

Go Nuts for Donuts

Main Activity - Java

1. Add these global variables. Stack is the box of donuts and num is the count of donuts in the box.

```
Stack box = new Stack();  
int num=0;
```

2. Add in the drawBlank method. It draws the bottom of the deck.

```
public void drawBlank(){  
    ImageView picture = (ImageView) findViewById(R.id.picture);  
    TextView price = (TextView) findViewById(R.id.price);  
    TextView points = (TextView) findViewById(R.id.points);  
    TextView toString = (TextView) findViewById(R.id.toString);  
    TextView count = (TextView) findViewById(R.id.count);  
    picture.setImageResource(R.drawable.base);  
    price.setText("");  
    points.setText("");  
    toString.setText("");  
    count.setText("");  
}
```

3. Fill in the blanks AND add in the showDonut method. It shows a Donut on the screen.

```
public void showDonut(Donut d) {  
    ImageView picture = (ImageView) findViewById(R.id.picture);  
    TextView price = (TextView) findViewById(R.id.price);  
    TextView points = (TextView) findViewById(R.id.points);  
    TextView toString = (TextView) findViewById(R.id.toString);  
    TextView count = (TextView) findViewById(R.id.count);  
    d.setPic(_____);  
    price.setText("Price: $" + _____);  
    points.setText(_____ + " points");  
    toString.setText(d.toString());  
    count.setText(" " + num);  
}
```

4. Make the onClick method for the push button. It generates a random donut and adds it to the box. Then, it shows it on the screen.

```
public void push(_____ ) {  
    //make a new random donut  
    Donut d = _____;  
    //if the box isn't full  
    if(!box.isFull()) {  
        //Push d onto the box  
        box._____ (d);  
        //add one to num  
        _____  
        //Call showDonut, pass in d  
        showDonut(_____);  
    }  
}
```

5. Make the onClick method for the pop button. It removes a donut from the pop, and shows it on the screen. If the box is empty, however, it draws the blank card on the screen.

```
public void pop(____, ____){
    //if the box isn't empty
    if(!box.isEmpty()) {
        //pop a donut from the box, save it
        Donut d = box.____();
        //subtract one from num
        ____
        //call showDonut, pass in d
        showDonut(____);
    } else {
        //set num to 0
        num=0;
        //at the bottom, call drawblank
        ____();
    }
}
```

6. Make the onClick method for the reset button. It clears the box. Because the box is empty, the draw card is drawn on the screen.

```
public _____(View view){
    //set num to 0
    ____
    //clear box
    box.____();
    //call drawblank
    drawblank();
}
```

7. Make the onClick method for the shuffle button. It clears the box, then calls the shuffle method to fill it up again. Then it pops off a donut and shows it.

```
public void shuffle(View view){
    //clear box
    box.____();
    //call shuffle
    box.____();
    //set num to size of the box
    num=box.size();
    //pop a donut, store it in a variable
    Donut d = box.____();
    //call showDonut, pass in the variable d
    showDonut(d);
}
```

