

A
PROJECT
ON
“GAMMING APPLICATION”

Submitted to

**G. S. COLLEGE OF COMMERCE & ECONOMICS, NAGPUR
(AUTONOMOUS)**

**In the Partial Fulfilment of
B.Com. (Computer Application) Final Year**

Submitted by

Shivpal Singh

Saransh Badgaiyan

Under the Guidance of

Pravin J. Yadao



**G. S. COLLEGE OF COMMERCE & ECONOMICS, NAGPUR
(AUTONOMOUS) 2020-2021**

**G. S. COLLEGE OF COMMERCE & ECONOMICS, NAGPUR
(AUTONOMOUS)**

CERTIFICATE

(2020 - 2021)

This is to certify that Mr. Shivpal Singh and Saransh Badgaiyan has completed their project on the topic of prescribed by G. S. College of Commerce & Economics, Nagpur (Autonomous) for B.Com. (Computer Application) – Semester-VI.

Date: 1-07-2021

Place: Nagpur

Pravin J. Yadao

Project Guide

External Examiner

Internal Examiner

ACKNOWLEDGEMENT

We take this opportunity to express our deep gratitude and whole hearted thanks to project guide Prof. Pravin Yadao, Coordinator for his guidance throughout this work. We are very much thankful to him for his constant encouragement, support and kindness.

We are also grateful to our teachers Prof. Rahul Tiwari, Prof. Sushma Gawande, Prof. Preeti Rangari, Prof. Prajkta Deshpande and Prof. Haresh Naringe for their encouragement, help and support from time to time.

We also wish to express our sincere thanks to Principal Dr. N. Y. Khandait for providing us wide range of opportunities, facilities and inspiration to gather professional knowledge and material without which this project could not have been completed.

Student Names & Signature

Date:01-07-2021

Place: Nagpur

DECLARATION

We (**student names**) hereby honestly declare that the work entitled “**PROJECT NAME**” submitted by us at G.S. College of Commerce & Economics, Nagpur (Autonomous) in partial fulfillment of requirement for the award of B.Com. (Computer Application) degree by Rashtrasant Tukadoji Maharaj, Nagpur University, Nagpur has not been submitted elsewhere for the award of any degree, during the academic session 2020-2021.

The project has been developed and completed by us independently under the supervision of the subject teacher and project guide.

Student Name & Signature

Date:01-07-2021

Place: Nagpur

**A
PROJECT SYNOPSIS
ON**

“Gamming Applications”

Submitted to

**G. S. COLLEGE OF COMMERCE & ECONOMICS, NAGPUR
AUTONOMOUS**

**In the Partial Fulfillment of
B.Com. (Computer Application) Final Year**

Synopsis Submitted by

Shivpal singh chauhan

Saransh Badgaiyan

Under the Guidance of

Pravin J. Yadao



G. S. COLLEGE OF COMMERCE & ECONOMICS, NAGPUR
AUTONOMOUS
2020-2021

1. Introduction: (Write 4 to 5 lines)

The following project is about the 3 gaming applications 1. Quiz game, 2. Tic-tac-toe, 3. Balloon game. All the games are developed and designed in java code with the motive of enhancing the knowledge of user and to provide source of entertainment.

2. Objectives of the project: (Write only 5 points)

1. To Enhance the knowledge of the user.
2. To Provide source of entertainment to the user.
3. The purpose of the project is to design and implement a 2-D dimensional game.
4. To develop the game which can be played by the people all age groups in one hand devices.
5. The objective of the project is to create user friendly and easy to use games.

3. Project Category: -

- Gaming Application

4. Tools/ Platform/ Languages to be used:

1. JAVA
2. XML

5. Scope of future application: (Write 4 to 5 points)

1. Android based
2. Knowledge based
3. It is Helpful for competitive exam prospective
4. It will help in sharpening reasoning skill
5. Mode of Enjoyment in spare time.

Submitted by

1. Shivpal Singh Chauhan
2. Saransh Badgaiyan

Name and Signature of the student

Approved by,

Prof. Pravin Yadao

Project Guide

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• **INTRODUCTION**

The mobile applications, especially games are becoming more user friendly as the time goes on. Smartphone users account for about 40% of the mobile phone market, considering the awareness among youngsters and the current trend as well as the cheaper rates. Many of these users enjoy playing games on their mobile phones. Having your favourite game in your mobile devices is in itself a mark of remarkable gesture.

In this modern era of technology games are not only limited up to the fields of indoor or outdoor games but there has been a huge innovation taken place in the form of virtual gaming development. It has attracted people from all age groups and now a days the virtual gaming is becoming a part of human life as it covers all the range of human interest. So, we have likely developed the android gaming application here we have developed 3 gaming applications

1. TIC TAK TOC
2. Balloon game
3. Quiz Game

These all three games are developed by keeping user interest in mind and with the purpose of entertainment.

• **OBJECTIVES**

- 1. Provide Platform:** - We provide a platform to the user to have access to all three games under a single app its helps to save the time of the user in searching of games and all these games are easy to use.
- 2. Entertainment:** - we have developed this application with the objective of providing a source of entertainment to our user that will not only help to pass their free time but they can also gain some useful knowledge.
- 3. Quick Access:** - The user can easily access the games because all three games are available under one single app. Its interface is easy to use as well as user friendly designed and there is a different variety game that fulfils the user interest.
- 4. Time Saving:** - User can easily save their time by using this app as it will reduce the efforts in searching of game made by the users as in this application user will find more than three games in future.
- 5. Easy to use:** - our application is very easy to use as it does not require any special access to run a game user can easily enjoy it by clicking on its icon as there is no need to download any external application to run it.
- 6. Increase Knowledge:** - In this application there is a quiz game that contain a useful information that will the user to enhance their knowledge in different types of subjects.
- 7. Good designed:** - This application is designed in a way to keep the user need fulfilled and make it easy for the user to access it and keep them attracted towards the application.
- 8. Improvement:** - Improve user support through batter customer service as if there is any problem in the application or user need any change in the application this improvement will be made by the application developers.

- **PRELIMINARY SYSTEM ANALYSIS**

PRELIMINARY INVESTIGATION

Now a days in this tough environment of covid it's becoming very hard for the people to avoid negative thought and find a way of entertainment due to which not only the adults but as also the Childers are suffering from depression and games are one of the ways to resolve this problem and in this competitive market there are lots of gamming platform that a user can use but apart from that some users are unable to access them due to the lack of device compatibility and memory management. So, looking at this issue we have tried to create a gamming application that provides a good source of entertainment with less memory usage and a good compatibility rate. This app is very easy to use and do not request user to download any other external file. This application will not only entertain the user but also provide them a useful information as it contains a specific Quiz game in it that will help the user to enhance their knowledge in different types of subjects.

PRESENT SYSTEM IN USE

In the current market there are lots of virtual gaming platform available for the users that provide them a variety of games that they can use and play for their entertainment purpose. The games like Tic Tac Toe, Trivia Quiz, Kids Balloon pop are some examples of present game in use.

FLAWS IN PRESENT SYSTEM

The present system in use is full of burden and is hectic one for the user. As the user have to visit different types of platform to download the games as per their specifications and needs but those games contain lots of bugs and errors that can harm the user's device. Most of the games which are available are owned by the Chinese companies which ask the user to allow them to access their privacy which they might use for some unethical purpose. In the present system there is no combination of multiple games under a single application with less memory usage and most of the game in present system are designed with very high graphics which leads to slowing down of the device processing and effects the multitasking feature of the device in present system there are static numbers of game available in it and receives very less update as well as it does not try to add any knowledgeable and useful games in it. Present system does not contain any detail about the developer of the system due to which it's hard for the users to contact the developer.

NEED OF NEW SYSTEM

The present system is filled with lots of flaws which due to which user have to visit various platforms to find a variety of game with the suitable compatibility. In our system we have overcome these flaws of the present existing system by creating an application which contain different variety of games which is compatible and complete, we have provided a option of multiple game in our single application. Currently in present system there are lots of useless things are attached to it like unwanted advertisements, privacy issues and high memory usage. In our new system we have try to solve most the problems that as been faced by the user i.e., in application user will not see any kinds of unwanted promotional advertisements and our application is very easy to use and occupies very less memory usage as well as it also takes care of the privacy of user as it does not ask user for access of any special permissions it will help our application to gain trust of the users. The most of the present system in the market focuses on the distracting the user and try to make them addicted towards the game but our gaming application also contains a quiz game in it which will help the user to gain some useful knowledge. Old system is outdated and receives very less numbers of updates where as our system will receive time to time updates and will come up with some more knowledgeable and interesting game that will always attract users towards our game. Our new system will contain the detail about the developer of the application which will help the user to contact to the developer and provide their suggestion.

FISIBILITY STUDY

The project is about the gaming applications which can be accessed offline as well as online. The project is developed in java language and XML is used for developing design of the project. The application currently contains three gaming application these games are Tic Tac Teo, Quiz Game, Balloon Game.

All these games are free to use the user can access them without paying any charges, the user is not required to create any specific Id or to do any registration to access the games in the applications. If any bugs are found in the application is solved as quick as possible by the developers through update.

This project plays main role at the admin side for updating process, the verity of multiple games is the main feature of this application. This application is easy to handle for the user and saves time and its very valuable in today's world.

Therefore, each user can access this game very easily by installing APK of the application which just consume very less memory in the device and there is an optimum use of graphics in this application that will not affect the multitasking of the user's device. Here this application is not only for the entertainment purpose but also user can use it for enhancing their knowledge in variety of subjects by playing quiz game. This project will also receive time to time updates with the addition of new features in it without any extra usage. The project is the combination of the software and hardware requirements and configuration Android 8 is a minimum requirement for run the application.

PROJECT CATEGORY

To create an attractive gaming application, it is necessary to build a effective and accurate design with user friendly environment. This project logic is developed by using java language and designed through XML Code. We used android studio to develop this application.

LANGUAGE USED

JAVA: - JAVA was developed by Sun Microsystems Inc in 1991, later acquired by Oracle Corporation. It was developed by James Gosling and Patrick Naughton. It is a simple programming language. Writing, compiling and debugging a program is easy in java. It helps to create modular programs and reusable code.

JAVA TERMINOLOGY

1. **Java Virtual Machine (JVM):** - Java Virtual Machine is an engine that provides runtime environment to drive the Java Code or applications. It converts Java bytecode into machines language. JVM is a part of Java Run Environment (JRE). In other programming languages, the compiler produces machine code for a particular system. However, Java compiler produces code for a Virtual Machine known as JVM.
2. **Java Development Kit (JDK):** - The Java Development Kit (JDK) is a software development environment used for developing Java applications and applets. It includes the Java Runtime Environment (JRE), an interpreter, a compiler, an archiver (jar) and other tools needed in Java development.

3. **Java Runtime Environment (JRE):** - The Java Runtime Environment, is a software layer that runs on top of a computer's operating system software and provides the class libraries and other resources that a specific Java program needs to run. The Java Virtual Machine, or JVM, executes live Java applications

EXTENSIBLE MARKUP LANGUAGE(XML)

XML stands for Extensible Markup Language. It is a markup language that was designed to transport and store data in a specific format that can be processed by much human and machine intelligence. It defines a set of rules to encode documents in that specific format. It is platform independent and language independent.

SOFTWARE AND HARDWARE REQUIREMENT SPECIFICATION

When we use at least lollipop version of android and high then the project will run easily and effectively without any bugs.

HARDWARE REQUIRMENT: -

- Android Device
- 2 G.B Ram
- 32GB Storage

SOFTWARE REQUIRMENT: -

- Android Studio
- Lollipop 5.0 or high level of android version

SYSTEM DESIGN

FORM DESIGN

MAIN ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="@drawable/mainbackground"
tools:context=".MainActivity">
<TextView
    android:id="@+id/textView4"
    android:layout_width="355dp"
    android:layout_height="720dp"
    android:layout_marginStart="15dp"
    android:layout_marginLeft="15dp"
    android:layout_marginEnd="15dp"
    android:layout_marginRight="15dp"
    android:layout_weight="1"
    android:background="@drawable/popupback"
    android:fontFamily="cursive"
    android:onClick="dismiss_Text"
    android:text="\n\n Application : Game Zone \n\n      1.Tic Tac Toe \n
2.Flying Balloon \n      3.Quiz \n\n\n-----\n Created By :\n
1.Shivpal Singh\n 2.Saransh Badgaiyan \n-----"
    android:textColor="#170303"
    android:textSize="35sp"
    android:visibility="gone"
    app:layout_constraintBottom_toBottomOf="@+id/textView2"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
<LinearLayout
    android:id="@+id/linear"
    android:layout_width="350dp"
    android:layout_height="540dp"
```

```

android:layout_marginStart="40dp"
android:layout_marginLeft="40dp"
android:layout_marginTop="110dp"
android:layout_marginEnd="40dp"
android:layout_marginRight="40dp"
android:layout_marginBottom="120dp"
android:layout_weight="1"
android:background="@drawable/main_round_image"
android:orientation="vertical"
android:visibility="visible"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent">
<Button
    android:id="@+id/tic"
    android:layout_width="match_parent"
    android:layout_height="150dp"
    android:layout_marginEnd="175dp"
    android:layout_marginRight="175dp"
    android:background="@drawable/ticc"
    android:onClick="tic"
    android:scaleType="fitXY" />
<TextView
    android:id="@+id/textView9"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginEnd="175dp"
    android:layout_marginRight="175dp"
    android:gravity="center"
    android:text="Tic Tac Toe"
    android:textColor="#0C0B0B"
    android:textSize="20sp"
    android:textStyle="bold" />
<Button
    android:id="@+id/imageView24"
    android:layout_width="match_parent"
    android:layout_height="150dp"
    android:layout_marginStart="175dp"
    android:layout_marginLeft="175dp"
    android:background="@drawable/balloons"
    android:onClick="balloon"
    android:scaleType="fitXY" />

```

```

<TextView
    android:id="@+id/textView7"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginStart="175dp"
    android:layout_marginLeft="175dp"
    android:gravity="center"
    android:text="Flying Balloon "
    android:textColor="#131111"
    android:textSize="20sp"
    android:textStyle="bold" />
<Button
    android:id="@+id/quiz"
    android:layout_width="match_parent"
    android:layout_height="150dp"
    android:layout_marginEnd="175dp"
    android:layout_marginRight="175dp"
    android:background="@drawable/quizz"
    android:onClick="quiz"
    android:scaleType="fitXY" />
<TextView
    android:id="@+id/textView10"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginEnd="175dp"
    android:layout_marginRight="175dp"
    android:gravity="center"
    android:text="Quiz"
    android:textColor="#0E0C0C"
    android:textSize="20sp"
    android:textStyle="bold" />
</LinearLayout>
<TextView
    android:id="@+id/textView2"
    android:layout_width="0dp"
    android:layout_height="30dp"
    android:background="#191717"
    android:foregroundGravity="center"
    android:gravity="center"
    android:onClick="about"
    android:text="About Us"
    android:textColor="#D3CDCB"
    android:textSize="24sp"

```

```

        android:visibility="visible"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent" />
<TextView
    android:id="@+id/textView3"
    android:layout_width="350dp"
    android:layout_height="70dp"
    android:layout_marginStart="5dp"
    android:layout_marginLeft="5dp"
    android:layout_marginTop="20dp"
    android:layout_marginEnd="5dp"
    android:layout_marginRight="5dp"
    android:background="#D8C411"
    android:gravity="center"
    android:text="Welcome to Game Zone"
    android:textColor="#131113"
    android:textSize="30sp"
    android:textStyle="bold|italic"
    android:visibility="visible"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<TextView
    android:id="@+id/year"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="80dp"
    android:layout_marginLeft="80dp"
    android:layout_marginEnd="80dp"
    android:layout_marginRight="80dp"
    android:layout_marginBottom="60dp"
    android:background="@drawable/popuptext"
    android:text="(2020-21)"
    android:textColor="#ED1515"
    android:textSize="25sp"
    android:textStyle="bold|italic"
    android:visibility="gone"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
<Button
    android:id="@+id/buttonback"

```

```
    android:layout_width="120dp"
    android:layout_height="60dp"
    android:layout_marginStart="100dp"
    android:layout_marginLeft="100dp"
    android:layout_marginEnd="100dp"
    android:layout_marginRight="100dp"
    android:layout_marginBottom="45dp"
    android:background="@drawable/exit"
    android:onClick="exit"
    android:text="EXIT"
    android:textSize="25sp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

TIC TAC TOE ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="#5B9097"
tools:context=".Tic_TacActivity">
<Button
    android:id="@+id/player1"
    android:layout_width="200dp"
    android:layout_height="70dp"
    android:layout_marginStart="25dp"
    android:layout_marginLeft="25dp"
    android:layout_marginTop="315dp"
    android:layout_marginBottom="20dp"
    android:background="@drawable/tic_player_round"
    android:onClick="player_1"
    android:text="1 Player"
    android:textColor="#FFFFFF"
    android:textSize="40sp"
    app:backgroundTint="#F81616"
    app:layout_constraintBottom_toTopOf="@+id/resultStatus"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.828" />
<Button
    android:id="@+id/resultStatus"
    android:layout_width="200dp"
    android:layout_height="70dp"
    android:layout_marginStart="25dp"
    android:layout_marginLeft="25dp"
    android:layout_marginBottom="215dp"
    android:background="@drawable/tic_player_round"
    android:onClick="player_2"
    android:text="2 Player"
    android:textColor="#FFFFFF"
    android:textSize="40sp"
    app:backgroundTint="#F40B0B"
```

```

        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintStart_toStartOf="parent" />
<ImageView
    android:id="@+id/image_View3"
    android:layout_width="48dp"
    android:layout_height="40dp"
    android:layout_marginEnd="25dp"
    android:layout_marginRight="25dp"
    android:layout_marginBottom="222dp"
    android:background="@drawable/roundplayer"
    android:padding="5dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:srcCompat="@drawable/o" />
<ImageView
    android:id="@+id/image_View4"
    android:layout_width="48dp"
    android:layout_height="40dp"
    android:layout_marginStart="15dp"
    android:layout_marginLeft="15dp"
    android:layout_marginTop="405dp"
    android:layout_marginEnd="43dp"
    android:layout_marginRight="43dp"
    android:background="@drawable/roundplayer"
    android:padding="5dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.277"
    app:layout_constraintStart_toEndOf="@+id/player1"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/x" />
<ImageView
    android:id="@+id/imageView5"
    android:layout_width="48dp"
    android:layout_height="40dp"
    android:layout_marginStart="5dp"
    android:layout_marginLeft="5dp"
    android:layout_marginEnd="53dp"
    android:layout_marginRight="53dp"
    android:layout_marginBottom="222dp"
    android:background="@drawable/roundplayer"
    android:padding="5dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="@+id/image_View3"

```



```

        app:layout_constraintHorizontal_bias="0.32"
        app:layout_constraintStart_toEndOf="@+id/resultStatus"
        app:srcCompat="@drawable/x" />
<Button
    android:id="@+id/button2"
    android:layout_width="150dp"
    android:layout_height="70dp"
    android:layout_marginStart="10dp"
    android:layout_marginLeft="10dp"
    android:layout_marginEnd="10dp"
    android:layout_marginRight="10dp"
    android:layout_marginBottom="72dp"
    android:background="@drawable/tic_roundback"
    android:onClick="back"
    android:text="BACK"
    android:textColor="#FFFFFF"
    android:textSize="40sp"
    app:backgroundTint="#1171BD"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
<ImageView
    android:id="@+id/imageView"
    android:layout_width="400dp"
    android:layout_height="232dp"
    android:layout_marginTop="5dp"
    android:scaleType="fitXY"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/start" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

TIC TAC TEO PLAYER 1 ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".Tic_Player1Activity">
    <ImageView
        android:id="@+id/grid"
        android:layout_width="0dp"
        android:layout_height="495dp"
        android:layout_marginTop="170dp"
        android:layout_marginBottom="170dp"
        android:scaleType="fitCenter"
        android:scaleX="1"
        android:scaleY="1.2"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.0"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:srcCompat="@drawable/grids" />
    <LinearLayout
        android:layout_width="0dp"
        android:layout_height="0dp"
        android:layout_marginTop="143dp"
        android:layout_marginBottom="139dp"
        android:orientation="vertical"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent">
        <LinearLayout
            android:layout_width="match_parent"
            android:layout_height="160dp"
            android:layout_weight="1"
            android:orientation="horizontal">
            <ImageView
                android:id="@+id/imageView1"
```

```

        android:layout_width="124dp"
        android:layout_height="match_parent"
        android:onClick="playerTap"
        android:padding="20dp"
        android:paddingLeft="20dp"
        android:paddingTop="30dp"
        android:paddingRight="20dp"
        android:scaleType="fitCenter"
        android:scaleX="1"
        android:tag="0" />
    <ImageView
        android:id="@+id/imageView2"
        android:layout_width="10dp"
        android:layout_height="match_parent"
        android:layout_gravity="left"
        android:layout_weight="1"
        android:foregroundGravity="right"
        android:onClick="playerTap"
        android:padding="15dp"
        android:paddingLeft="110dp"
        android:scaleType="fitCenter"
        android:scaleX="1"
        android:scaleY="1"
        android:tag="1" />
    <ImageView
        android:id="@+id/imageView3"
        android:layout_width="18dp"
        android:layout_height="match_parent"
        android:layout_gravity="center|clip_vertical|right"
        android:layout_weight="1"
        android:onClick="playerTap"
        android:padding="20dp"
        android:scaleType="fitCenter"
        android:scaleX="1"
        android:scaleY="1"
        android:tag="2"
        tools:ignore="DuplicateIds" />
</LinearLayout>
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="157dp"
    android:layout_weight="1"
    android:orientation="horizontal">

```

```

<ImageView
    android:id="@+id/imageView4"
    android:layout_width="30dp"
    android:layout_height="match_parent"
    android:layout_weight="1"
    android:onClick="playerTap"
    android:paddingLeft="20dp"
    android:paddingTop="15dp"
    android:paddingRight="10dp"
    android:scaleType="fitCenter"
    android:scaleY="1"
    android:tag="3" />
<ImageView
    android:id="@+id/imageView5"
    android:layout_width="30dp"
    android:layout_height="match_parent"
    android:layout_gravity="left"
    android:layout_weight="1"
    android:foregroundGravity="right"
    android:onClick="playerTap"
    android:paddingLeft="20dp"
    android:paddingTop="20dp"
    android:paddingRight="15dp"
    android:paddingBottom="10dp"
    android:scaleType="fitCenter"
    android:tag="4" />
<ImageView
    android:id="@+id/imageView6"
    android:layout_width="40dp"
    android:layout_height="match_parent"
    android:layout_gravity="center|clip_vertical|right"
    android:layout_weight="1"
    android:onClick="playerTap"
    android:padding="20dp"
    android:scaleType="fitCenter"
    android:tag="5" />
</LinearLayout>
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="160dp"
    android:layout_weight="1"
    android:orientation="horizontal"
    android:weightSum="3">

```

```

<ImageView
    android:id="@+id/imageView7"
    android:layout_width="47dp"
    android:layout_height="match_parent"
    android:layout_weight="1"
    android:onClick="playerTap"
    android:padding="15dp"
    android:paddingLeft="10dp"
    android:paddingTop="10dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="6" />
<ImageView
    android:id="@+id/imageView8"
    android:layout_width="57dp"
    android:layout_height="match_parent"
    android:layout_gravity="left"
    android:layout_weight="1"
    android:foregroundGravity="right"
    android:onClick="playerTap"
    android:paddingLeft="25dp"
    android:paddingRight="15dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="7" />
<ImageView
    android:id="@+id/imageView9"
    android:layout_width="64dp"
    android:layout_height="169dp"
    android:layout_gravity="center|clip_vertical|right"
    android:layout_weight="1"
    android:onClick="playerTap"
    android:padding="20dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="8" />
</LinearLayout>
</LinearLayout>
<TextView
    android:id="@+id/textView"

```

```

    android:layout_width="417dp"
    android:layout_height="160dp"
    android:background="#171515"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ImageView
    android:id="@+id/currentPlayer"
    android:layout_width="70dp"
    android:layout_height="68dp"
    android:layout_marginStart="50dp"
    android:layout_marginLeft="50dp"
    android:layout_marginTop="30dp"
    android:layout_marginEnd="50dp"
    android:layout_marginRight="50dp"
    android:background="@drawable/govalshape"
    android:padding="5dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/x" />
<TextView
    android:id="@+id/status"
    android:layout_width="wrap_content"
    android:layout_height="68dp"
    android:layout_marginStart="40dp"
    android:layout_marginLeft="40dp"
    android:layout_marginTop="30dp"
    android:background="#3EA2F1"
    android:foregroundGravity="fill_horizontal|center|fill_vertical"
    android:gravity="center|fill|fill_horizontal"
    android:includeFontPadding="false"
    android:text="X win !!"
    android:textColor="#191818"
    android:textSize="60sp"
    android:visibility="invisible"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ImageView
    android:id="@+id/back"
    android:layout_width="55dp"
    android:layout_height="55dp"

```

```

    android:layout_marginStart="5dp"
    android:layout_marginLeft="5dp"
    android:layout_marginTop="10dp"
    android:background="@drawable/tic_player_round"
    android:onClick="back"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/abc_vector_test" />
<TextView
    android:id="@+id/textView5"
    android:layout_width="411dp"
    android:layout_height="160dp"
    android:background="#151414"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
<Button
    android:id="@+id/playAgain"
    android:layout_width="150dp"
    android:layout_height="70sp"
    android:layout_marginStart="110dp"
    android:layout_marginLeft="110dp"
    android:layout_marginEnd="110dp"
    android:layout_marginRight="110dp"
    android:layout_marginBottom="20dp"
    android:background="@drawable/tic_roundback"
    android:onClick="playAgain"
    android:text="Start"
    android:textColor="#121010"
    android:textSize="30sp"
    android:textStyle="bold"
    app:backgroundTint="#5508E1"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/grid" /> >
</androidx.constraintlayout.widget.ConstraintLayout>

```

TIC TAC TEO PLAYER 2 ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".Tic_Player2Activity">
<ImageView
    android:id="@+id/grid"
    android:layout_width="0dp"
    android:layout_height="495dp"
    android:layout_marginTop="170dp"
    android:layout_marginBottom="170dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1.2"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.0"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/grids" />
<LinearLayout
    android:layout_width="0dp"
    android:layout_height="0dp"
    android:layout_marginTop="143dp"
    android:layout_marginBottom="139dp"
    android:orientation="vertical"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent">
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="160dp"
    android:layout_weight="1"
    android:orientation="horizontal">
<ImageView
    android:id="@+id/image__View1"
```



```

        android:layout_width="124dp"
        android:layout_height="match_parent"
        android:onClick="tic_Tac"
        android:padding="20dp"
        android:paddingLeft="20dp"
        android:paddingTop="30dp"
        android:paddingRight="20dp"
        android:scaleType="fitCenter"
        android:scaleX="1"
        android:tag="0" />
<ImageView
    android:id="@+id/image__View2"
    android:layout_width="10dp"
    android:layout_height="match_parent"
    android:layout_gravity="left"
    android:layout_weight="1"
    android:foregroundGravity="right"
    android:onClick="tic_Tac"
    android:padding="15dp"
    android:paddingLeft="110dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="1" />
<ImageView
    android:id="@+id/image__View3"
    android:layout_width="18dp"
    android:layout_height="match_parent"
    android:layout_gravity="center|clip_vertical|right"
    android:layout_weight="1"
    android:onClick="tic_Tac"
    android:padding="20dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="2" />
</LinearLayout>
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="157dp"
    android:layout_weight="1"
    android:orientation="horizontal">

```

```

<ImageView
    android:id="@+id/image_View3"
    android:layout_width="30dp"
    android:layout_height="match_parent"
    android:layout_weight="1"
    android:onClick="tic_Tac"
    android:paddingLeft="20dp"
    android:paddingTop="15dp"
    android:paddingRight="10dp"
    android:scaleType="fitCenter"
    android:scaleY="1"
    android:tag="3" />
<ImageView
    android:id="@+id/image_View4"
    android:layout_width="30dp"
    android:layout_height="match_parent"
    android:layout_gravity="left"
    android:layout_weight="1"
    android:foregroundGravity="right"
    android:onClick="tic_Tac"
    android:paddingLeft="20dp"
    android:paddingTop="20dp"
    android:paddingRight="15dp"
    android:paddingBottom="10dp"
    android:scaleType="fitCenter"
    android:tag="4" />
<ImageView
    android:id="@+id/image_View5"
    android:layout_width="40dp"
    android:layout_height="match_parent"
    android:layout_gravity="center|clip_vertical|right"
    android:layout_weight="1"
    android:onClick="tic_Tac"
    android:padding="20dp"
    android:scaleType="fitCenter"
    android:tag="5" />
</LinearLayout>
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="160dp"
    android:layout_weight="1"
    android:orientation="horizontal"
    android:weightSum="3">

```

```

<ImageView
    android:id="@+id/image_View6"
    android:layout_width="47dp"
    android:layout_height="match_parent"
    android:layout_weight="1"
    android:onClick="tic_Tac"
    android:padding="15dp"
    android:paddingLeft="10dp"
    android:paddingTop="10dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="6" />
<ImageView
    android:id="@+id/image_View7"
    android:layout_width="57dp"
    android:layout_height="match_parent"
    android:layout_gravity="left"
    android:layout_weight="1"
    android:foregroundGravity="right"
    android:onClick="tic_Tac"
    android:paddingLeft="25dp"
    android:paddingRight="15dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="7" />
<ImageView
    android:id="@+id/image_View8"
    android:layout_width="64dp"
    android:layout_height="169dp"
    android:layout_gravity="center|clip_vertical|right"
    android:layout_weight="1"
    android:onClick="tic_Tac"
    android:padding="20dp"
    android:scaleType="fitCenter"
    android:scaleX="1"
    android:scaleY="1"
    android:tag="8" />
</LinearLayout>
</LinearLayout>
<TextView
    android:id="@+id/textView"

```

```

    android:layout_width="417dp"
    android:layout_height="160dp"
    android:background="#171515"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ImageView
    android:id="@+id/currentPlayer"
    android:layout_width="70dp"
    android:layout_height="68dp"
    android:layout_marginStart="50dp"
    android:layout_marginLeft="50dp"
    android:layout_marginTop="30dp"
    android:layout_marginEnd="50dp"
    android:layout_marginRight="50dp"
    android:background="@drawable/govalshape"
    android:padding="05dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/x" />
<TextView
    android:id="@+id/resultStatus"
    android:layout_width="wrap_content"
    android:layout_height="68dp"
    android:layout_marginStart="40dp"
    android:layout_marginLeft="40dp"
    android:layout_marginTop="30dp"
    android:background="#3EA2F1"
    android:foregroundGravity="fill_horizontal|center|fill_vertical"
    android:gravity="center|fill|fill_horizontal"
    android:includeFontPadding="false"
    android:text="X win !!"
    android:textColor="#191818"
    android:textSize="60sp"
    android:visibility="invisible"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ImageView
    android:id="@+id/back"
    android:layout_width="55dp"
    android:layout_height="55dp"

```

```

        android:layout_marginStart="5dp"
        android:layout_marginLeft="5dp"
        android:layout_marginTop="10dp"
        android:background="@drawable/tic_player_round"
        android:onClick="back"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:srcCompat="@drawable/abc_vector_test" />
<TextView
    android:id="@+id/textView5"
    android:layout_width="411dp"
    android:layout_height="160dp"
    android:background="#151414"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
<Button
    android:id="@+id/playAgain"
    android:layout_width="150dp"
    android:layout_height="70sp"
    android:layout_marginStart="110dp"
    android:layout_marginLeft="110dp"
    android:layout_marginEnd="110dp"
    android:layout_marginRight="110dp"
    android:layout_marginBottom="20dp"
    android:background="@drawable/tic_roundback"
    android:onClick="retry"
    android:text="Start"
    android:textColor="#121010"
    android:textSize="30sp"
    android:textStyle="bold"
    app:backgroundTint="#5508E1"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/grid" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

BALLOON ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="@drawable/bg2"
tools:context=".BalloonActivity">
<TextView
    android:id="@+id/bt"
    android:layout_width="170dp"
    android:layout_height="70sp"
    android:layout_marginLeft="100dp"
    android:layout_marginTop="180dp"
    android:layout_marginRight="100dp"
    android:layout_marginBottom="180dp"
    android:background="@drawable/gradient"
    android:gravity="center|center_horizontal"
    android:onClick="start"
    android:text="START"
    android:textSize="40sp"
    android:textStyle="bold|italic"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintHorizontal_bias="0.292"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.268" />
<LinearLayout
    android:id="@+id/linearLayout"
    android:layout_width="0dp"
    android:layout_height="0dp"
    android:layout_marginTop="90dp"
    android:layout_marginBottom="150dp"
    android:gravity="center"
    android:orientation="vertical"
    android:visibility="gone"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
```

```

app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent">
<ImageView
    android:id="@+id/imageView3"
    android:layout_width="match_parent"
    android:layout_height="290dp"
    android:scaleType="fitXY"
    app:srcCompat="@drawable/combo" />
<TextView
    android:id="@+id/textView1"
    android:layout_width="170dp"
    android:layout_height="60dp"
    android:background="#BF920A"
    android:gravity="center|center_horizontal"
    android:text="Score :"
    android:textColor="#0E0E0E"
    android:textSize="30dp"
    android:textStyle="normal|italic" />
<TextView
    android:id="@+id/textView3"
    android:layout_width="match_parent"
    android:layout_height="30dp" />
<Button
    android:id="@+id/starts"
    android:layout_width="160dp"
    android:layout_height="70dp"
    android:background="@drawable/gradient"
    android:text="NEW GAME"
    android:textSize="25sp"
    android:textStyle="bold|italic" />
</LinearLayout>
<ImageView
    android:id="@+id/imageView4"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView

```

```

    android:id="@+id/imageView5"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView6"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView7"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView8"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />

```



```

<ImageView
    android:id="@+id/imageView9"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView10"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView11"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView12"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"

```

```

    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView13"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView14"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView15"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView16"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"

```

```

    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView17"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView18"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.113"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView19"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    android:layout_marginEnd="10dp"
    android:layout_marginRight="10dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.103"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView61"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"

```

```

app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.16"
app:layout_constraintStart_toStartOf="parent"
app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView62"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView63"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView64"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView65"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"

```

```

    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView66"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView67"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView68"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView69"
    android:layout_width="130dp"
    android:layout_height="160dp"

```

```

    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView70"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="1dp"
    android:layout_marginLeft="1dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.16"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView71"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView72"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView73"
    android:layout_width="130dp"

```

```

    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView74"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView75"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView76"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView77"

```

```

    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView78"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView79"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView80"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView

```



```

    android:id="@+id/imageView25"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView26"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView27"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView28"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />

```

```

<ImageView
    android:id="@+id/imageView29"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView30"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView31"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView32"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"

```

```

    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView33"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView34"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView35"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView36"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"

```

```

        app:layout_constraintStart_toStartOf="parent"
        app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView37"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView38"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView39"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="132dp"
    android:layout_marginLeft="132dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView40"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="112dp"
    android:layout_marginLeft="112dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"

```

```

    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView41"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView42"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView43"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView44"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"

```

```

app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="0.295"
app:layout_constraintStart_toStartOf="parent"
app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView45"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView46"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView47"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView48"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"

```

```

    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView49"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView50"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView51"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView52"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"

```

```

    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView53"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView54"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView55"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView81"
    android:layout_width="130dp"
    android:layout_height="160dp"

```



```

    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView82"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView83"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView84"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView85"
    android:layout_width="130dp"

```

```

    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView86"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView87"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView88"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView89"

```

```

    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<ImageView
    android:id="@+id/imageView90"
    android:layout_width="130dp"
    android:layout_height="160dp"
    android:layout_marginStart="282dp"
    android:layout_marginLeft="282dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.295"
    app:layout_constraintStart_toStartOf="parent"
    app:srcCompat="@drawable/black" />
<TextView
    android:id="@+id/tx4"
    android:layout_width="0dp"
    android:layout_height="165dp"
    android:layout_marginTop="550dp"
    android:background="@drawable/bg1"
    android:gravity="center|center_horizontal"
    android:onClick="start"
    android:textSize="40sp"
    android:textStyle="bold|italic"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintHorizontal_bias="1.0"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="1.0" />
<TextView
    android:id="@+id/textView"
    android:layout_width="0dp"
    android:layout_height="96dp"
    android:background="#39A6FD"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"

```

```

        app:layout_constraintTop_toTopOf="parent" />
<TextView
    android:id="@+id/textView8"
    android:layout_width="140dp"
    android:layout_height="96dp"
    android:layout_marginStart="267dp"
    android:layout_marginLeft="267dp"
    android:layout_marginEnd="3dp"
    android:layout_marginRight="3dp"
    android:background="#39A6FD"
    android:gravity="center|start|fill_horizontal"
    android:text="Score:0"
    android:textSize="25sp"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ImageView
    android:id="@+id/back"
    android:layout_width="55dp"
    android:layout_height="55dp"
    android:layout_marginStart="5dp"
    android:layout_marginLeft="5dp"
    android:layout_marginTop="10dp"
    android:background="@drawable/tic_player_round"
    android:onClick="back"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/abc_vector_test" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

CATEGORIES ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".CategoriesActivity"
android:background="@drawable/background">
<TextView
    android:id="@+id/textView"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_margin="20dp"
    android:background="@drawable/linear"
    android:fontFamily="@font/bitter"
    android:gravity="center"
    android:padding="10dp"
    android:text=" Select Questions Category"
    android:textColor="#1B0000"
    android:textSize="20sp"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<ScrollView
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="20dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/textView">
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="25dp"
    android:orientation="vertical">
<Button
    android:id="@+id/btnGk"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
```

```

        android:layout_marginLeft="10dp"
        android:layout_marginRight="10dp"
        android:layout_marginBottom="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="General Knowledge"
        android:textSize="17sp" />
<Button
    android:id="@+id/btnFilm"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Entertainment : film"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnMusic"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Entertainment : Music"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnVideoGame"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Entertainment : Video Games"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnBoradGame"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"

```

```

        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Entertainment : Board Games"
        android:textSize="17sp" />
<Button
    android:id="@+id/btnNature"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Science and Nature"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnComputers"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Science : Computers"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnMath"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Science : Mathematics"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnMytho"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"

```

```

        android:text="Mythology"
        android:textSize="17sp" />
<Button
    android:id="@+id/btnSports"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Sports"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnGeography"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Geography"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnHistory"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="History"
    android:textSize="17sp" />
<Button
    android:id="@+id/btnPolitical"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_margin="10dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:onClick="sendUrl"
    android:text="Politics"
    android:textSize="17sp" />
<Button

```



```

        android:id="@+id/btnArt"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Art"
        android:textSize="17sp" />
    <Button
        android:id="@+id/btnAnimals"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Animals"
        android:textSize="17sp" />
    <Button
        android:id="@+id/btnVehicles"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Vehicles"
        android:textSize="17sp" />
    <Button
        android:id="@+id/btnGadget"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Science : Gadgets"
        android:textSize="17sp" />
    <Button
        android:id="@+id/btnCartoon"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"

```

```

        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Entertainment : Cartoon and Animations"
        android:textSize="17sp" />
    <Button
        android:id="@+id/btnComics"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_margin="10dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:onClick="sendUrl"
        android:text="Entertainment ; Comics"
        android:textSize="17sp" />
</LinearLayout>
</ScrollView>
<ImageView
    android:id="@+id/back"
    android:layout_width="55dp"
    android:layout_height="50dp"
    android:layout_marginStart="5dp"
    android:layout_marginLeft="5dp"
    android:layout_marginTop="18dp"
    android:background="@drawable/tic_player_round"
    android:onClick="back"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:srcCompat="@drawable/abc_vector_test" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

QUESTIONS ACTIVITY.XML

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="@drawable/background"
tools:context=".QuestionActivity">
<TextView
    android:id="@+id/score"
    android:layout_width="170dp"
    android:layout_height="50dp"
    android:layout_marginLeft="20dp"
    android:layout_marginTop="10dp"
    android:layout_marginRight="210dp"
    android:background="#E41212"
    android:fontFamily="@font/autour_one"
    android:gravity="center"
    android:text="Score = 0"
    android:textColor="@android:color/background_dark"
    android:textSize="25sp"
    android:textStyle="bold"
    android:visibility="visible"
    app:layout_constraintHorizontal_bias="0.502"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<TextView
    android:id="@+id/question"
    android:layout_width="0dp"
    android:layout_height="0dp"
    android:layout_margin="20dp"
    android:background="@drawable/linear"
    android:fontFamily="@font/bitter"
    android:gravity="center"
    android:padding="10dp"
    android:text="Wait....."
    android:textColor="#1B0000"
    android:textSize="23sp"
    android:textStyle="bold"
```

```

    android:visibility="visible"
    app:layout_constraintBottom_toTopOf="@+id/guideline"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/score"
    app:layout_constraintVertical_bias="0.166" />
<ScrollView
    android:id="@+id/scrollViewOptions"
    android:layout_width="0dp"
    android:layout_height="0dp"
    android:layout_marginTop="80dp"
    android:visibility="visible"
    app:layout_constraintBottom_toTopOf="@id/guideline2"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="@id/guideline">
<LinearLayout
    android:id="@+id/linearOptions"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginLeft="20dp"
    android:layout_marginRight="20dp"
    android:background="@drawable/background"
    android:orientation="vertical"
    android:padding="10dp">
<Button
    android:id="@+id/option1"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_horizontal"
    android:layout_marginLeft="15dp"
    android:layout_marginTop="4dp"
    android:layout_marginRight="15dp"
    android:layout_marginBottom="4dp"
    android:background="@drawable/button_background"
    android:fontFamily="@font/autour_one"
    android:gravity="center_horizontal"
    android:padding="17dp"
    android:textColor="@android:color/black"
    android:textSize="18sp" />
<Button
    android:id="@+id/option2"
    android:layout_width="match_parent"

```

```

        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:layout_marginLeft="15dp"
        android:layout_marginTop="4dp"
        android:layout_marginRight="15dp"
        android:layout_marginBottom="4dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:gravity="center_horizontal"
        android:padding="17dp"
        android:textColor="@android:color/black"
        android:textSize="18sp" />
    <Button
        android:id="@+id/option3"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:layout_marginLeft="15dp"
        android:layout_marginTop="4dp"
        android:layout_marginRight="15dp"
        android:layout_marginBottom="4dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:gravity="center_horizontal"
        android:padding="17dp"
        android:textColor="@android:color/black"
        android:textSize="18sp" />
    <Button
        android:id="@+id/option4"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:layout_marginLeft="15dp"
        android:layout_marginTop="4dp"
        android:layout_marginRight="15dp"
        android:layout_marginBottom="4dp"
        android:background="@drawable/button_background"
        android:fontFamily="@font/autour_one"
        android:gravity="center_horizontal"
        android:padding="17dp"
        android:textColor="@android:color/black"
        android:textSize="18sp" />
</LinearLayout>

```

```

</ScrollView>
<androidx.constraintlayout.widget.Guideline
    android:id="@+id/guideline"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    android:visibility="visible"
    app:layout_constraintGuide_percent="0.45" />
<androidx.constraintlayout.widget.Guideline
    android:id="@+id/guideline2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="horizontal"
    android:visibility="visible"
    app:layout_constraintGuide_percent="1.0" />
<TextView
    android:id="@+id/count"
    android:layout_width="wrap_content"
    android:layout_height="50dp"
    android:layout_marginTop="10dp"
    android:layout_marginEnd="20dp"
    android:layout_marginRight="20dp"
    android:background="@drawable/score"
    android:gravity="center"
    android:textColorHint="#120F0F"
    android:textSize="30sp"
    android:textStyle="bold"
    android:visibility="visible"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
<LinearLayout
    android:id="@+id/finish"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#5C955F"
    android:orientation="horizontal"
    android:visibility="gone">
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:layout_marginStart="20dp"
        android:layout_marginLeft="20dp"
        android:layout_marginTop="150dp"

```

```

    android:layout_marginEnd="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginBottom="150dp"
    android:background="@drawable/scorebackground"
    android:orientation="vertical"
    android:visibility="visible">
    <TextView
        android:id="@+id/finalscore"
        android:layout_width="match_parent"
        android:layout_height="60dp"
        android:layout_marginStart="115dp"
        android:layout_marginLeft="115dp"
        android:layout_marginTop="100dp"
        android:layout_marginEnd="115dp"
        android:layout_marginRight="115dp"
        android:layout_marginBottom="60dp"
        android:background="@drawable/finalscorelabel"
        android:gravity="center"
        android:text="SCORE=1"
        android:textSize="30sp"
        android:textStyle="italic" />
    <TextView
        android:id="@+id/playagain"
        android:layout_width="180dp"
        android:layout_height="80dp"
        android:layout_gravity="center"
        android:layout_marginStart="80dp"
        android:layout_marginLeft="80dp"
        android:layout_marginEnd="80dp"
        android:layout_marginRight="80dp"
        android:background="@drawable/finishback"
        android:gravity="center"
        android:onClick="playAgain"
        android:text="PLAY AGAIN"
        android:textSize="25dp"
        android:textStyle="bold|italic" />
    </LinearLayout>
</LinearLayout>
<TextView
    android:id="@+id/response"
    android:layout_width="0dp"
    android:layout_height="110dp"
    android:layout_marginStart="10dp"

```

```
    android:layout_marginLeft="10dp"
    android:layout_marginEnd="10dp"
    android:layout_marginRight="10dp"
    android:layout_marginBottom="340dp"
    android:background="@drawable/green_color"
    android:fontFamily="@font/bitter"
    android:gravity="center"
    android:textColor="#1B0000"
    android:textSize="19sp"
    android:visibility="visible"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```


SOURCE CODE

MAIN ACITIVITY.JAVA

```
package com.gamezone.batique;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.Gravity;
import android.view.LayoutInflater;
import android.view.MotionEvent;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.LinearLayout;
import android.widget.PopupMenu;
import android.widget.PopupWindow;
import android.widget.TextView;
public class MainActivity extends AppCompatActivity {
    TextView tx,tx3,years;
    TextView tx2;
    ImageView im1;
    ImageView im2;
    Button ex;
    LinearLayout linear;
    public void dismiss_Text(View view){
        tx.setVisibility(view.GONE);
        years.setVisibility(view.GONE);
        tx2.setVisibility(view.VISIBLE);
        tx3.setVisibility(view.VISIBLE);
        ex.setVisibility(view.VISIBLE);
        linear.setVisibility(view.VISIBLE);
    }
    public void about(View view){
        tx.setVisibility(view.VISIBLE);
        years.setVisibility(view.VISIBLE);
        tx2.setVisibility(view.GONE);
        tx3.setVisibility(view.GONE);
        ex.setVisibility(view.GONE);
        linear.setVisibility(view.GONE);
    }
    public void tic(View view0){
        Intent select_Intent=new Intent(this,Tic_TacActivity.class);
```

```

        startActivity(select_Intent);
    }
    public void quiz(View view){
        Intent select_Intent=new Intent(this,CategoriesActivity.class);
        startActivity(select_Intent);
    }
    public void balloon(View view){
        Intent select_Intent=new Intent(this,BalloonActivity.class);
        startActivity(select_Intent);
    }
    public void exit(View view){
        this.finish();
        //System.exit(0);
    }
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        tx=findViewById(R.id.textView4);
        tx2=findViewById(R.id.textView2);
        tx3=findViewById(R.id.textView3);
        ex=findViewById(R.id.buttonback);
        linear=(LinearLayout)findViewById(R.id.linear);
        years=findViewById(R.id.year);
    }
}

```

TIC TAC TEO ACTIVITY.JAVA

```
package com.gamezone.batique;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.content.Intent;
import android.media.Image;
import android.view.View;
import android.widget.ImageView;
public class Tic_TacActivity extends AppCompatActivity {
    public void player_1(View view){
        Intent play_Intent=new Intent(this,Tic_Player1Activity.class);
        startActivity(play_Intent);
    }
    public void player_2(View view){
        Intent play_Intent=new Intent(this,Tic_Player2Activity.class);
        startActivity(play_Intent);
    }
    public void back(View view){
        this.finish();
        Intent play_Intent=new Intent(this,MainActivity.class);
        startActivity(play_Intent);
    }
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_tic__tac);
    }
}
```

TIC TAC TOE PLAYER 1 ACTIVITY.JAVA

```
package com.gamezone.batique;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.content.Intent;
import android.media.MediaPlayer;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
public class Tic_Player1Activity extends AppCompatActivity {
    //status textView
    TextView textView1;
    //Image Views
    ImageView imageView0, imageView1, imageView2, imageView3,
imageView4;
    ImageView imageView5, imageView6, imageView7, imageView8, player;
    // creating media player objects for playing music in a app
    MediaPlayer draw;
    MediaPlayer win;
    MediaPlayer tap;
    //for checking game is active that means players are playing or game has been
ended
    boolean gameActive = true;
    // checking who will play first
    int activePlayer = 0;
    // for changing the player when clicked on view 0 for x , 1 for o and 2 for
blank
    int won = 0;
    int counter = 0;
    // here 0 means x
    // 1 means o
    // 2 means empty
    int[] gameState = {2, 2, 2, 2, 2, 2, 2, 2, 2};
    //this are the winning positions for checking if anybody has won
    int[][] winPositions = {
        {0, 1, 2}, {3, 4, 5}, {6, 7, 8},
        {0, 3, 6}, {1, 4, 7}, {2, 5, 8},
        {0, 4, 8}, {2, 4, 6}
    };
    public void playerTap(View view) {
        tap.start();
        // creating an image view to store the current view
```

```

    ImageView img = (ImageView) view;
    // below statement will an integer ranges from 0 to 8
    // as given the tag to images from 0 to 8; and we will convert it into the
string
    int tappedImage = Integer.parseInt(img.getTag().toString());
    // here we will check whether the game is active or not full description
given above
    if (won == 1 || counter == 9) {
        playAgain(view);
        won = 0;
        return;
    } else if (!gameActive) {
        playAgain(view); //it is function which reset the game clear all images
        return;
    }

    if (gameState[tappedImage] == 2) {
        counter = counter + 1;
    }
    // this statements will show the images according to the player move
    // it means if there is blank then run this statements
    if (gameState[tappedImage] == 2) {
        gameState[tappedImage] = activePlayer;
        img.setTranslationY(-1000f);
        if (activePlayer == 0) {
            img.setImageResource(R.drawable.x);
            player.setImageResource(R.drawable.o);
            activePlayer = 1;
        }
        img.animate().translationYBy(1000f).setDuration(300);
        // checking the winner after x's move
        if (won == 0) {
            checkWinner(view); //Fuction for checking winner
        }
    }
    // this code is for computersMove
    if (won == 0 && gameActive && counter < 9) {
        counter = counter + 1;
        // random number generated by computer move is stored here
        int bestPosition = findBestMove(gameState);
        //using the switch case for showing the computers move
        switch (bestPosition) {
            case 0:
                imageView0.setTranslationY(-1000f);

```

```
imageView0.setImageResource(R.drawable.o);
imageView0.animate().translationYBy(1000f).setDuration(600);
break;
case 1:
imageView1.setTranslationY(-1000f);
imageView1.setImageResource(R.drawable.o);
imageView1.animate().translationYBy(1000f).setDuration(600);
break;
case 2:
imageView2.setTranslationY(-1000f);
imageView2.setImageResource(R.drawable.o);
imageView2.animate().translationYBy(1000f).setDuration(600);
break;
case 3:
imageView3.setTranslationY(-1000f);
imageView3.setImageResource(R.drawable.o);
imageView3.animate().translationYBy(1000f).setDuration(600);
break;
case 4:
imageView4.setTranslationY(-1000f);
imageView4.setImageResource(R.drawable.o);
imageView4.animate().translationYBy(1000f).setDuration(600);
break;
case 5:
imageView5.setTranslationY(-1000f);
imageView5.setImageResource(R.drawable.o);
imageView5.animate().translationYBy(1000f).setDuration(600);
break;
case 6:
imageView6.setTranslationY(-1000f);
imageView6.setImageResource(R.drawable.o);
imageView6.animate().translationYBy(1000f).setDuration(600);
break;
case 7:
imageView7.setTranslationY(-1000f);
imageView7.setImageResource(R.drawable.o);
imageView7.animate().translationYBy(1000f).setDuration(600);
break;
case 8:
imageView8.setTranslationY(-1000f);
imageView8.setImageResource(R.drawable.o);
imageView8.animate().translationYBy(1000f).setDuration(600);
break;
```

```

    }
    tap.start();
    player.setImageResource(R.drawable.x);
    gameState[bestPosition] = 1;
    activePlayer = 0;
}
}
// checking the winner after o's move
if (won == 0) {
    checkWinner(view);
}
}
//this is the function for generating the best possible position where the
computer can play move
int minimax(int[] board, int depth, int activePlayer) {
    int score = evaluate(board);
    // If Maximizer has won the game return his/her
    // evaluated score
    if (score == 10)
        return score;
    // If Minimizer has won the game return his/her
    // evaluated score
    if (score == -10)
        return score;
    if (isMovesLeft(board) == false)
        return 0;
    if (activePlayer == 0) {
        int best = -1000;
        for (int i = 0; i < 9; i++) {
            if (gameState[i] == 2) {
                gameState[i] = 1;
                activePlayer = 1;
                best = Math.max(best, minimax(board, depth + 1, activePlayer));
                gameState[i] = 2;
            }
        }
        return best;
    } else {
        int best = 1000;
        for (int i = 0; i < 9; i++) {
            if (gameState[i] == 2) {
                gameState[i] = 0;
                activePlayer = 0;
            }
        }
        return best;
    }
}

```

```

        best = Math.min(best, minimax(board, depth + 1, activePlayer));
        gameState[i] = 2;
    }
}
return best;
}
}

int evaluate(int[] board) {
    for (int[] winPosition : winPositions) {
        if (gameState[winPosition[0]] == gameState[winPosition[1]] &&
            gameState[winPosition[1]] == gameState[winPosition[2]] &&
            gameState[winPosition[0]] != 2) {
            if (gameState[winPosition[0]] == 0) {
                return -10;
            } else if (gameState[winPosition[0]] == 1) {
                return 10;
            }
        }
    }
    return 0;
}

boolean isMovesLeft(int[] board) {
    for (int i = 0; i < 9; i++) {
        if (gameState[i] == 2)
            return true;
    }
    return false;
}

int findBestMove(int[] board) {
    int bestVal = -1000;
    int bestMove = -1;
    for (int i = 0; i < 9; i++) {
        if (gameState[i] == 2) {
            gameState[i] = 1;
            activePlayer = 1;
            int moveValue = minimax(board, 0, activePlayer);
            gameState[i] = 2;
            if (moveValue > bestVal) {
                bestMove = i;
                bestVal = moveValue;
            }
        }
    }
}

```



```

    }
    return bestMove;
}
//function for checking winner
public void checkWinner(View view) {
    if (((gameState[0] == 0) && (gameState[1] == 0) && (gameState[2] ==
0)) ||
        ((gameState[3] == 0) && (gameState[4] == 0) && (gameState[5] ==
0)) ||
        ((gameState[6] == 0) && (gameState[7] == 0) && (gameState[8] ==
0)) ||
        ((gameState[0] == 0) && (gameState[4] == 0) && (gameState[8] ==
0)) ||
        ((gameState[2] == 0) && (gameState[4] == 0) && (gameState[6] ==
0)) ||
        ((gameState[0] == 0) && (gameState[3] == 0) && (gameState[6] ==
0)) ||
        ((gameState[1] == 0) && (gameState[4] == 0) && (gameState[7] ==
0)) ||
        ((gameState[2] == 0) && (gameState[5] == 0) && (gameState[8] ==
0))) {
        won = 1 ;
        win.start();
        player.setVisibility(view.GONE);
        textView1.setText("X win !!");
        textView1.setVisibility(view.VISIBLE);
        counter = 0 ;
        gameActive = false;
    }
    else if (((gameState[0] == 1) && (gameState[1] == 1) && (gameState[2]
== 1)) ||
        ((gameState[3] == 1) && (gameState[4] == 1) && (gameState[5] ==
1)) ||
        ((gameState[6] == 1) && (gameState[7] == 1) && (gameState[8] ==
1)) ||
        ((gameState[0] == 1) && (gameState[4] == 1) && (gameState[8] ==
1)) ||
        ((gameState[2] == 1) && (gameState[4] == 1) && (gameState[6] ==
1)) ||
        ((gameState[0] == 1) && (gameState[3] == 1) && (gameState[6] ==
1)) ||
        ((gameState[1] == 1) && (gameState[4] == 1) && (gameState[7] ==
1)) ||

```

```

        ((gameState[2] == 1) && (gameState[5] == 1) && (gameState[8] ==
1))) {
    won = 1 ;
    win.start();
    player.setVisibility(view.GONE);
    textView1.setText("O win !!");
    textView1.setVisibility(view.VISIBLE);
    gameActive = false;
    counter = 0 ;
}
//logic for draw
else if (counter == 9 && won==0){
    draw.start();
    player.setVisibility(view.GONE);
    textView1.setText(" Draw....");
    textView1.setVisibility(view.VISIBLE);
}
}
}

```

```

// method for clearing the the board and resetting the board
public void playAgain(View view){
    counter = 0 ;
    gameActive = true ;
    activePlayer = 0 ;
    for(int i=0 ;i<gameState.length;i++){
        gameState[i] = 2 ;
    }
    textView1.setVisibility(view.GONE);
    player.setVisibility(view.VISIBLE);
    player.setImageResource(R.drawable.x);
    // clearing all the images
    ((ImageView)findViewById(R.id.imageView1)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView2)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView3)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView4)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView5)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView6)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView7)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView8)).setImageResource(0);
    ((ImageView)findViewById(R.id.imageView9)).setImageResource(0);
}
//back button
public void back(View view){

```

```

        this.finish();
        Intent play_Intent=new Intent(this,Tic_TacActivity.class);
        startActivity(play_Intent);
    }
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_tic__player1);
        imageView0 = findViewById(R.id.imageView1);
        imageView1 = findViewById(R.id.imageView2);
        imageView2 = findViewById(R.id.imageView3);
        imageView3 = findViewById(R.id.imageView4);
        imageView4 = findViewById(R.id.imageView5);
        imageView5 = findViewById(R.id.imageView6);
        imageView6 = findViewById(R.id.imageView7);
        imageView7 = findViewById(R.id.imageView8);
        imageView8 = findViewById(R.id.imageView9);
        player = findViewById(R.id.currentPlayer);
        textView1=findViewById(R.id.status);
        tap=MediaPlayer.create(this,R.raw.tap);
        win=MediaPlayer.create(this,R.raw.win);
        draw=MediaPlayer.create(this,R.raw.draw);
    }
}

```

TIC TAC TOE PLAYER 2 ACTIVITY.JAVA

```
package com.gamezone.batique;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.media.MediaPlayer;
import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
public class Tic_Player2Activity extends AppCompatActivity {
    //Image Views
    ImageView image1;
    ImageView image2;
    ImageView image3;
    ImageView image4;
    ImageView image5;
    ImageView image6;
    ImageView image7;
    ImageView image8;
    ImageView image9;
    ImageView player;
    // creating media player objects for playing music in a app
    MediaPlayer tap;
    MediaPlayer win;
    MediaPlayer draw;
    //status textView
    TextView textView1;
    //This will set player where 1 for X and 0 for O
    int activePlayer=1;
    //for checking game is active that means players are playing or game has been
    ended
    boolean gameState=true;
    int gamePosition []={ 2,2,2,
        2,2,2,
        2,2,2
    };
    //This function put the x and o according to turn and tap
    public void tic_Tac(View view){
        ImageView ximg=(ImageView)view;
        //gameState=true;
        tap.start();
    }
}
```

```

//this will fetch the tag of tapped image
String tag = ximg.getTag().toString();
int imgTag = Integer.parseInt(tag);
if (gameState ) {
    if (gamePosition[imgTag] == 2) {
        //player X chance
        if (activePlayer == 1) {
            ximg.setTranslationY(-1000f);
            if (gamePosition[imgTag] == 2) {
                ximg.setImageResource(R.drawable.x);
                player.setImageResource(R.drawable.o);
                gamePosition[imgTag] = 1;
            }
            ximg.animate().translationYBy(1000f).setDuration(300);
            activePlayer = 0;
            player.setVisibility(view.VISIBLE);
            //tap.pause();
        }
        //Player O Chance
        else if (activePlayer == 0) {
            ximg.setTranslationY(-1000f);
            if (gamePosition[imgTag] == 2) {
                ximg.setImageResource(R.drawable.o);
                player.setImageResource(R.drawable.x);
                gamePosition[imgTag] = 0;
            }
            ximg.animate().translationYBy(1000f).setDuration(300);
            activePlayer = 1;
            player.setVisibility(view.VISIBLE);
        }
    }
    // X win
    if (((gamePosition[0] == 1) && (gamePosition[1] == 1) &&
(gamePosition[2] == 1)) ||
        ((gamePosition[3] == 1) && (gamePosition[4] == 1) &&
(gamePosition[5] == 1)) ||
        ((gamePosition[6] == 1) && (gamePosition[7] == 1) &&
(gamePosition[8] == 1)) ||
        ((gamePosition[0] == 1) && (gamePosition[4] == 1) &&
(gamePosition[8] == 1)) ||
        ((gamePosition[2] == 1) && (gamePosition[4] == 1) &&
(gamePosition[6] == 1)) ||

```

```

        ((gamePosition[0] == 1) && (gamePosition[3] == 1) &&
(gamePosition[6] == 1)) ||
        ((gamePosition[1] == 1) && (gamePosition[4] == 1) &&
(gamePosition[7] == 1)) ||
        ((gamePosition[2] == 1) && (gamePosition[5] == 1) &&
(gamePosition[8] == 1))) {
    win.start();
    player.setVisibility(view.GONE);
    textView1.setText("X win !!");
    textView1.setVisibility(view.VISIBLE);
    gameState = false;
}
// O win //
else if (((gamePosition[0] == 0) && (gamePosition[1] == 0) &&
(gamePosition[2] == 0)) ||
        ((gamePosition[3] == 0) && (gamePosition[4] == 0) &&
(gamePosition[5] == 0)) ||
        ((gamePosition[6] == 0) && (gamePosition[7] == 0) &&
(gamePosition[8] == 0)) ||
        ((gamePosition[0] == 0) && (gamePosition[4] == 0) &&
(gamePosition[8] == 0)) ||
        ((gamePosition[2] == 0) && (gamePosition[4] == 0) &&
(gamePosition[6] == 0)) ||
        ((gamePosition[0] == 0) && (gamePosition[3] == 0) &&
(gamePosition[6] == 0)) ||
        ((gamePosition[1] == 0) && (gamePosition[4] == 0) &&
(gamePosition[7] == 0)) ||
        ((gamePosition[2] == 0) && (gamePosition[5] == 0) &&
(gamePosition[8] == 0))) {
    win.start();
    player.setVisibility(view.GONE);
    textView1.setText("O win !!");
    textView1.setVisibility(view.VISIBLE);
    gameState = false;
}
//Game Draw
else if ((gamePosition[0] != 2) && (gamePosition[1] != 2) &&
(gamePosition[2] != 2) &&
        (gamePosition[3] != 2) && (gamePosition[4] != 2) &&
(gamePosition[5] != 2) &&
        (gamePosition[6] != 2) && (gamePosition[7] != 2) &&
(gamePosition[8] != 2)) {
    draw.start();

```

```

        player.setVisibility(view.GONE);
        textView1.setText(" Draw....");
        textView1.setVisibility(view.VISIBLE);
        gameState = false;
    }
}
//Play Again
public void retry(View view){
    for(int i=0;i<gamePosition.length;i++){
        gamePosition[i]=2;
    }
    activePlayer=1;
    gameState=true;
    textView1.setVisibility(view.GONE);
    player.setVisibility(view.VISIBLE);
    player.setImageResource(R.drawable.x);
    image1.setImageResource(0);
    image2.setImageResource(0);
    image3.setImageResource(0);
    image4.setImageResource(0);
    image5.setImageResource(0);
    image6.setImageResource(0);
    image7.setImageResource(0);
    image8.setImageResource(0);
    image9.setImageResource(0);
}
public void back(View view){
    this.finish();
    Intent main_Intent=new Intent(this,Tic_TacActivity.class);
    startActivity(main_Intent);
}
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_tic__player2);
    image1=findViewById(R.id.image__View1);
    image2=findViewById(R.id.image__View2);
    image3=findViewById(R.id.image__View3);
    image4=findViewById(R.id.image_View3);
    image5=findViewById(R.id.image_View4);
    image6=findViewById(R.id.image_View5);
    image7=findViewById(R.id.image_View6);
}

```

```
image8=findViewById(R.id.image_View7);
image9=findViewById(R.id.image_View8);
player=findViewById(R.id.currentPlayer);
textView1=(TextView) findViewById(R.id.resultStatus);
tap=MediaPlayer.create(this,R.raw.tap);
win=MediaPlayer.create(this,R.raw.win);
draw=MediaPlayer.create(this,R.raw.draw);
    }
}
```


BALLOON ACTIVITY.JAVA

```
package com.gamezone.batique;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.os.CountDownTimer;
import android.view.MotionEvent;
import android.view.View;
import android.widget.ImageView;
import android.widget.LinearLayout;
import android.widget.TextView;
public class BalloonActivity extends AppCompatActivity {
    ImageView
    imageView4,imageView5,imageView6,imageView7,imageView8,imageView9,
    imageView10,imageView11;
    ImageView
    imageView12,imageView13,imageView14,imageView15,imageView16,image
    View17,imageView18,imageView61;
    ImageView
    imageView62,imageView63,imageView64,imageView65,imageView66,image
    View67,imageView68,imageView69,imageView70;
    ImageView imageView25,
    imageView26,imageView27,imageView28,imageView29,imageView30,image
    View31,imageView32;
    ImageView
    imageView34,imageView35,imageView36,imageView37,imageView38,image
    View39,imageView40,imageView33;
    ImageView
    imageView71,imageView72,imageView73,imageView74,imageView75,image
    View76,imageView77,imageView78,imageView79,imageView80;
    ImageView
    imageView41,imageView42,imageView43,imageView44,imageView45,image
    View46,imageView47;
    ImageView
    imageView48,imageView49,imageView50,imageView51,imageView52,image
    View53,imageView54,imageView55;
    ImageView
    imageView81,imageView82,imageView83,imageView84,imageView85,image
    View86,imageView87,imageView88,imageView89,imageView90;
    TextView tx,tx2,back_Button,start_Button;
    LinearLayout ln;
    boolean tr,tr1;
```

```

int counter=0;
///return to main window
public void back(View view){
    this.finish();
    Intent main_Intent=new Intent(this,MainActivity.class);
    startActivity(main_Intent);
}
public void start(View view){
    start_Button.setVisibility(View.GONE);
    //1
    new CountdownTimer(400,400){
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            imageView4.setImageResource(R.drawable.pink);
            imageView4.animate().translationYBy(-1300).setDuration(2100);
        }
    }.start();
    // 2
    new CountdownTimer(800, 800) {
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            imageView41.setImageResource(R.drawable.yello);
            imageView41.animate().translationYBy(-1300).setDuration(2000);
        }
    }.start();
    // 3
    new CountdownTimer(1400, 1400) {
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            imageView25.setImageResource(R.drawable.green);
            imageView25.animate().translationYBy(-1300).setDuration(1900);
        }
    }.start();
    //4

```

```

new CountdownTimer(1800, 1800) {
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView26.setImageResource(R.drawable.blue);
        imageView5.setImageResource(R.drawable.white);
        imageView26.animate().translationYBy(-1300).setDuration(1800);
        imageView5.animate().translationYBy(-1300).setDuration(1700);
    }
}.start();
//5
new CountdownTimer(2200, 2200) {
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView42.setImageResource(R.drawable.pink);
        imageView42.animate().translationYBy(-1300).setDuration(1600);
    }
}.start();
//6
new CountdownTimer(2600,2600){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView27.setImageResource(R.drawable.red);
        imageView27.animate().translationYBy(-1300).setDuration(1900);
    }
}.start();
//7
new CountdownTimer(2900,2900){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView43.setImageResource(R.drawable.pink);
        imageView6.setImageResource(R.drawable.white);
    }
}

```

```

        imageView43.animate().translationYBy(-1300).setDuration(1800);
        imageView6.animate().translationYBy(-1300).setDuration(1700);
    }
}.start();
//8
new CountdownTimer(3100,3100){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView28.setImageResource(R.drawable.yello);
        imageView28.animate().translationYBy(-1300).setDuration(1200);
    }
}.start();
//9
new CountdownTimer(3600,3600){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView44.setImageResource(R.drawable.blue);
        imageView7.setImageResource(R.drawable.pink);
        imageView44.animate().translationYBy(-1300).setDuration(1100);
        imageView7.animate().translationYBy(-1300).setDuration(1000);
    }
}.start();
//10
new CountdownTimer(4000,4000){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView29.setImageResource(R.drawable.black);
        imageView8.setImageResource(R.drawable.blue);
        imageView45.setImageResource(R.drawable.yello);
        imageView29.animate().translationYBy(-1300).setDuration(1500);
        imageView8.animate().translationYBy(-1300).setDuration(900);
        imageView45.animate().translationYBy(-1300).setDuration(1200);
    }
}.start();

```

```

//11
new CountdownTimer(4500,4500){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView46.setImageResource(R.drawable.green);
        imageView30.setImageResource(R.drawable.yello);
        imageView46.animate().translationYBy(-1300).setDuration(1270);
        imageView30.animate().translationYBy(-1300).setDuration(1350);
    }
}.start();
//12
new CountdownTimer(4800,4800){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView9.setImageResource(R.drawable.pink);
        imageView47.setImageResource(R.drawable.white);
        imageView9.animate().translationYBy(-1300).setDuration(1130);
        imageView47.animate().translationYBy(-1300).setDuration(1010);
    }
}.start();
//13
new CountdownTimer(5100,5100){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView31.setImageResource(R.drawable.pink);
        imageView31.animate().translationYBy(-1300).setDuration(800);
    }
}.start();
//14
new CountdownTimer(5400,5400){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override

```

```

public void onFinish() {
    imageView48.setImageResource(R.drawable.yello);
    imageView10.setImageResource(R.drawable.blue);
    imageView32.setImageResource(R.drawable.green);
    imageView48.animate().translationYBy(-1300).setDuration(600);
    imageView10.animate().translationYBy(-1300).setDuration(780);
    imageView32.animate().translationYBy(-1300).setDuration(810);
}
}.start();
//15
new CountdownTimer(5700,5700){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView11.setImageResource(R.drawable.blue);
        imageView33.setImageResource(R.drawable.pink);
        imageView49.setImageResource(R.drawable.red);
        imageView11.animate().translationYBy(-1300).setDuration(760);
        imageView33.animate().translationYBy(-1300).setDuration(850);
        imageView49.animate().translationYBy(-1300).setDuration(740);
    }
}.start();
//16
new CountdownTimer(6000,6000){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView34.setImageResource(R.drawable.black);
        imageView34.animate().translationYBy(-1300).setDuration(630);
        imageView12.setImageResource(R.drawable.white);
        imageView12.animate().translationYBy(-1300).setDuration(690);
    }
}.start();
//17
new CountdownTimer(6300,6300){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override

```

```

public void onFinish() {
    imageView50.setImageResource(R.drawable.green);
    imageView13.setImageResource(R.drawable.yello);
    imageView50.animate().translationYBy(-1300).setDuration(650);
    imageView13.animate().translationYBy(-1300).setDuration(610);
}
}.start();
//18
new CountdownTimer(6600,6600){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView35.setImageResource(R.drawable.blue);
        imageView14.setImageResource(R.drawable.white);
        imageView51.setImageResource(R.drawable.pink);
        imageView35.animate().translationYBy(-1300).setDuration(650);
        imageView14.animate().translationYBy(-1300).setDuration(690);
        imageView51.animate().translationYBy(-1300).setDuration(640);
    }
}.start();
//19
new CountdownTimer(6900,6900){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView15.setImageResource(R.drawable.red);
        imageView36.setImageResource(R.drawable.black);
        imageView52.setImageResource(R.drawable.blue);
        imageView15.animate().translationYBy(-1300).setDuration(650);
        imageView36.animate().translationYBy(-1300).setDuration(610);
        imageView52.animate().translationYBy(-1300).setDuration(640);
    }
}.start();
//20
new CountdownTimer(7100,7100){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override

```

```

    public void onFinish() {
        imageView37.setImageResource(R.drawable.green);
        imageView37.animate().translationYBy(-1300).setDuration(640);
    }
}.start();
//21
new CountdownTimer(7400,7400){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView16.setImageResource(R.drawable.yello);
        imageView53.setImageResource(R.drawable.pink);
        imageView16.animate().translationYBy(-1300).setDuration(690);
        imageView53.animate().translationYBy(-1300).setDuration(630);
    }
}.start();
//22
new CountdownTimer(7700,7700){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView38.setImageResource(R.drawable.black);
        imageView17.setImageResource(R.drawable.white);
        imageView54.setImageResource(R.drawable.blue);
        imageView38.animate().translationYBy(-1300).setDuration(610);
        imageView17.animate().translationYBy(-1300).setDuration(600);
        imageView54.animate().translationYBy(-1300).setDuration(690);
    }
}.start();
//23
new CountdownTimer(8000,8000){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView55.setImageResource(R.drawable.yello);
        imageView55.animate().translationYBy(-1300).setDuration(670);
    }
}

```



```

}.start();
//24
new CountdownTimer(8300,8300){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView18.setImageResource(R.drawable.red);
        imageView39.setImageResource(R.drawable.green);
        imageView18.animate().translationYBy(-1300).setDuration(680);
        imageView39.animate().translationYBy(-1300).setDuration(660);
    }
}.start();
//25//17
new CountdownTimer(8600,8600){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView61.setImageResource(R.drawable.blue);
        imageView71.setImageResource(R.drawable.pink);
        imageView61.animate().translationYBy(-1300).setDuration(650);
        imageView71.animate().translationYBy(-1300).setDuration(610);
    }
}.start();
//26
new CountdownTimer(8900,8900){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView81.setImageResource(R.drawable.yello);
        imageView81.animate().translationYBy(-1300).setDuration(610);
    }
}.start();
//27
new CountdownTimer(9200,9200){
    @Override
    public void onTick(long millisUntilFinished) {
    }
}

```

```

@Override
public void onFinish() {
    imageView72.setImageResource(R.drawable.green);
    imageView82.setImageResource(R.drawable.blue);
    imageView72.animate().translationYBy(-1300).setDuration(650);
    imageView82.animate().translationYBy(-1300).setDuration(690);
}
}.start();
//28
new CountdownTimer(9500,9500){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView62.setImageResource(R.drawable.white);
        imageView62.animate().translationYBy(-1300).setDuration(600);
    }
}.start();
//30-2
new CountdownTimer(10100,10100){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView73.setImageResource(R.drawable.pink);
        imageView73.animate().translationYBy(-1300).setDuration(610);
    }
}.start();
//31
new CountdownTimer(10400,10400){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView83.setImageResource(R.drawable.yello);
        imageView63.setImageResource(R.drawable.red);
        imageView83.animate().translationYBy(-1300).setDuration(610);
        imageView63.animate().translationYBy(-1300).setDuration(660);
    }
}.start();

```

```

//32
new CountdownTimer(10700,10700){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView74.setImageResource(R.drawable.green);
        imageView74.animate().translationYBy(-1300).setDuration(690);
    }
}.start();
//33
new CountdownTimer(10900,10900){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView64.setImageResource(R.drawable.black);
        imageView64.animate().translationYBy(-1300).setDuration(690);
        imageView75.setImageResource(R.drawable.pink);
        imageView75.animate().translationYBy(-1300).setDuration(600);
        imageView84.setImageResource(R.drawable.green);
        imageView84.animate().translationYBy(-1300).setDuration(630);
    }
}.start();
//34
new CountdownTimer(11200,11200){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView85.setImageResource(R.drawable.red);
        imageView55.animate().translationYBy(-1300).setDuration(680);
    }
}.start();
//35
new CountdownTimer(10500,10500){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override

```

```

public void onFinish() {
    imageView65.setImageResource(R.drawable.white);
    imageView65.animate().translationYBy(-1300).setDuration(600);
    imageView76.setImageResource(R.drawable.yello);
    imageView76.animate().translationYBy(-1300).setDuration(690);
    imageView86.setImageResource(R.drawable.green);
    imageView86.animate().translationYBy(-1300).setDuration(650);
}
}.start();
//36
new CountdownTimer(10800,10800){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView66.setImageResource(R.drawable.red);
        imageView66.animate().translationYBy(-1300).setDuration(680);
    }
}.start();
//37
new CountdownTimer(11200,11200){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView88.setImageResource(R.drawable.pink);
        imageView88.animate().translationYBy(-1300).setDuration(610);
    }
}.start();
//38
new CountdownTimer(11400,11400){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView77.setImageResource(R.drawable.yello);
        imageView77.animate().translationYBy(-1300).setDuration(610);
    }
}.start();
//39

```

```

new CountdownTimer(11700,11700){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView67.setImageResource(R.drawable.green);
        imageView67.animate().translationYBy(-1300).setDuration(690);
        imageView78.setImageResource(R.drawable.pink);
        imageView78.animate().translationYBy(-1300).setDuration(600);
        imageView87.setImageResource(R.drawable.black);
        imageView87.animate().translationYBy(-1300).setDuration(650);
    }
}.start();
//40
new CountdownTimer(12000,12000){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView89.setImageResource(R.drawable.blue);
        imageView89.animate().translationYBy(-1300).setDuration(600);
    }
}.start();
//41
new CountdownTimer(12200,12200){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView68.setImageResource(R.drawable.red);
        imageView68.animate().translationYBy(-1300).setDuration(680);
        imageView79.setImageResource(R.drawable.pink);
        imageView79.animate().translationYBy(-1300).setDuration(640);
    }
}.start();

//42
new CountdownTimer(12500,12500){
    @Override
    public void onTick(long millisUntilFinished) {

```

```

    }
    @Override
    public void onFinish() {
        imageView69.setImageResource(R.drawable.green);
        imageView69.animate().translationYBy(-1300).setDuration(690);
    }
}.start();
//44
new CountdownTimer(12800,12800){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        imageView70.setImageResource(R.drawable.green);
        imageView70.animate().translationYBy(-1300).setDuration(600);
        imageView80.setImageResource(R.drawable.blue);
        imageView80.animate().translationYBy(-1300).setDuration(600);
        imageView90.setImageResource(R.drawable.white);
        imageView90.animate().translationYBy(-1300).setDuration(600);
    }
}.start();
//45// Score table showing
new CountdownTimer(14800,14800){
    @Override
    public void onTick(long millisUntilFinished) {
    }
    @Override
    public void onFinish() {
        tx.setVisibility(View.GONE);
        tx2.setText("Score: "+counter);
        ln.setVisibility(View.VISIBLE);
    }
}.start();
}
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_balloon);
    tx=findViewById(R.id.textView8);
    tx2=findViewById(R.id.textView1);
    back_Button=findViewById(R.id.starts);
    start_Button=findViewById(R.id.bt);
}

```

```
ln=findViewById(R.id.linearLayout);
//Left image
imageView4=findViewById(R.id.imageView4);
imageView5=findViewById(R.id.imageView5);
imageView6=findViewById(R.id.imageView6);
imageView7=findViewById(R.id.imageView7);
imageView8=findViewById(R.id.imageView8);
imageView9=findViewById(R.id.imageView9);
imageView10=findViewById(R.id.imageView10);
imageView11=findViewById(R.id.imageView11);
imageView12=findViewById(R.id.imageView12);
imageView13=findViewById(R.id.imageView13);
imageView14=findViewById(R.id.imageView14);
imageView15=findViewById(R.id.imageView15);
imageView16=findViewById(R.id.imageView16);
imageView17=findViewById(R.id.imageView17);
imageView18=findViewById(R.id.imageView18);
imageView61=findViewById(R.id.imageView61);
imageView62=findViewById(R.id.imageView62);
imageView63=findViewById(R.id.imageView63);
imageView64=findViewById(R.id.imageView64);
imageView65=findViewById(R.id.imageView65);
imageView66=findViewById(R.id.imageView66);
imageView67=findViewById(R.id.imageView67);
imageView68=findViewById(R.id.imageView68);
imageView69=findViewById(R.id.imageView69);
imageView70=findViewById(R.id.imageView70);
// imageView19=findViewById(R.id.imageView19);
//Centre Image
imageView25=findViewById(R.id.imageView25);
imageView26=findViewById(R.id.imageView26);
imageView27=findViewById(R.id.imageView27);
imageView28=findViewById(R.id.imageView28);
imageView29=findViewById(R.id.imageView29);
imageView30=findViewById(R.id.imageView30);
imageView31=findViewById(R.id.imageView31);
imageView32=findViewById(R.id.imageView32);
imageView33=findViewById(R.id.imageView33);
imageView34=findViewById(R.id.imageView34);
imageView35=findViewById(R.id.imageView35);
imageView36=findViewById(R.id.imageView36);
imageView37=findViewById(R.id.imageView37);
imageView38=findViewById(R.id.imageView38);
```

```

imageView39=findViewById(R.id.imageView39);
imageView40=findViewById(R.id.imageView40);
imageView71=findViewById(R.id.imageView71);
imageView72=findViewById(R.id.imageView72);
imageView73=findViewById(R.id.imageView73);
imageView74=findViewById(R.id.imageView74);
imageView75=findViewById(R.id.imageView75);
imageView76=findViewById(R.id.imageView76);
imageView77=findViewById(R.id.imageView77);
imageView78=findViewById(R.id.imageView78);
imageView79=findViewById(R.id.imageView79);
imageView80=findViewById(R.id.imageView80);
//Right Image
imageView41=findViewById(R.id.imageView41);
imageView42=findViewById(R.id.imageView42);
imageView43=findViewById(R.id.imageView43);
imageView44=findViewById(R.id.imageView44);
imageView45=findViewById(R.id.imageView45);
imageView46=findViewById(R.id.imageView46);
imageView47=findViewById(R.id.imageView47);
imageView48=findViewById(R.id.imageView48);
imageView49=findViewById(R.id.imageView49);
imageView50=findViewById(R.id.imageView50);
imageView51=findViewById(R.id.imageView51);
imageView52=findViewById(R.id.imageView52);
imageView53=findViewById(R.id.imageView53);
imageView54=findViewById(R.id.imageView54);
imageView55=findViewById(R.id.imageView55);
imageView81=findViewById(R.id.imageView81);
imageView82=findViewById(R.id.imageView82);
imageView83=findViewById(R.id.imageView83);
imageView84=findViewById(R.id.imageView84);
imageView85=findViewById(R.id.imageView85);
imageView86=findViewById(R.id.imageView86);
imageView87=findViewById(R.id.imageView87);
imageView88=findViewById(R.id.imageView88);
imageView89=findViewById(R.id.imageView89);
imageView90=findViewById(R.id.imageView90);
//Left Image touch
imageView4.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView4.setImageResource(0);
    }
});

```



```

        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView5.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView5.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView6.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView6.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView7.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView7.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView8.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView8.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView9.setOnTouchListener(new View.OnTouchListener() {
    @Override

```

```

    public boolean onTouch(View v, MotionEvent event) {
        imageView9.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView10.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView10.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView11.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView11.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView12.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView12.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView13.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView13.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});

```

```

imageView14.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView14.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView15.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView15.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView16.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView16.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView17.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView17.setImageResource(0);
        counter++;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView18.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView18.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});

```

```

});
imageView61.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView61.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView62.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView62.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView63.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView63.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView64.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView64.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView65.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView65.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});

```

```

    }
}); imageView66.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView66.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView67.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView67.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView68.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView68.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView69.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView69.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView70.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView70.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);

```

```

        return true;
    }
});
//Centre Image touch
imageView25.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView25.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView26.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView26.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView27.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView27.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView28.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView28.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView29.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {

```

```

        imageView29.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView30.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView30.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView31.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView31.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView32.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView32.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView33.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView33.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView34.setOnTouchListener(new View.OnTouchListener() {

```

```

@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView34.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView35.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView35.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView36.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView36.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView37.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView37.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView38.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView38.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
}

```



```

});
imageView39.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView39.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView40.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView40.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView71.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView71.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView72.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView72.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView73.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView73.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);

```

```

        return true;
    }
});
imageView74.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView74.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
}); imageView75.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView75.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
}); imageView76.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView76.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView77.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView77.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView78.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView78.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);

```

```

        return true;
    }
});
imageView79.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView79.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView80.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView80.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
//Right Image touch
imageView41.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView41.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView42.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView42.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView43.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {

```

```

        imageView43.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView44.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView44.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView45.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView45.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView46.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView46.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView47.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView47.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView48.setOnTouchListener(new View.OnTouchListener() {

```

```

@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView48.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView49.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView49.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView50.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView50.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView51.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView51.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
});
imageView52.setOnTouchListener(new View.OnTouchListener() {
@Override
public boolean onTouch(View v, MotionEvent event) {
    imageView52.setImageResource(0);
    counter=counter+2;
    tx.setText("Score: "+counter);
    return true;
}
}

```

```

});
imageView53.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView53.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView54.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView54.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView55.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView55.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView81.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView81.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView82.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView82.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);

```

```

        return true;
    }
});
imageView83.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView83.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView84.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView84.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView85.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView85.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView86.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView86.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView87.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView87.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);

```

```

        return true;
    }
});
imageView88.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView88.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView89.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView89.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
imageView90.setOnTouchListener(new View.OnTouchListener() {
    @Override
    public boolean onTouch(View v, MotionEvent event) {
        imageView90.setImageResource(0);
        counter=counter+2;
        tx.setText("Score: "+counter);
        return true;
    }
});
back_Button.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        ln.setVisibility(View.GONE);
        tx.setVisibility(View.VISIBLE);
        tx.setText("Score: "+0);
        counter=0;
        // Left Image Reset
        imageView4.animate().translationYBy(1300).setDuration(0);
        imageView5.animate().translationYBy(1300).setDuration(0);
        imageView6.animate().translationYBy(1300).setDuration(0);
        imageView7.animate().translationYBy(1300).setDuration(0);
        imageView8.animate().translationYBy(1300).setDuration(0);
    }
});

```



```

imageView78.animate().translationYBy(1300).setDuration(0);
imageView79.animate().translationYBy(1300).setDuration(0);
imageView80.animate().translationYBy(1300).setDuration(0);
//Centre Image Reset
imageView41.animate().translationYBy(1300).setDuration(0);
imageView42.animate().translationYBy(1300).setDuration(0);
imageView43.animate().translationYBy(1300).setDuration(0);
imageView44.animate().translationYBy(1300).setDuration(0);
imageView45.animate().translationYBy(1300).setDuration(0);
imageView46.animate().translationYBy(1300).setDuration(0);
imageView47.animate().translationYBy(1300).setDuration(0);
imageView48.animate().translationYBy(1300).setDuration(0);
imageView49.animate().translationYBy(1300).setDuration(0);
imageView50.animate().translationYBy(1300).setDuration(0);
imageView51.animate().translationYBy(1300).setDuration(0);
imageView52.animate().translationYBy(1300).setDuration(0);
imageView53.animate().translationYBy(1300).setDuration(0);
imageView54.animate().translationYBy(1300).setDuration(0);
imageView55.animate().translationYBy(1300).setDuration(0);
imageView81.animate().translationYBy(1300).setDuration(0);
imageView82.animate().translationYBy(1300).setDuration(0);
imageView83.animate().translationYBy(1300).setDuration(0);
imageView84.animate().translationYBy(1300).setDuration(0);
imageView85.animate().translationYBy(1300).setDuration(0);
imageView86.animate().translationYBy(1300).setDuration(0);
imageView87.animate().translationYBy(1300).setDuration(0);
imageView88.animate().translationYBy(1300).setDuration(0);
imageView89.animate().translationYBy(1300).setDuration(0);
imageView90.animate().translationYBy(1300).setDuration(0);
start_Button.setVisibility(View.VISIBLE);
    }
    });
}
}
}

```

CATEGORIY ACTIVITY.JAVA

```
package com.gamezone.batique;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import androidx.appcompat.app.AppCompatActivity;
public class CategoriesActivity extends AppCompatActivity {
    public static final String key = "CATEGORY";
    public static String getKey() {
        return key;
    }
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_categories);
    }
    public void back(View view){
        this.finish();
        Intent main_Intent=new Intent(this,MainActivity.class);
        startActivity(main_Intent);
    }
    public void sendUrl(View view){
        Intent intent = new Intent(CategoriesActivity.this, QuestionActivity.class);
        switch (view.getId()){
            case R.id.btnGk:
                intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=9&type=
                multiple&encode=base64");
                startActivity(intent);
                break;
            case R.id.btnFilm:
                intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=11&ty
                pe=multiple&encode=base64");
                startActivity(intent);
                break;
            case R.id.btnMusic:
                intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=12&ty
                pe=multiple&encode=base64");
                startActivity(intent);
                break;
```

```

        case R.id.btnVideoGame:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=15&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnBoradGame:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=16&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnNature:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=17&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnComputers:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=18&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnMath:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=19&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnMytho:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=20&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnSports:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=21&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnGeography:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=22&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnHistory:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=23&ty
pe=multiple&encode=base64");

```

```

        startActivity(intent);
        break;
        case R.id.btnPolitical:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=24&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnArt:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=25&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnAnimals:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=27&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnVehicles:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=28&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnComics:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=29&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnGadget:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=30&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        case R.id.btnCartoon:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&category=32&ty
pe=multiple&encode=base64");
        startActivity(intent);
        break;
        default:
intent.putExtra(key,"https://opentdb.com/api.php?amount=10&type=multiple&
encode=base64");
        startActivity(intent);
        break;
    }
}
}

```

QUESTIONS ACTIVITY.JAVA

```
package com.gamezone.batique;
import androidx.annotation.RequiresApi;
import androidx.appcompat.app.AppCompatActivity;
import androidx.constraintlayout.widget.Guideline;
import android.content.Intent;
import android.media.MediaPlayer;
import android.os.Build;
import android.os.Bundle;
import android.os.CountDownTimer;
import android.util.Base64;
import android.view.View;
import android.widget.Button;
import android.widget.LinearLayout;
import android.widget.ScrollView;
import android.widget.TextView;
import android.widget.Toast;
import com.android.volley.Request;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.JsonObjectRequest;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.nio.charset.StandardCharsets;
import java.util.ArrayList;
import java.util.Collections;
public class QuestionActivity extends AppCompatActivity {
    boolean onOptionbt=true;
    int NO_OF_QUESTIONS=10 ;
    final int USER_PROGRESS = (int) Math.ceil(100.0/NO_OF_QUESTIONS);
    int mQuestionIndex ;
    int score ;
    int count=1;
    MediaPlayer correct_sound;
    MediaPlayer wrong_sound;
    QuizModel[] mQuizModel = new QuizModel[NO_OF_QUESTIONS] ;
    TextView txtQuestion , txtScore ,txtResponse,count1,finalScore,playAgain;
    Button btnFirst , btnSecond, btnThird , btnFourth ;
    LinearLayout finish;
    Guideline gridline,gridline2;
    ScrollView scroll;
```

```

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_question);
    loadQuestions();
    initializeViews();
    count1.setVisibility(View.VISIBLE);
    txtScore.setVisibility(View.VISIBLE);
    txtQuestion.setVisibility(View.VISIBLE);
    gridline.setVisibility(View.VISIBLE);
    gridline2.setVisibility(View.VISIBLE);
    scroll.setVisibility(View.VISIBLE);
    finish.setVisibility(View.GONE);
}

public void initializeViews(){
    txtQuestion = findViewById(R.id.question);
    txtScore = findViewById(R.id.score);
    txtResponse = findViewById(R.id.response);
    btnFirst = findViewById(R.id.option1);
    btnSecond = findViewById(R.id.option2);
    btnThird = findViewById(R.id.option3);
    btnFourth = findViewById(R.id.option4);
    count1=findViewById(R.id.count);
    finalScore=findViewById(R.id.finalscore);
    finish=findViewById(R.id.finish);
    gridline=findViewById(R.id.guideline);
    gridline2=findViewById(R.id.guideline2);
    scroll=findViewById(R.id.scrollViewOptions);
    txtResponse.setVisibility(View.GONE);
    correct_sound = MediaPlayer.create(this,R.raw.correct_sound);
    wrong_sound = MediaPlayer.create(this,R.raw.wrong_sound);
}

/**
 * json object request from api and storing the data from json ;
 */
public void loadQuestions() {
    Intent intent = getIntent();
    final String url = intent.getStringExtra(CategoriesActivity.getKey());
    JSONObjectRequest jsonObjectRequest = new JSONObjectRequest
        (Request.Method.GET, url, null, new
Response.Listener<JSONObject>() {

```

```

@RequiresApi(api = Build.VERSION_CODES.KITKAT)
@Override
public void onResponse(JSONObject response) {
    try {
        JSONArray jsonArray = response.getJSONArray("results");
        for (int i=0;i<jsonArray.length();i++){
            JSONObject jsonObjectQuestions =
jsonArray.getJSONObject(i);
            String onlineQuestionEncoded
=jsonObjectQuestions.getString("question");
            byte[] data = Base64.decode(onlineQuestionEncoded,
Base64.DEFAULT);
            String onlineQuestion = new String(data,
StandardCharsets.UTF_8);
            JSONArray optionsArray =
jsonObjectQuestions.getJSONArray("incorrect_answers");
            String correctOptionEncoded =
jsonObjectQuestions.getString("correct_answer");
            data = Base64.decode(correctOptionEncoded,
Base64.DEFAULT);
            String correctOption = new String(data,
StandardCharsets.UTF_8);
            // creating the QuizModel class object and passing
arguments to constructor
            mQuizModel[i] = new
QuizModel(onlineQuestion,correctOption,optionsArray);
        }
    }
    catch (JSONException e) {
        e.printStackTrace();
    }
    txtQuestion.setText(mQuizModel[0].getQuestion());
    btnFirst.setText(mQuizModel[0].getIncorrectAnswers(0));
    btnSecond.setText(mQuizModel[0].getIncorrectAnswers(1));
    btnThird.setText(mQuizModel[0].getAnswer());
    btnFourth.setText(mQuizModel[0].getIncorrectAnswers(2));
    count1.setText(" Q."+count+" ");
    btnFirst.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            if(onOptionbt) {
                Button view = (Button) v;
                evaluateAnswer(view);
            }
        }
    });
}
}

```



```

        updateQuestion();
        updateOptions();
        onOptionbt=false;
    }
}
});
btnSecond.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
btnThird.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
btnFourth.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
}

```

```

    },
    new Response.ErrorListener() {
        @Override
        public void onResponse(VolleyError error) {
            Toast.makeText(QuestionActivity.this, "check your internet
connection", Toast.LENGTH_SHORT).show();
        }
    });
// Add the request to the RequestQueue using singleton class
MySingleton.getInstance(this).addToRequestQueue(jsonObjectRequest);
}
public void updateQuestion() {
// count1.setText(" Q."+count+" ");
mQuestionIndex = (mQuestionIndex + 1) % NO_OF_QUESTIONS ;
if (mQuestionIndex == 0) {
    new CountdownTimer(1900,1900){
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            count=1;
            count1.setVisibility(View.GONE);
            txtScore.setVisibility(View.GONE);
            txtQuestion.setVisibility(View.GONE);
            gridline.setVisibility(View.GONE);
            gridline2.setVisibility(View.GONE);
            scroll.setVisibility(View.GONE);
            finalScore.setText("Score="+score);
            finish.setVisibility(View.VISIBLE);
            onOptionbt=true;
        }
    }.start();
}
    new CountdownTimer(1900,1900){
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            txtResponse.setVisibility(View.GONE);
            count1.setText(" Q."+count+" ");
            txtQuestion.setText(mQuizModel[mQuestionIndex].getQuestion());

```



```
    }  
    //count=count+1;  
}  
// Play Again  
public void playAgain(View view){  
    Intent category_Intent=new Intent(this, CategoriesActivity.class);  
    startActivity(category_Intent);  
}  
}
```

MYSINGLETON.JAVA

```
package com.gamezone.batique;
import android.content.Context;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.toolbox.Volley;
/*
 *used this code from stackoverflow post
 *link to post = "https://stackoverflow.com/questions/41120064/what-is-the-use-
of-singleton-class-in-volley"
 */
public class MySingleTon {
    private static MySingleTon mySingleTon;
    private RequestQueue requestQueue;
    private static Context mctx;
    private MySingleTon(Context context) {
        this.mctx = context;
        this.requestQueue = getRequestQueue();
    }
    public RequestQueue getRequestQueue() {
        if (requestQueue == null) {
            requestQueue =
Volley.newRequestQueue(mctx.getApplicationContext());
        }
        return requestQueue;
    }
    public static synchronized MySingleTon getInstance(Context context) {
        if (mySingleTon == null) {
            mySingleTon = new MySingleTon(context);
        }
        return mySingleTon;
    }
    public <T> void addToRequestQue(Request<T> request) {
        requestQueue.add(request);
    }
}
```

QUIZMODEL.JAVA

```
package com.gamezone.batique;
import androidx.annotation.RequiresApi;
import androidx.appcompat.app.AppCompatActivity;
import androidx.constraintlayout.widget.Guideline;
import android.content.Intent;
import android.media.MediaPlayer;
import android.os.Build;
import android.os.Bundle;
import android.os.CountDownTimer;
import android.util.Base64;
import android.view.View;
import android.widget.Button;
import android.widget.LinearLayout;
import android.widget.ScrollView;
import android.widget.TextView;
import android.widget.Toast;
import com.android.volley.Request;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.JsonObjectRequest;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.nio.charset.StandardCharsets;
import java.util.ArrayList;
import java.util.Collections;
public class QuestionActivity extends AppCompatActivity {
    boolean onOptionbt=true;
    int NO_OF_QUESTIONS=10 ;
    final int USER_PROGRESS = (int) Math.ceil(100.0/NO_OF_QUESTIONS);
    int mQuestionIndex ;
    int score ;
    int count=1;
    MediaPlayer correct_sound;
    MediaPlayer wrong_sound;
    QuizModel[] mQuizModel = new QuizModel[NO_OF_QUESTIONS] ;
    TextView txtQuestion , txtScore ,txtResponse,count1,finalScore,playAgain;
    Button btnFirst , btnSecond, btnThird , btnFourth ;
    LinearLayout finish;
    Guideline gridline,gridline2;
    ScrollView scroll;
    @Override
```

```

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_question);
    loadQuestions();
    initializeViews();
    count1.setVisibility(View.VISIBLE);
    txtScore.setVisibility(View.VISIBLE);
    txtQuestion.setVisibility(View.VISIBLE);
    gridline.setVisibility(View.VISIBLE);
    gridline2.setVisibility(View.VISIBLE);
    scroll.setVisibility(View.VISIBLE);
    finish.setVisibility(View.GONE);
}
public void initializeViews(){
    txtQuestion = findViewById(R.id.question);
    txtScore = findViewById(R.id.score);
    txtResponse = findViewById(R.id.response);
    btnFirst = findViewById(R.id.option1);
    btnSecond = findViewById(R.id.option2);
    btnThird = findViewById(R.id.option3);
    btnFourth = findViewById(R.id.option4);
    count1=findViewById(R.id.count);
    finalScore=findViewById(R.id.finalscore);
    finish=findViewById(R.id.finish);
    gridline=findViewById(R.id.guideline);
    gridline2=findViewById(R.id.guideline2);
    scroll=findViewById(R.id.scrollViewOptions);
    txtResponse.setVisibility(View.GONE);
    correct_sound = MediaPlayer.create(this,R.raw.correct_sound);
    wrong_sound = MediaPlayer.create(this,R.raw.wrong_sound);
}
/**
 * json object request from api and storing the data from json ;
 */
public void loadQuestions() {
    Intent intent = getIntent();
    final String url = intent.getStringExtra(CategoriesActivity.getKey());
    JSONObjectRequest jsonObjectRequest = new JSONObjectRequest
        (Request.Method.GET, url, null, new
Response.Listener<JSONObject>() {
        @RequiresApi(api = Build.VERSION_CODES.KITKAT)
        @Override
        public void onResponse(JSONObject response) {

```

```

        try {
            JSONArray jsonArray = response.getJSONArray("results");
            for (int i=0;i<jsonArray.length();i++){
                JSONObject jsonObjectQuestions =
jsonArray.getJSONObject(i);
                String onlineQuestionEncoded
=JSONObjectQuestions.getString("question");
                byte[] data = Base64.decode(onlineQuestionEncoded,
Base64.DEFAULT);
                String onlineQuestion = new String(data,
StandardCharsets.UTF_8);
                JSONArray optionsArray =
jsonObjectQuestions.getJSONArray("incorrect_answers");
                String correctOptionEncoded =
jsonObjectQuestions.getString("correct_answer");
                data = Base64.decode(correctOptionEncoded,
Base64.DEFAULT);
                String correctOption = new String(data,
StandardCharsets.UTF_8);
                // creating the QuizModel class object and passing
arguments to constructor
                mQuizModel[i] = new
QuizModel(onlineQuestion,correctOption,optionsArray);
            }
        }
        catch (JSONException e) {
            e.printStackTrace();
        }
        txtQuestion.setText(mQuizModel[0].getQuestion());
        btnFirst.setText(mQuizModel[0].getIncorrectAnswers(0));
        btnSecond.setText(mQuizModel[0].getIncorrectAnswers(1));
        btnThird.setText(mQuizModel[0].getAnswer());
        btnFourth.setText(mQuizModel[0].getIncorrectAnswers(2));
        count1.setText(" Q."+count+" ");
        btnFirst.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                if(onOptionbt) {
                    Button view = (Button) v;
                    evaluateAnswer(view);
                    updateQuestion();
                    updateOptions();
                    onOptionbt=false;

```



```

    }
}
});
btnSecond.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
btnThird.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
btnFourth.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        if(onOptionbt) {
            Button view = (Button) v;
            evaluateAnswer(view);
            updateQuestion();
            updateOptions();
            onOptionbt=false;
        }
    }
});
},
new Response.ErrorListener() {
    @Override

```

```

        public void onErrorResponse(VolleyError error) {
            Toast.makeText(QuestionActivity.this, "check your internet
connection", Toast.LENGTH_SHORT).show();
        }
    });
    // Add the request to the RequestQueue using singleton class
    MySingleton.getInstance(this).addToRequestQueue(jsonObjectRequest);
}
public void updateQuestion() {
    // count1.setText(" Q."+count+" ");
    mQuestionIndex = (mQuestionIndex + 1) % NO_OF_QUESTIONS ;
    if (mQuestionIndex == 0) {
        new CountdownTimer(1900,1900){
            @Override
            public void onTick(long millisUntilFinished) {
            }
            @Override
            public void onFinish() {
                count=1;
                count1.setVisibility(View.GONE);
                txtScore.setVisibility(View.GONE);
                txtQuestion.setVisibility(View.GONE);
                gridline.setVisibility(View.GONE);
                gridline2.setVisibility(View.GONE);
                scroll.setVisibility(View.GONE);
                finalScore.setText("Score="+score);
                finish.setVisibility(View.VISIBLE);
                onOptionbt=true;
            }
        }.start();
    }
    new CountdownTimer(1900,1900){
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            txtResponse.setVisibility(View.GONE);
            count1.setText(" Q."+count+" ");
            txtQuestion.setText(mQuizModel[mQuestionIndex].getQuestion());
            onOptionbt=true;
        }
    }.start();
}

```

```

}
public void updateOptions(){
    count=count+1;
    new CountdownTimer(1900,1900){
        @Override
        public void onTick(long millisUntilFinished) {
        }
        @Override
        public void onFinish() {
            ArrayList<String> optionsArrayList = new ArrayList<>();
optionsArrayList.add(mQuizModel[mQuestionIndex].getIncorrectAnswers(0));
optionsArrayList.add(mQuizModel[mQuestionIndex].getIncorrectAnswers(1));
optionsArrayList.add(mQuizModel[mQuestionIndex].getIncorrectAnswers(2));
            optionsArrayList.add(mQuizModel[mQuestionIndex].getAnswer());
            Collections.shuffle(optionsArrayList);
            btnFirst.setText(optionsArrayList.get(0));
            btnSecond.setText(optionsArrayList.get(1));
            btnThird.setText(optionsArrayList.get(2));
            btnFourth.setText(optionsArrayList.get(3));
            txtResponse.setText("");
        }
    }.start();
}
// Determine the Answer
public void evaluateAnswer(Button btnView){
    String correctAnswer = mQuizModel[mQuestionIndex].getAnswer();
    String usersAnswer = btnView.getText().toString();
    if (correctAnswer.equals(usersAnswer)){
        txtResponse.setVisibility(View.VISIBLE);
        score = score + 1 ;
        txtScore.setText("Score = "+score);
        txtResponse.setText("CORRECT !!\n"+"You Selected :"+
correctAnswer );
        correct_sound.start();
    }
    else{
        wrong_sound.start();
        txtResponse.setVisibility(View.VISIBLE);
        txtResponse.setText("INCORRECT ANSWER !\n"+"Correct
Answer:"+ correctAnswer);
    }
    //count=count+1;
}
}

```

```
// Play Again
public void playAgain(View view){
    Intent category_Intent=new Intent(this, CategoriesActivity.class);
    startActivity(category_Intent);
}
}
```

INPUT AND OUTPUT



Application : Game Zone

- 1. Tic Tac Toe*
- 2. Flying Balloon*
- 3. Quiz*

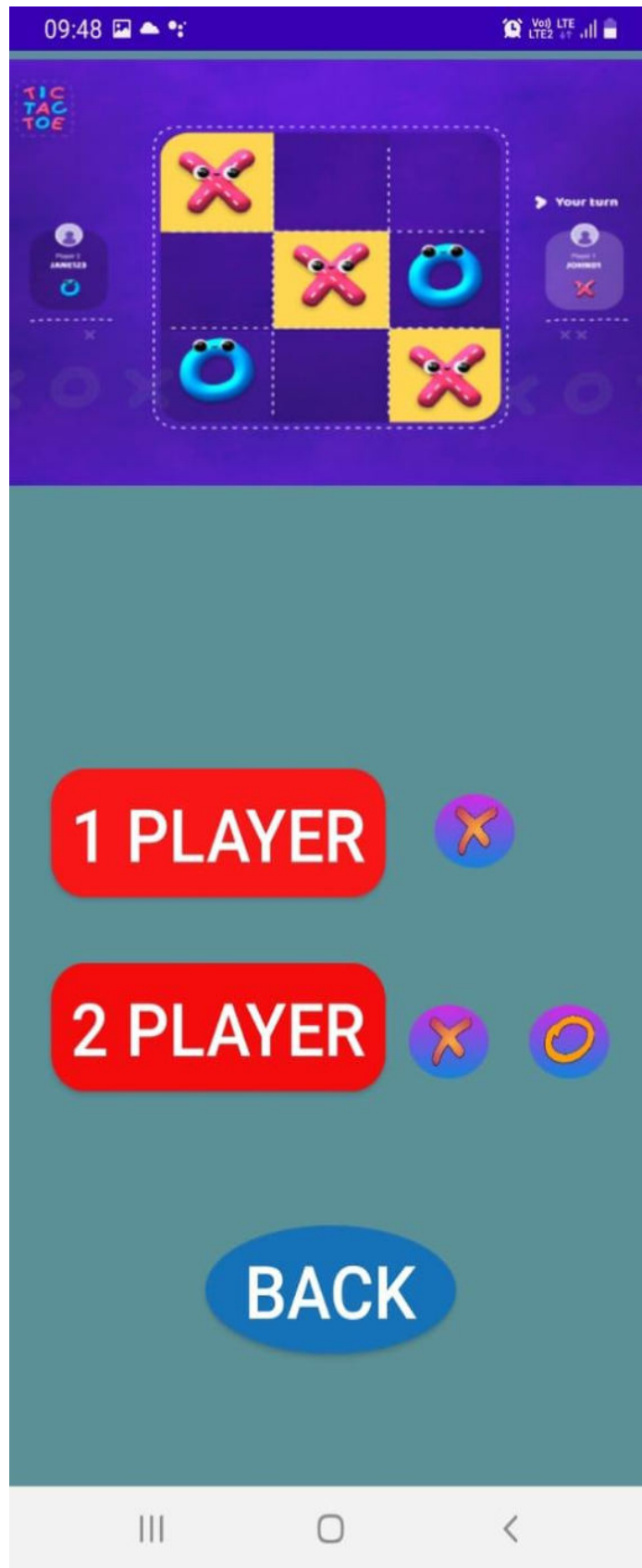
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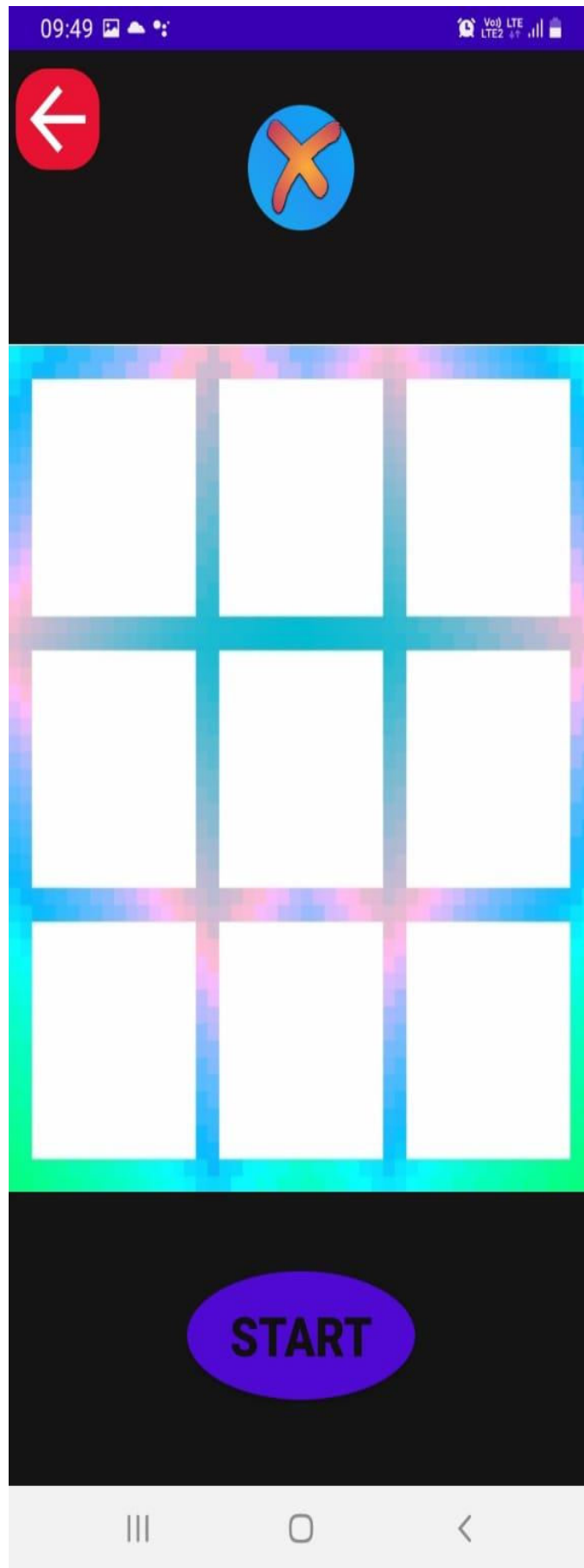
- 1. Shivpal Singh*
 - 2. Saransh Badgaiyan*
-

(2020-21)

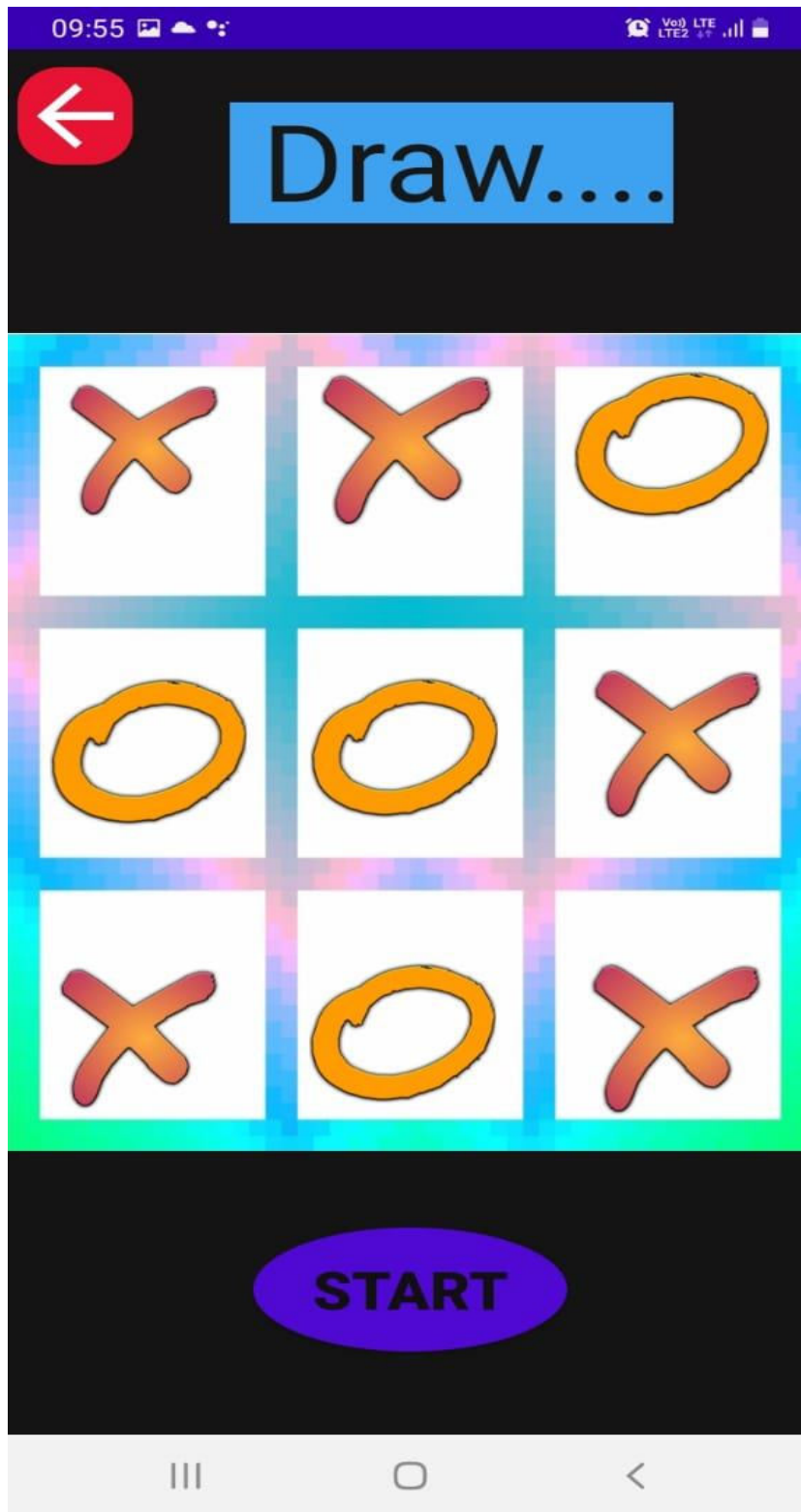


TIC TAC TEO

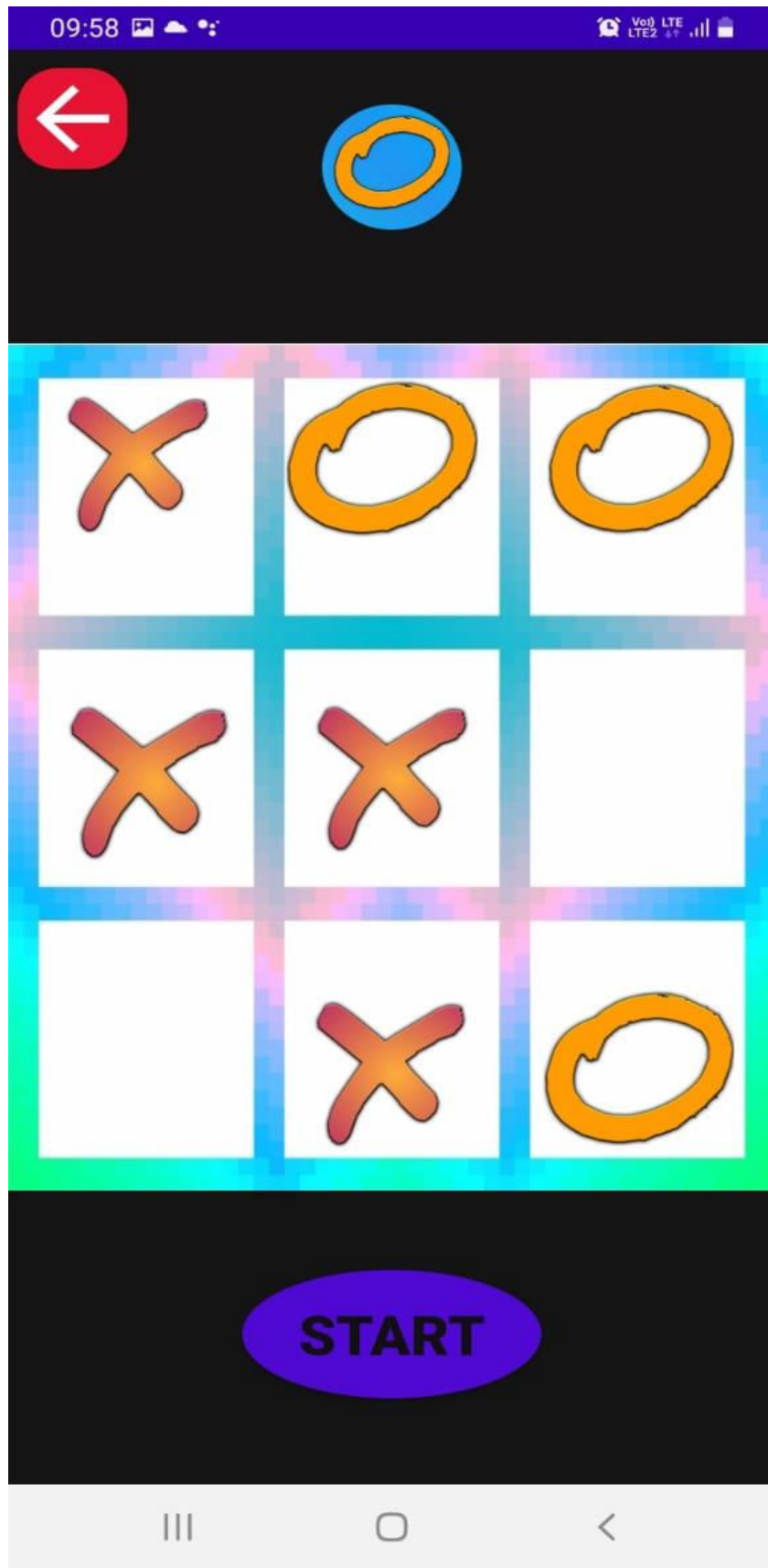




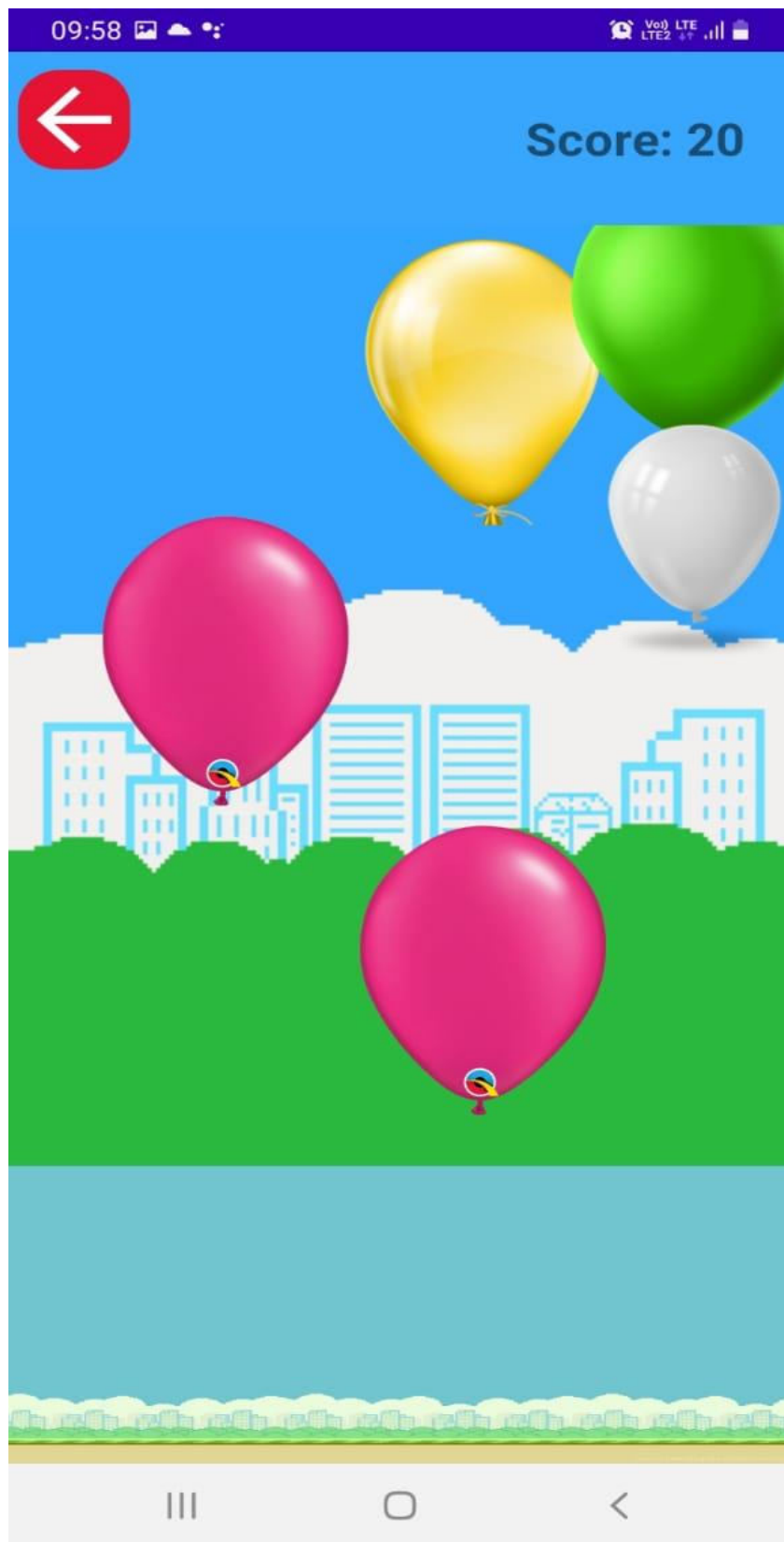
1 PLAYER

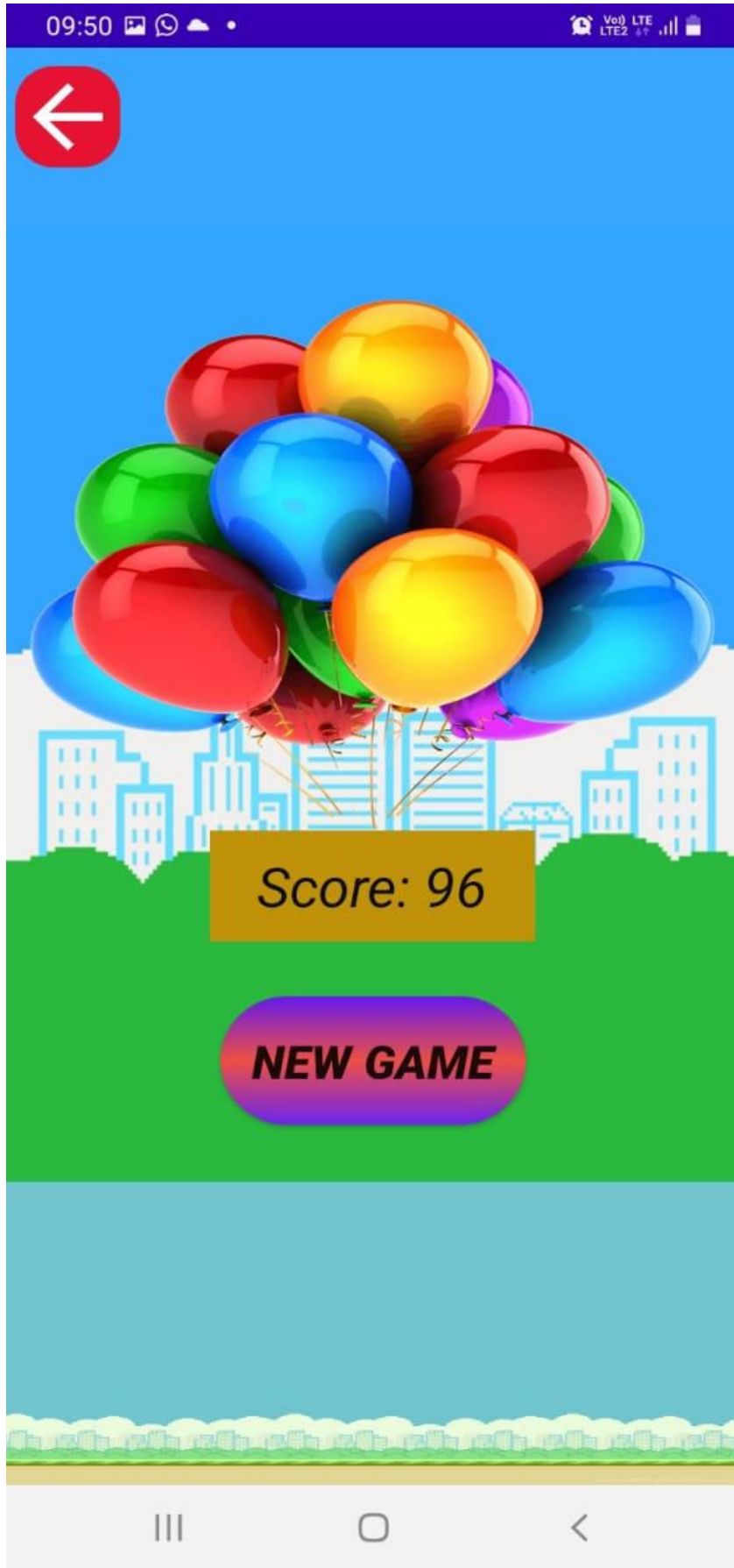


PLAYER 2

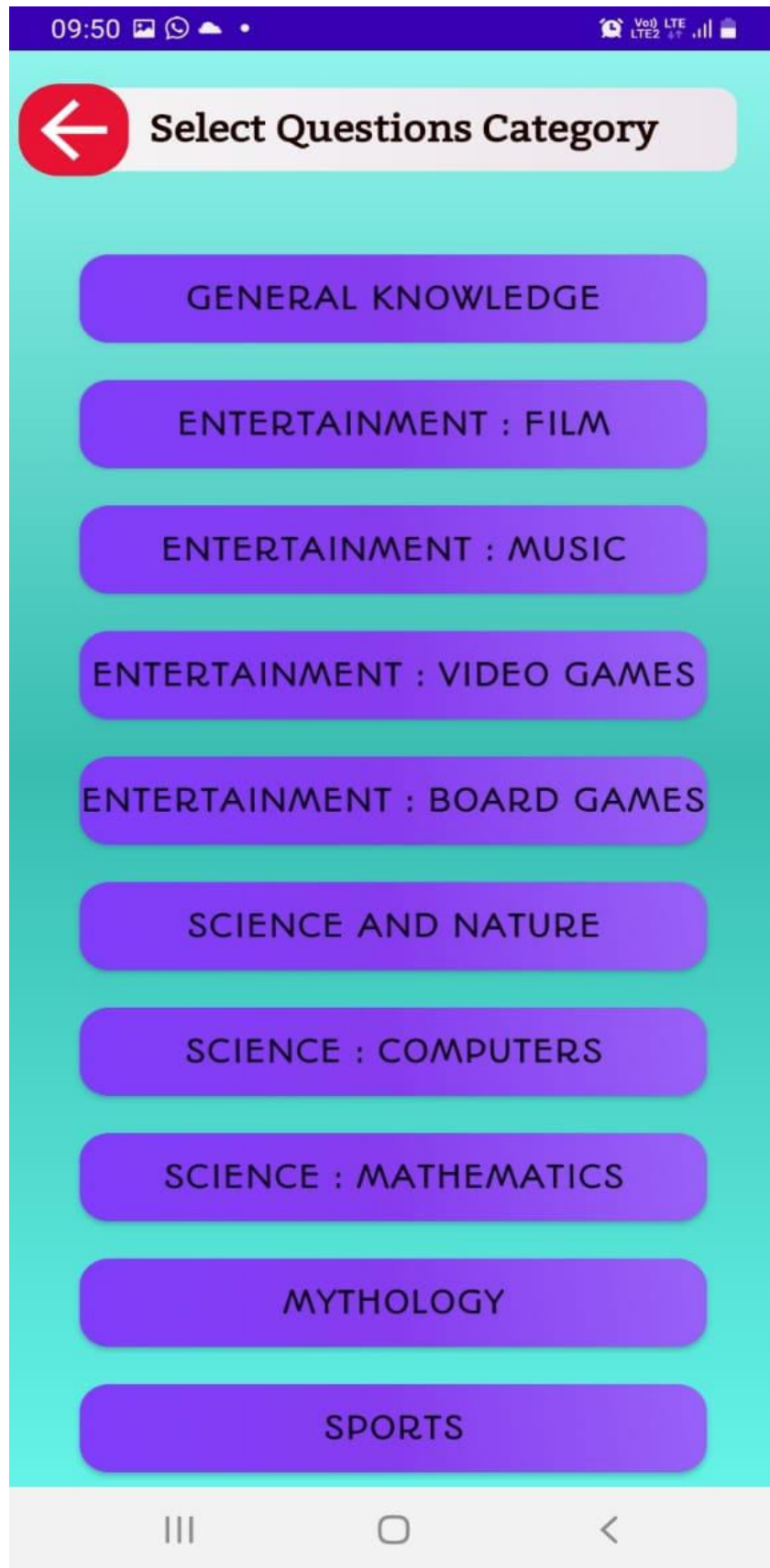


BALLOON GAME





QUIZ GAME



09:50

VoLTE LTE

Score = 0

Q.1

Where is the train station
"Llanfairpwllgwyngyllgoger
ychwyrndrobwlllantysiliogogoch"?

MOLDOVA

CZECH REPUBLIC

WALES

DENMARK





IMPLEMENTATION

System implementation covers a broad spectrum of activities from a detailed workflow analysis to the formal go-live of the new system. During system implementation Gaming Organizations may refine the initial workflow analysis that had been completed as part of the requirements analysis phase. With the aid of the vendor, educational centres may also start mapping out the new proposed workflow. The system implementation phase requires the vendor to play a very prominent role. In addition to the workflow analysis, full system testing is completed during this phase. Other key activities that would occur include piloting of the new system, the formal go-live, and the resolution of application issues during the post implementation period.

Implementation stands for the conversion is of two types: -

1. System conversion of manual system into computerized system in the way to understand By the User of the project made by me is being access very easily.
2. Conversion of existing computerized system into modified version of hardware this is the stage where hardware and software both are checked by me for the better performance of running project.

EVALUATION

The Evaluation stage denote the evaluation of gaming application software methods which is a necessary and beneficial process, which provides annual feedback to gamers members about job effectiveness and career guidance of the participants. The evaluation stage is intended to be a fair and balanced assessment of gaming application method. To assist supervisors and department heads in conducting performance reviews. An evaluation stage will be completed for all gaming software methods activities according to the Performance Evaluation stage and forwarded to the gaming developer. The Evaluation stage is designed to record the results of the gaming application for annual evaluation report. The Problem of existing system or drawbacks identified in the present system. Unfortunately, as promising as such as a system may be, it is of note that the proper operation of the system has a number of dependent factors. First, the system requires that it has a roughly omnipotent view of communication among personnel. Given that groups of personnel will likely communicate and carry business activities in person at some point, one or more semantic gaps could be created. Such gaps would prohibit token passing among nodes, as well as create inaccuracies within the perceived increase in the organization, reducing the overall effectiveness of the system.

MAINTENANCE

The maintenance covers the wide range of activities including correcting design and bugs in the application updating user support. The project need maintenance in future if any enhancements are made, maintenance of hardware and software is also required. We have tested it on various android devices and tried to overcome the bugs. Maintenance is those where the software and hardware both are being checked for better performance of the project. The maintenance is performed for two reasons. The first reason is to improve the compatibility of the project and to enhance the performance of the project but no matter how thoroughly the system is tested bugs and error might occur in future so we will provide regular maintenance to it. The total cost of maintenance is likely to be nominal. At certain point it becomes more feasible to perform a new information system. After the System is installed, maintenance is done.

FUTURE SCOPE

- 1. Upload globally:** - This application is currently available for some of the users as it's not uploaded on any global platform till now so wide range of the user can not access it. So, looking towards this issue will try to upload on a global platform like google play store so that we can attract wide range of users.
- 2. Addition of more game:** - Currently this application only contains limited numbers of game. It only contains 3 game currently but in near future developer will add many more additional games like car racing, puzzle, chess, etc. in it.
- 3. Design Improve design:** - Our application is well designed and developed but if user wants to change the design theme of the gaming application, we will try to improve the design of the application as per the user satisfaction.
- 4. Compatibility:** - We will make our project more effective and compatible with other android devices whose android version is less than lollipop 5.0 as for this project is only accessible for the devices with android lollipop 5.0 or more.
- 5. Platform Independent:** - This project can only run on an android device in current situation so it is platform dependent for now, so as a future scope of the project we will try to make it platform independent and run it on other operating system like IOS, Windows.

CONCLUSION

Android games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills. Android games themselves are a relatively modern form of entertainment. They are engaging and immersive on a level different from that of traditional board games and other forms of entertainment. The player actively contributes to the level of satisfaction he/she attains from this medium and thus is more invested and willing to engage in the elements of the game. The amount of play time is also an important factor in the effects of gaming. Although excessive playtime can have negative consequence, gaming in moderation can be healthy, fun, and educational.

BIBLIOGRAPHY

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2. **Youtube**

3. **Stackflow.com**

4. **Developer.android studio.com**