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package com.fenixazul.awesomechest;
/*
    SICI4997
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*/

import java.util.Random;
import android.app.Activity;
import android.media.MediaPlayer;
import android.media.MediaPlayer.OnCompletionListener;
import android.os.Bundle;
import android.view.Gravity;
import android.view.View;
import android.widget.ImageView;
import android.widget.LinearLayout;
import android.widget.Toast;

public class main extends Activity {

    MediaPlayer mp, prize, close;
    Random randomizer;
    int randomItem;
    ImageView itemImage, chest;
    String message;
    LinearLayout toastView;
    Boolean open = false;
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        mp = MediaPlayer.create(this.getApplicationContext(), R.raw.openmusic);
        prize = MediaPlayer.create(this.getApplicationContext(), R.raw.item );
        close = MediaPlayer.create(this.getApplicationContext(), R.raw.close);
        chest = (ImageView)findViewById(R.id.chest);
        randomizer = new Random();
        itemImage = new ImageView(getApplicationContext());
        mp.setOnCompletionListener(prizeCalc);

        findViewById(R.id.chest).setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
                if(open == false){
                    mp.start();
                }
                else{

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        chest.setImageResource(R.drawable.chest);
        close.start();
        open = false;
    }

}

});

}

public void Toast(){
    if(toastView != null)
        toastView.removeAllViews();

    Toast toast = Toast.makeText(getApplicationContext(),message, Toast.LENGTH_LONG);
    toast.setGravity(Gravity.CENTER, 0, 0);
    toastView = (LinearLayout) toast.getView();
    toastView.addView(itemImage,0);
    toast.show();
}

private OnCompletionListener prizeCalc = new OnCompletionListener() {

    public void onCompletion(MediaPlayer arg0) {
        open = true;
        chest.setImageResource(R.drawable.openchest);
        randomItem = randomizer.nextInt(8);
        switch (randomItem) {
            case 0:
                itemImage.setImageResource(R.drawable.item1);
                message = "You got a slingshot!";
                break;
            case 1:
                itemImage.setImageResource(R.drawable.item2);
                message = "You got an ocarina!";
                break;
            case 2:
                itemImage.setImageResource(R.drawable.item3);
                message = "You got magic beans!";
                break;
            case 3:
                itemImage.setImageResource(R.drawable.item4);
                message = "You got a bow!";
                break;
            case 4:
                itemImage.setImageResource(R.drawable.item5);
                message = "You got a boomerang!";
                break;
            case 5:
                itemImage.setImageResource(R.drawable.item6);
                message = "You got the ocarina of time!";
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        break;
    case 6:
        itemImage.setImageResource(R.drawable.item7);
        message = "You got a silver ruppee!";
        break;
    case 7:
        itemImage.setImageResource(R.drawable.item8);
        message = "You got a bomb!";
        break;
    case 8:
        itemImage.setImageResource(R.drawable.item9);
        message = "You got a Heart Container";
        break;
    default:
        message = "You got a sex bomb!";
        break;
    }
    prize.start();
    Toast ();
}
};
}
```