

Cards Appear on Screen

Video: <https://youtu.be/RfUtDu8EhLo>

Do NOT cut and paste this code.

- Remember to work AROUND the onCreate.
- You will need to fiddle with the display method. Put in your names. Call your accessors. Adapt for your instance variables.



```
public class MainActivity extends AppCompatActivity {  
  
    Deck d = new Deck();  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        display();  
    }  
  
    public void display() {  
        if (!d.isEmpty()) {  
            Card c = d.pop();  
            TextView cat = (TextView) findViewById(R.id.Category);  
            TextView q1 = (TextView) findViewById(R.id.Q1);  
            TextView q2 = (TextView) findViewById(R.id.Q2);  
            TextView q3 = (TextView) findViewById(R.id.Q3);  
            TextView q4 = (TextView) findViewById(R.id.Q4);  
            cat.setText(c.getCategory());  
        }  
    }  
}
```

```
        q1.setText(c.getQuestion1());
        q2.setText(c.getQuestion2());
        q3.setText(c.getQuestion3());
        q4.setText(c.getQuestion4());
        ImageView i = (ImageView) findViewById(R.id.pic);
        c.setPic(i);
    }
}

public void pop(View view) {
    display();
}

public void shuffleClick(View view) {
    d.shuffle();
    display();
}
}
```