

SETTING UP YOUR CODE

This document explains how to set up your code for each week.

We know that a lot of you explored through doing your own modifications to the code, but we want all of you to begin each week from the same starting point, so that we can provide help to everyone.

So, we suggest that you save your code somewhere and replace `TheGame.java` with the code in `v4.java` file (from the downloaded and unzipped game framework):

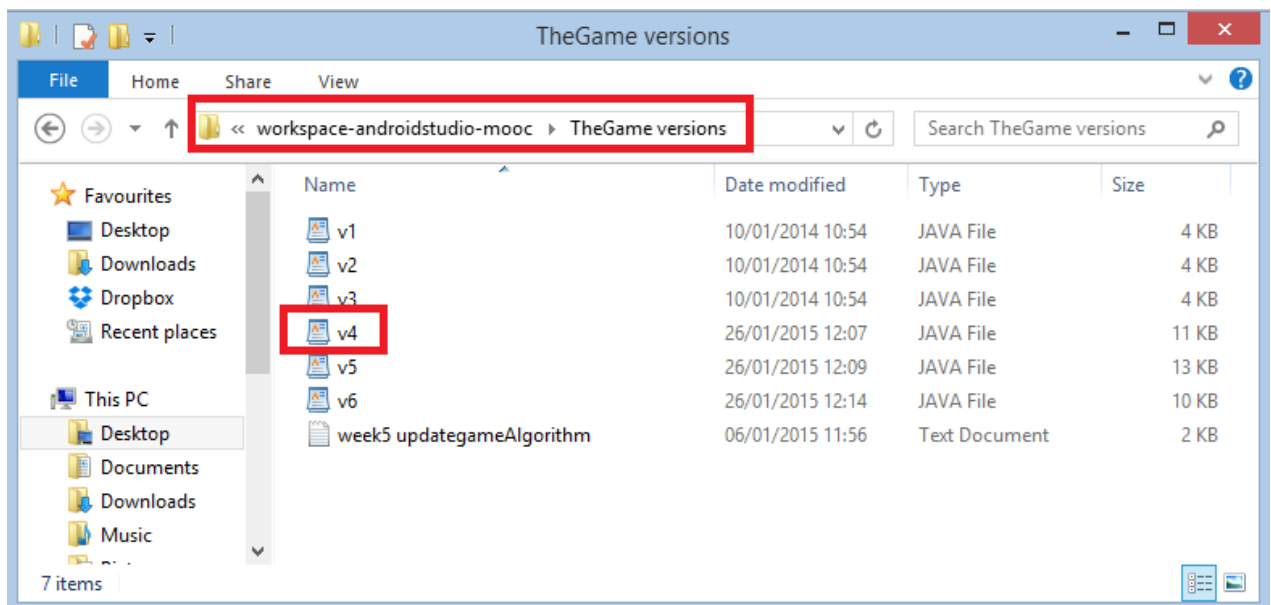


Figure 1: GameFrameWork - TheGame versions

Open `v4.java` file (this is the file for the Game for Week 4) in a text editor (on Windows you can right-click and select `Open With` and then selecting the application with which you wish to open the file).

Our suggestions:

- Windows NotePad++
- Mac TextWrangler
- Linux gedit or kate

Select and copy all the content.

Now replace the content of TheGame.java file in your Android Studio Project with the copied content from v4.java

Note: Week 1 'Challenge yourself: The Android Folder System' video at 3:20 shows how this can be done.

Save the project.

You are now ready to continue with the Week's activities.