **public void** init(){  
 **Play** = (Button)findViewById(R.id.***Play***);  
 **Play**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent myIntent = **new** Intent(Menu.**this**, Difficulty.**class**);  
 startActivity(myIntent);  
 }  
  
 });  
 }  
  
 **public void** init1(){  
 **How** = (Button)findViewById(R.id.***How***);  
 **How**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Intent myIntent = **new** Intent(Menu.**this**, How.**class**);  
 startActivity(myIntent);  
 }  
  
 });  
 }  
  
 */\*\* Called when the activity is first created. \*/* @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***awal***);  
 init();  
 init1();  
 }  
}