

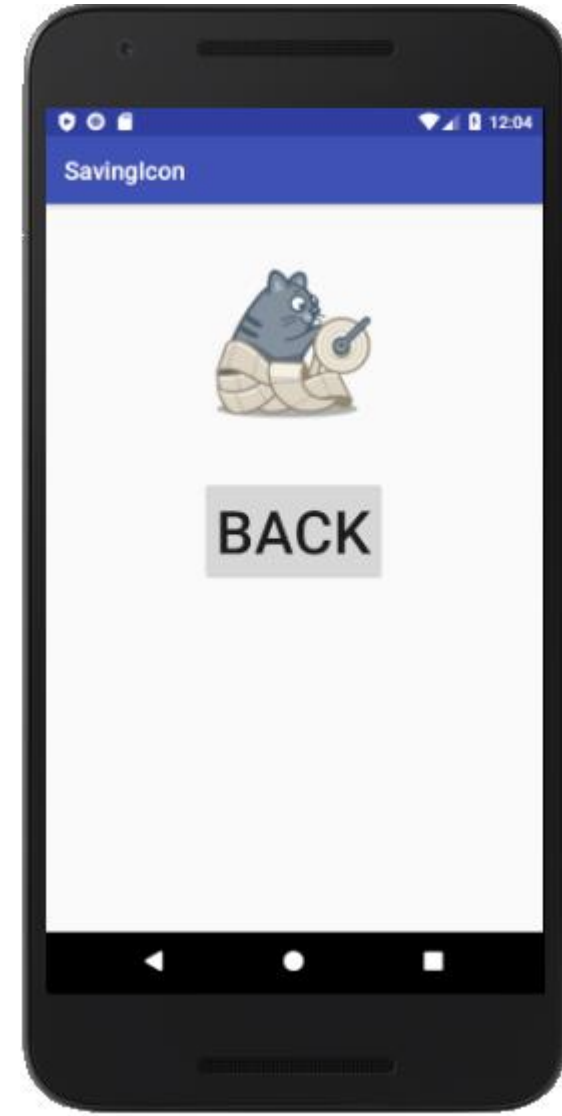
Saving Preferences

Choosing Icons & Putting them on a Different Screen





Choice
Shows up
on the
next
screen



```
int whichCat = 1;

public void cat1(View view) {
    whichCat = 1;
}

public void cat2(View view) {
    whichCat = 2;
}

public void cat3(View view) {
    whichCat = 3;
}

public void cat4(View view) {
    whichCat = 4;
}

public void cat5(View view) {
    whichCat = 5;
}

public void cat6(View view) {
    whichCat = 6;
}
```

A Global Variable to remember what the selection is.



```
int whichCat = 1;
```

```
public void cat1(View view) {  
    whichCat = 1;  
}
```

```
public void cat2(View view) {  
    whichCat = 2;  
}
```

```
public void cat3(View view) {  
    whichCat = 3;  
}
```

```
public void cat4(View view) {  
    whichCat = 4;  
}
```

```
public void cat5(View view) {  
    whichCat = 5;  
}
```

```
public void cat6(View view) {  
    whichCat = 6;  
}
```

OnClick for each
image on the
Screen

Each updates the
global variable



```
public void next(View view) {
```

```
//Save the cat picture preference to icon.txt
```

```
try {
```

```
    FileOutputStream out = openFileOutput("icon.txt", Activity.MODE_PRIVATE);
```

```
//Print out which cat
```

```
    out.write(whichCat);
```

```
    out.flush();
```

```
    out.close();
```

```
} catch (FileNotFoundException e) {
```

```
    e.printStackTrace();
```

```
} catch (IOException e) {
```

```
    e.printStackTrace();
```

```
}
```

```
//Start the new screen
```

```
Intent i = new Intent(this, Main2Activity.class);
```

```
startActivity(i);
```

```
}
```

Make a new file
to hold the icon

Print out the
whichCat global
variable



```
public void next(View view) {
```

```
    //Save the cat picture preference to icon.txt
```

```
    try {
```

```
        FileOutputStream out = openFileOutput("icon.txt", Activity.MODE_PRIVATE);
```

```
        //Print out which cat
```

```
        out.write(whichCat);
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```
        out.flush();
```

```
        out.close();
```

```
    } catch (FileNotFoundException e) {
```

```
        e.printStackTrace();
```

```
    } catch (IOException e) {
```

```
        e.printStackTrace();
```

```
    }
```

```
    //Start the new screen
```

```
    Intent i = new Intent(this, Main2Activity.class);
```

```
    startActivity(i);
```

```
}
```

Close off the file

Open the new
screen



```
int whichPic = 1;

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main2);

    //Read in the preference
    try {
        FileInputStream in = openFileInput("icon.txt");
        whichPic = in.read();
        in.close();
    } catch (FileNotFoundException e) {
        e.printStackTrace();
    } catch (IOException e) {
        e.printStackTrace();
    }

    //Update screen
    ImageView catPicture = (ImageView) findViewById(R.id.catPicture);
    if (whichPic == 1)
        catPicture.setImageResource(R.drawable.cat1);
    else if (whichPic == 2)
        catPicture.setImageResource(R.drawable.cat2);
    else if (whichPic == 3)
        catPicture.setImageResource(R.drawable.cat3);
    else if (whichPic == 4)
        catPicture.setImageResource(R.drawable.cat4);
    else if (whichPic == 5)
        catPicture.setImageResource(R.drawable.cat5);
    else if (whichPic == 6)
        catPicture.setImageResource(R.drawable.cat6);
}
```



```
int whichPic = 1;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main2);
```

Inside the
forbidden
method

```
//Read in the preference
```

```
try {  
    FileInputStream in = openFileInput("icon.txt");  
    whichPic = in.read();  
    in.close();  
} catch (FileNotFoundException e) {  
    e.printStackTrace();  
} catch (IOException e) {  
    e.printStackTrace();  
}
```

```
//Update screen
```

```
ImageView catPicture = (ImageView) findViewById(R.id.catPicture);  
if (whichPic == 1)  
    catPicture.setImageResource(R.drawable.cat1);  
else if (whichPic == 2)  
    catPicture.setImageResource(R.drawable.cat2);  
else if (whichPic == 3)  
    catPicture.setImageResource(R.drawable.cat3);  
else if (whichPic == 4)  
    catPicture.setImageResource(R.drawable.cat4);  
else if (whichPic == 5)  
    catPicture.setImageResource(R.drawable.cat5);  
else if (whichPic == 6)  
    catPicture.setImageResource(R.drawable.cat6);
```

```
}
```



```
int whichPic = 1;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main2);
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Inside the
forbidden
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    FileInputStream in = openFileInput("icon.txt");  
    whichPic = in.read();  
    in.close();  
} catch (FileNotFoundException e) {  
    e.printStackTrace();  
} catch (IOException e) {  
    e.printStackTrace();  
}
```

Open the File

```
//Update screen
```

```
ImageView catPicture = (ImageView) findViewById(R.id.catPicture);  
if (whichPic == 1)  
    catPicture.setImageResource(R.drawable.cat1);  
else if (whichPic == 2)  
    catPicture.setImageResource(R.drawable.cat2);  
else if (whichPic == 3)  
    catPicture.setImageResource(R.drawable.cat3);  
else if (whichPic == 4)  
    catPicture.setImageResource(R.drawable.cat4);  
else if (whichPic == 5)  
    catPicture.setImageResource(R.drawable.cat5);  
else if (whichPic == 6)  
    catPicture.setImageResource(R.drawable.cat6);  
}
```



```
int whichPic = 1;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
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    whichPic = in.read();  
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} catch (FileNotFoundException e) {  
    e.printStackTrace();  
} catch (IOException e) {  
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}
```

Open the File

Read in the
number

```
//Update screen
```

```
ImageView catPicture = (ImageView) findViewById(R.id.catPicture);  
if (whichPic == 1)  
    catPicture.setImageResource(R.drawable.cat1);  
else if (whichPic == 2)  
    catPicture.setImageResource(R.drawable.cat2);  
else if (whichPic == 3)  
    catPicture.setImageResource(R.drawable.cat3);  
else if (whichPic == 4)  
    catPicture.setImageResource(R.drawable.cat4);  
else if (whichPic == 5)  
    catPicture.setImageResource(R.drawable.cat5);  
else if (whichPic == 6)  
    catPicture.setImageResource(R.drawable.cat6);  
}
```



```
int whichPic = 1;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main2);
```

Inside the
forbidden
method

```
//Read in the preference
```

```
try {  
    FileInputStream in = openFileInput("icon.txt");  
    whichPic = in.read();  
    in.close();  
} catch (FileNotFoundException e) {  
    e.printStackTrace();  
} catch (IOException e) {  
    e.printStackTrace();  
}
```

Open the File

Read in the
number

Close the file

```
//Update screen
```

```
ImageView catPicture = (ImageView) findViewById(R.id.catPicture);  
if (whichPic == 1)  
    catPicture.setImageResource(R.drawable.cat1);  
else if (whichPic == 2)  
    catPicture.setImageResource(R.drawable.cat2);  
else if (whichPic == 3)  
    catPicture.setImageResource(R.drawable.cat3);  
else if (whichPic == 4)  
    catPicture.setImageResource(R.drawable.cat4);  
else if (whichPic == 5)  
    catPicture.setImageResource(R.drawable.cat5);  
else if (whichPic == 6)  
    catPicture.setImageResource(R.drawable.cat6);  
}
```



```
int whichPic = 1;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
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Inside the
forbidden
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try {  
    FileInputStream in = openFileInput("icon.txt");  
    whichPic = in.read();  
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Open the File

Read in the
number

Close the file

```
//Update screen
```

```
ImageView catPicture = (ImageView) findViewById(R.id.catPicture);  
if (whichPic == 1)  
    catPicture.setImageResource(R.drawable.cat1);  
else if (whichPic == 2)  
    catPicture.setImageResource(R.drawable.cat2);  
else if (whichPic == 3)  
    catPicture.setImageResource(R.drawable.cat3);  
else if (whichPic == 4)  
    catPicture.setImageResource(R.drawable.cat4);  
else if (whichPic == 5)  
    catPicture.setImageResource(R.drawable.cat5);  
else if (whichPic == 6)  
    catPicture.setImageResource(R.drawable.cat6);  
}
```

Update the
screen



```
//Places a piece on the board and switches the turn to be ready for the next turn
//@param i is the place on the board that needs to show Earth or Mars
```

```
public void flip(ImageView i) {
    //All of player one's picture options
    if (turn==1 && onePic==1 )
        i.setImageResource(R.drawable.opic);
    else if (turn==1 && onePic==2)
        i.setImageResource(R.drawable.xpic);
    else if (turn==1 && onePic==3)
        i.setImageResource(R.drawable.saturn);
    else if (turn==1 && onePic==4)
        i.setImageResource(R.drawable.sun);

    //All of player two's picture options
    else if (turn==2 && twoPic==1)
        i.setImageResource(R.drawable.opic);
    else if (turn==2 && twoPic==2)
        i.setImageResource(R.drawable.xpic);
    else if (turn==2 && twoPic==3)
        i.setImageResource(R.drawable.saturn);
    else if (turn==2 && twoPic==4)
        i.setImageResource(R.drawable.sun);

    TextView curturn = (TextView) findViewById(R.id.currentTurn);
    if (turn == 1) {
        turn = 2;
        curturn.setText("Current Turn: 2");
    } else {
        turn = 1;
        curturn.setText("Current Turn: 1");
    }
}
```

```
//GLOBAL VARIABLES *****
//Tracking array for the board
int board[][] = new int[3][3];
//Whose turn it is - 1 = player 1, 2 = player 2.
int turn = 1;
//The default option for which picture
int onePic = 3;
int twoPic = 4;
```

