Binary Number Trick

BinaryNumberTrick	8 9 10 11 12 13 14 15	8 9 10 11 12 13 14 15	4 5 6 7 12 13 14 15	4 5 6 7 12 13 14 15
Test the computer! Instructions 1. Pick a number between 1 and 31. 2. Click on all of the squares that contain your number 1.7 (19) 21 (23)	24 25 26 27 28 29 30 31 eight	24 25 26 27 28 29 30 31 eightsel	20 21 22 23 28 29 30 31 four	20 21 22 23 28 29 30 31 foursel
2 3 6 7 10 11 14 15 18 19 22 23 26 27 30 31	Instructions 1. Pick a number between 1 and 31. 2. Cick on all of the squares that contain your number. 3. Cick on the check button to see if the computer's guess. ins	1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31	1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
8 9 10 11 16 17 18 19 12 13 14 15 20 21 22 23 24 25 26 27 24 25 26 27 28 29 30 31 28 29 30 31 Is this your number?	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	2 3 6 7 10 11 14 15 18 19 22 23 26 27 30 31	2 3 6 7 10 11 14 15 18 19 22 23 26 27 30 31	214
	sixsel	two	twosel	

- 1. Create the above app.
 - OnClick properties need to be set for each grid, the guess button and the reset button.
 - Each grid needs an id, as does the "Is this your number? " label.

```
2. Add this code globally.
boolean values[]={false, false, false, false, false};
```

3. Add this code for the red square with 1 in the upper left corner. Change the highlighted section to match your code.

```
public void oneClick(View view) {
    ImageView i = (ImageView)findViewById(R.id.one);
    if(values[0]==false) {
        i.setImageResource(R.drawable.onesel);
        values[0] = true;
    } else {
        i.setImageResource(R.drawable.one);
        values[0] = false;
    }
}
```

- 4. Repeat for the other buttons.
- 5. Add this code for guess. Change the highlighted section to match your code.

```
public void guessClick (View view) {
    int guess = 0;
    for(int i=0; i<values.length; i++) {
        if(values[i]==true)
        guess += Math.pow(2,i);
    }
    TextView t = (TextView)findViewById(R.id.guess);
    t.setText("Is this your number? "+guess);
}</pre>
```

6. Add this code for reset. All of the findViewByld lines need changing.

```
public void resetClick(View view) {
        for(int i=0; i<values.length; i++) {</pre>
            values[i]=false;
        }
        ImageView i = (ImageView)findViewById(R.id.one);
        i.setImageResource(R.drawable.one);
        ImageView j = (ImageView) findViewById(R.id. two);
        j.setImageResource(R.drawable.two);
        ImageView k = (ImageView)findViewById(R.id.four);
        k.setImageResource(R.drawable.four);
        ImageView m = (ImageView)findViewById(R.id.eight);
        m.setImageResource(R.drawable.eight);
        ImageView n = (ImageView) findViewById(R.id.six);
        n.setImageResource(R.drawable.six);
        TextView t = (TextView) findViewById(R.id.guess);
        t.setText("Is this your number? .....");
    }
}
```

7. Emulate your app.