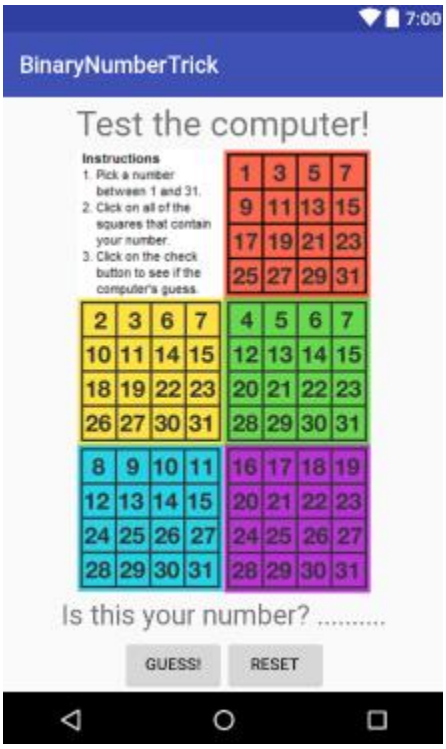
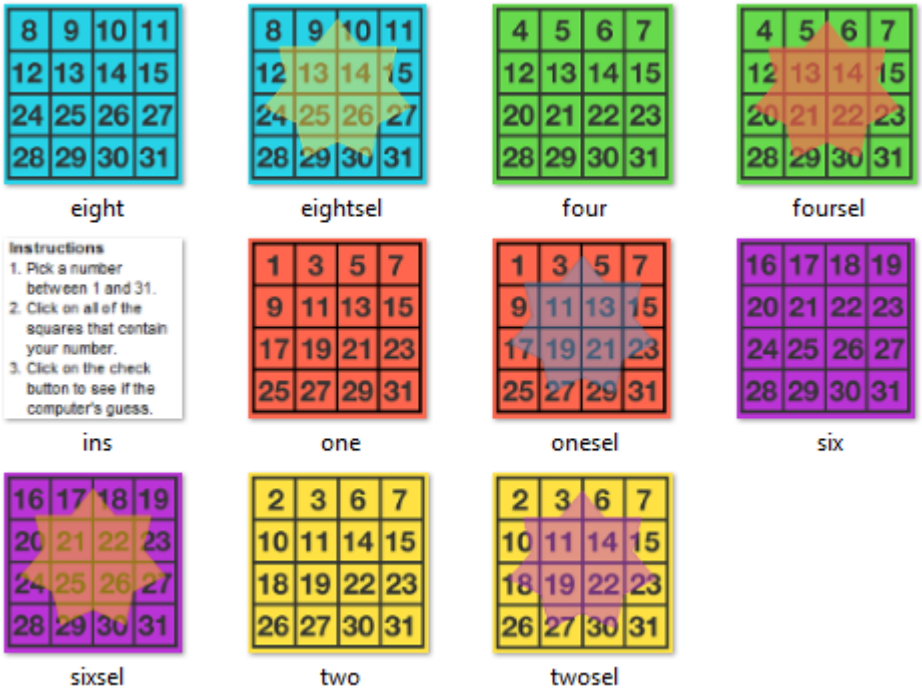
Binary Number Trick





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);
}
```

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

```
    public void resetClick(View view){
        for(int i=0; i<values.length; i++){
            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.