

Coding your grid's onClicks

This is an addition to the Checkers Code (http://www.gorskicompsci.ca/ICS4U/3_Algorithms/Checkers.pdf) that will make the buttons clickable.

Do not just cut and paste. This is the java file. Do not delete the java file.

Leave in the YELLOW highlighted sections – already in the code – alone.

Again, do not delete the java code. Cut and paste this is carefully.

The Orange code is needed to make the buttons clickable.

```
package ca.gorskicompsci.www.finalgame;

import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.GridLayout;
import android.widget.ImageView;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity {

    //TO DO: set up your grid's dimensions
    int row = 6;
    int col = 7;

    //TO DO: set up your tracking array to have the right values and dimensions
    int c[][]={{0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0}};
    ImageView pics[] = new ImageView[row * col];

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        GridLayout g = (GridLayout) findViewById(R.id.grid);
        int m = 0;
        for (int i = 0; i < row; i++) {
            for (int j = 0; j < col; j++) {
                pics[m] = new ImageView(this);
                setpicStart(pics[m], m);
                pics[m].setId(m);
                //TO DO: add in this code for the onClick and actionListener
                pics[m].setOnClickListener(new View.OnClickListener() {
                    @Override
                    public void onClick(View v) {
                        gridButtonClick(v.getId());
                    }
                });
                g.addView(pics[m]);
                m++;
            }
        }
    } //end of the onCreate
```

```

public void setpicStart(ImageView i, int pos){
    int x = pos/col;
    int y = pos%col;
    int picnum = c[x][y];
    //TO DO: fix so that your tracking array's numbers match your pictures
    if(picnum==0)
        i.setImageResource(R.drawable.piecea);
    else if(picnum==1)
        i.setImageResource(R.drawable.pieceb);
    else if(picnum==2)
        i.setImageResource(R.drawable.piecec);
}

```

```

public void gridButtonClick(int pos) {
    int x = pos / col;
    int y = pos % col;
    //TO DO: code as needed to process a button click
}

```

```

public void redraw() {
    int m = 0;
    for (int i = 0; i < row; i++) {
        for (int j = 0; j < col; j++) {
            //TO DO: fix so that your tracking array's numbers match your pictures
            if (c[i][j] == 0)
                pics[m].setImageResource(R.drawable.piecea);
            else if (c[i][j] == 1)
                pics[m].setImageResource(R.drawable.pieceb);
            else if (c[i][j] == 2)
                pics[m].setImageResource(R.drawable.piecec);
            m++;
        }
    }
}

```

```

} //end of the class

```