

# Winning Conditions

There are many ways to win...pick the one that works for your game.

1. When a counter hits a certain point

```
public boolean win(){
    //returns true if user has won, false otherwise
    if(counter >= 5)
        return true;
    else
        return false;
}
```

2. When an array matches an answer array

```
int c[][]={{1,2,1,1,2}, {1,3,2,1,2}, {1,2,1,1,2}};
int ans[][]={{1,2,1,1,2}, {1,3,2,1,2}, {1,2,1,1,2}};

public boolean win(){
    //returns true if user has won, false otherwise
    for(int i = 0; i<row; i++){
        for(int j=0; j<col; j++){
            if (c[i][j]!=ans[i][j])
                //found a piece that doesn't match
                return false;
        }
    }
    //made it all the way through, no errors
    return true;
}
```

3. When there are a certain number of things in the array

```
public boolean win(){
    //returns true if user has won, false otherwise
    //must be 7 of the 2's to win
    int count =0;
    for(int i = 0; i<row; i++){
        for(int j=0; j<col; j++){
            if (c[i][j]==2)
                //found a piece you need
                count++;
        }
    }
    if(count>=7)
        return true;
    else
        return false;
}
```

#### 4. When all of something is removed from an array

```
public boolean win(){
    //returns true if user has won, false otherwise
    //all 4's must be removed to win
    for(int i = 0; i<row; i++){
        for(int j=0; j<col; j++){
            if (c[i][j]==4)
                //found a piece that isn't allowed
                return false;
        }
    }
    //made it all the way through, no errors
    return true;
}
```

#### When you win, what do you want to happen?

##### 1. Change your entire array to have a specific picture?

```
if(win()){
    //switch array to have new value
    for(int i = 0; i<row; i++){
        for(int j=0; j<col; j++){
            c[i][j]=5;
        }
    }
    //update screen to show changes
    redraw();
}
```

##### 2. Take you to the win screen?

```
if(win()){
    Intent i = new Intent(this, WinScreen.class);
    startActivity(i);
}
```

##### 3. Show a toast?

```
if(win()){
    Toast.makeText(getApplicationContext(), "Win!", Toast.LENGTH_SHORT).show();
}
```

##### 4. Update the screen?

```
if(win()){
    TextView update = (TextView) findViewById(R.id.update);
    update.setText("WIN");
}
```