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//MainActivity.java
package com.zsg.dreamtractor;
import static java.lang.Math.abs;
import static java.lang.Math.random;
import android.content.Intent;
import android.media.AudioAttributes;
import android.media.AudioManager;
import android.media.SoundPool;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.LinearLayout;
import android.widget.TextView;
import android.widget.Toast;
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.Map;
import java.util.Random;
import java.util.jar.Attributes;
public class MainActivity extends AppCompatActivity {
    public int k=1,t=1;
    public static ArrayList p1=new ArrayList<Card>();
    public static ArrayList p2=new ArrayList<Card>();
    public Card card,card1,card2;
    public ImageView pic1,pic2;
    public TextView info1,info2;
    public Button exit,game_set;
    public LinearLayout linearLayout;
    public String language="zhouqu";
    public Boolean introduce=false;
    public int sound_id;
    private SoundPool soundPool;
    private Map<Integer, Integer> soundMap;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        pic1=findViewById(R.id.pic1);

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        pic2=findViewById(R.id.pic2);
        info1=findViewById(R.id.info1);
        info2=findViewById(R.id.info2);
        game_set=findViewById(R.id.game_set);
        exit=findViewById(R.id.exit);
        linearLayout=findViewById(R.id.introduce);
        //构建音效
        soundPool=new SoundPool(10, AudioManager.STREAM_MUSIC,0);
        soundMap=new HashMap<Integer, Integer>();
        //黑桃 spade 代表和平, 红桃 heart 代表爱情,
        // 梅花 club 代表幸运, 方块 diamond 代表财富
        init();
    }
    public void init(){

        create();//创建两副牌
        //传入用户选择的语言随机抽取一种语言模型构建语音池
        soundPut(SetActivity.languageSelected);
        click();//处理翻牌事件, 包括公牌和自己的牌
    }
    //给 soundMap 赋值
    void soundPut(String language) {
        int x;//语音模型序号比如 zhouqu2 的 2
        Random r=new Random(System.currentTimeMillis());
        //以下程序随机挑选语音模型序号
        if (language.equals("zhouqu")){
            x=r.nextInt(2)+1;//参数为语音模型总数
        }else if(language.equals("lanzhou")){
            x=1;
        }else if(language.equals("tibet")){
            x=1;
        }else{
            x=1;
        }
    }

    for (int i = 0; i <7 ; i++) {
        String str = language+x+"_"+"drink"+i;
        int id=getResources().getIdentifier(str,"raw",getPackageName());
        //载入语言资源
        soundMap.put(i, soundPool.load(MainActivity.this, id, 1));
    }
}

void create(){

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        for (int i = 1; i <= 13; i++) {
            p1.add(new Card("s", i));
            p1.add(new Card("h", i));
            p1.add(new Card("c", i));
            p1.add(new Card("d", i));
        }
        p1.add(new Card("big_joker", 88));
        p1.add(new Card("little_joker", 66));
        for (int i = 1; i <= 13; i++) {
            p2.add(new Card("s", i));
            p2.add(new Card("h", i));
            p2.add(new Card("c", i));
            p2.add(new Card("d", i));
        }
        p2.add(new Card("big_joker", 88));
        p2.add(new Card("little_joker", 66));
    }

    public void click(){
        pic1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                if (k%54==0){ //若每局结束
                    t++; //局数计数自增
                    //换背景
                    linearLayout.setBackgroundResource(R.drawable.wine1);
                    p1.clear(); //清空放第一幅牌的集合
                    p2.clear(); //清空放第二幅牌的集合
                    create(); //再次创建两副牌
                    k=0; //发牌计数器复位
                }
                card1=rand(p2); //第二幅牌中随机抽一张产生公牌
                p2.remove(card); //发出的公牌从第二幅中删除
                String str;
                //分析当前牌的的花色和大小得到代表该牌的图片资源文件名
                if(card.getSuit().equals("big_joker")){
                    str="big_joker";
                    Toast.makeText(MainActivity.this,"大王不能当公牌，请换牌！",
                        Toast.LENGTH_LONG).show();
                }else if(card.getSuit().equals("little_joker")){
                    str="little_joker";
                    Toast.makeText(MainActivity.this,"小王不能当公牌，请换牌！",
                        Toast.LENGTH_LONG).show();
                }else {
                    str = card.getSuit() + card.getRank();

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    }
    // Toast.makeText(MainActivity.this," 公 牌 被 点 击 了
"+str,Toast.LENGTH_SHORT).show();
    //根据资源文件名字符串得到资源 ID 号
    int id=getResources().getIdentifier(str,"drawable",getPackageName());
    pic1.setImageResource(id);//显示公牌
    k=p1.size()-p2.size();//第一幅始终不动，得到所出公牌牌序数
    info1.setText("第"+t+"局第"+k+"张牌");
}
});
pic2.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        if (k%54==0){
            t++;
            linearLayout.setBackgroundResource(R.drawable.wine1);
            p1.clear();
            p2.clear();
            create();
            k=0;}
        if (card1 == null) { //如果还没有公牌
            Toast.makeText(MainActivity.this," 请 先 翻 公 牌 ！
",Toast.LENGTH_SHORT).show();
        } else
        {card2 = rand(p2);
        p2.remove(card2);
        String str;
        if (card.getSuit().equals("big_joker")) {
            str = "big_joker";
        } else if (card.getSuit().equals("little_joker")) {
            str = "little_joker";
        } else {
            str = card.getSuit() + card.getRank();
        }
        //Toast.makeText(MainActivity.this," 自 己 的 牌 被 点 击 了
"+str,Toast.LENGTH_SHORT).show();
        int id = getResources().getIdentifier(str, "drawable", getPackageName());
        pic2.setImageResource(id);
        k = p1.size() - p2.size();
        info1.setText("第"+t+"局第"+k+"张牌");
    }
    //自己翻开的牌和公牌对比得到语音池 id 号，6 代表大王 5 代表小王
    int drink = judge(card1, card2);
    if (drink >= 0 && drink <= 6) {
        //获得 id 并播放
    }
}

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        soundPool.play(soundMap.get(drink), 1, 1, 0, 0, 1);
    }
}
});
//监听游戏设定按钮
game_set.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        Intent intent=new Intent(MainActivity.this,SetActivity.class);
        startActivity(intent);
    }
});
//监听游戏退出按钮
exit.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        // android.os.Process.killProcess(android.os.Process.myPid());
        System.exit(0);
    }
});
}

```

//随机抽牌方法传入的是一副牌的集合

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public Card rand(ArrayList p){

    Random random=new Random(System.currentTimeMillis());
    int nom=random.nextInt(p.size());
    card=(Card)(p.get(nom));

    return card;
}

public int judge(Card card1,Card card2){
    int n=0;
    if (card2.getSuit().equals("big_joker")){
        //大王自挖
        n=6;
    } else if (card2.getSuit().equals("little_joker")) {
        //小王自挖
        n=5;
    } else if (card1.getRank()==card2.getRank()) {
        //炸弹
        n=4;
    }
}

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    }
    else
if(((abs(card1.getRank()-card2.getRank())==1)|| (abs(card1.getRank()-card2.getRank())==2))
    &&(card1.getSuit().equals(card2.getSuit()))){
    //清拖
    n=3;
    }
    } else
if((abs(card1.getRank()-card2.getRank())==1)|| (abs(card1.getRank()-card2.getRank())==2)){
    //杂拖
    n=2;
    }else if(card1.getSuit().equals(card2.getSuit())){
    //清一色
    n=1;
    }else {
    n=0;//不喝酒
    }
//嵌套程序单独处理有一张 A 的牌
    if ((card1.getRank()==1)|| (card2.getRank()==1)) {
        if (card1.getRank()==card2.getRank()){
            //A 炸弹
            n=4;
        }else if (((abs(card1.getRank() - card2.getRank()) == 12) || (abs(card1.getRank() -
card2.getRank()) == 11)|| (abs(card1.getRank() - card2.getRank()) == 1)|| (abs(card1.getRank() -
card2.getRank()) ==2)) && (card1.getSuit().equals(card2.getSuit())) {
            //有一张 A 的清拖
            n = 3;
        } else if (((abs(card1.getRank() - card2.getRank()) == 12) || (abs(card1.getRank() -
card2.getRank()) == 11)|| (abs(card1.getRank() - card2.getRank()) == 1)|| (abs(card1.getRank() -
card2.getRank()) == 2)) {
            //有一张 A 的杂拖
            n = 2;
        } else if (card1.getSuit().equals(card2.getSuit())) {
            //有一张 A 的清一色
            n = 1;
        } else if (card2.getSuit().equals("big_joker")){
            n=6;
        } else if (card2.getSuit().equals("little_joker")) {
            n=5;
        } else {
            //有一张 A 的普通牌
            n = 0;
        }
    }
}
return n;

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}
//Card.java
package com.zsg.dreamtractor;
public class Card {
    private String Suit;
    private int Rank;

    public String getSuit() {
        return Suit;
    }

    public void setSuit(String suit) {
        Suit = suit;
    }

    public int getRank() {
        return Rank;
    }

    public void setRank(int rank) {
        Rank = rank;
    }

    public Card(String suit, int rank) {
        Suit = suit;
        Rank = rank;
    }
}

//SetActivity.java
package com.zsg.dreamtractor;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.RadioGroup;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
public class SetActivity extends AppCompatActivity {
    private RadioGroup rg;
    private Button confirm;
    public static String languageSelected="putong";
    @Override
    protected void onCreate(Bundle savedInstanceState) {

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        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_set);
        rg=findViewById(R.id.rg);
        confirm=findViewById(R.id.confirm);
        confirm.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                int rg_id=rg.getCheckedRadioButtonId();
                if (rg_id==R.id.rb_pt){
                    languageSelected="putong";

                    Toast.makeText(SetActivity.this," 默 认 是 普 通 话 ！
",Toast.LENGTH_SHORT).show();
                } else if (rg_id==R.id.rb_zq) {
                    languageSelected="zhouqu";
                    Toast.makeText(SetActivity.this," 舟 曲 话 听 着 欢 ！
",Toast.LENGTH_SHORT).show();
                } else if (rg_id==R.id.rb_lz) {
                    languageSelected="lanzhou";
                    Toast.makeText(SetActivity.this," 兰 州 话 满 福 的 很 ！
",Toast.LENGTH_SHORT).show();
                }else if (rg_id==R.id.rb_tibet){
                    languageSelected="tibet";
                    Toast.makeText(SetActivity.this,"曲吐！ ",Toast.LENGTH_SHORT).show();
                }else {
                    languageSelected="putong";
                }
                Intent intent=new Intent(SetActivity.this, MainActivity.class);
                startActivity(intent);
                finish();
            }
        });
    }
}

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//AndroidManifest.xml

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">
    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"

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        android:supportsRtl="true"
        android:theme="@style/Theme.DreamTractor"
        tools:targetApi="31">
        <activity
            android:name=".SetActivity"
            android:exported="false" />
        <activity
            android:name=".MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
//activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    >
<LinearLayout
    android:id="@+id/introduce"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="vertical"
    android:background="@drawable/wine2">
    <TextView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="美女缠身"
        android:textColor="#00ee00"
        android:gravity="left"
        android:textSize="40sp"
    />
</LinearLayout>
    <GridLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:background="@drawable/background"

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        android:columnCount="2"
        android:orientation="horizontal"
        android:padding="42dp"
        android:rowCount="3">
        <TextView
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center_horizontal"
            android:gravity="center_horizontal"
            android:text="公牌"
            android:textColor="#00ee00"
            android:textSize="30sp" />
        <TextView
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center_horizontal"
            android:gravity="center_horizontal"
            android:text="我的牌"
            android:textColor="#00ee00"
            android:textSize="30sp"
        />
        <ImageView
            android:id="@+id/pic1"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center_horizontal"
            android:src="@drawable/back"
        />
        <ImageView
            android:id="@+id/pic2"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center_horizontal"
            android:src="@drawable/back"
        />
        <TextView
            android:id="@+id/info1"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center"
            android:gravity="center_horizontal"
            android:text="先翻公牌"
            android:textColor="#00ee00"
            android:textSize="20sp"
```

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        />
    <TextView
        android:id="@+id/info2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:gravity="center_horizontal"
        android:text=""
        android:textColor="#00ee00"
        android:textSize="15sp" />
    <Button
        android:id="@+id/game_set"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="游戏设定"
        android:textColor="@color/white"
        android:textSize="20sp" />
    <Button
        android:id="@+id/exit"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:text="退出游戏"
        android:textColor="@color/white"
        android:textSize="20sp" />
</GridLayout>
</LinearLayout>
//activity_set.xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/wine_blank"
    android:gravity="center"
    android:orientation="vertical">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="left"
        android:text=" 请选择提示语音"
        android:textColor="#0000EE"
        android:textSize="20sp" />

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<RadioGroup
    android:id="@+id/rg"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="left"
    android:orientation="horizontal">
    <RadioButton
        android:id="@+id/rb_pt"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_row="0"
        android:layout_column="1"
        android:text="普通话"
        android:checked="true"
    />
    <RadioButton
        android:id="@+id/rb_zq"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_row="0"
        android:layout_column="2"
        android:text="舟曲话" />
    <RadioButton
        android:id="@+id/rb_lz"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_row="0"
        android:layout_column="3"
        android:text="兰州话" />
    <RadioButton
        android:id="@+id/rb_tibet"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_row="0"
        android:layout_column="4"
        android:text="藏语" />
</RadioGroup>
<Button
    android:id="@+id/confirm"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="确认" />
<TextView

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```
        android:id="@+id/tvHead"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="left"
        android:text="本游戏语音提示默认为普通话，提示内容为输赢及喝酒多少，大王自
挖 3 杯，小王自挖 2 杯，炸弹 4 杯，清拖 3 杯，杂拖 2 杯，清一色 1 杯。"
        android:textColor="#0000EE"
        android:textSize="20dp" />
</LinearLayout>
```