［１］MySaicoro.java

```
/*
-----------------------------------------------------------------
            積が奇数の２個のさいころ
              Android 4.4（Kit Kat）
        Copyright(C) K.Niwa 2019.12.12
-----------------------------------------------------------------
*/

package jp.kiyo.wuena.mysaicoro;

import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.util.AttributeSet;
import android.view.View;
import android.content.res.Resources;  //画像用
import android.graphics.*;
import android.view.*;

public class MySaicoro extends View {

      private Bitmap bitmap1 = null;
      private Bitmap bitmap2 = null;
      private Bitmap bitmap3 = null;
      private Bitmap bitmap4 = null;
      private Bitmap bitmap5 = null;
      private Bitmap bitmap6 = null;

      int flag=0;
//自動識別子
      int syoki=0;                                                    //初期化
識別子
      int r1,r2;
//さいころ１、さいころ２の目の識別子（乱数）
      int ct1=0;
//実験回数
      int d11=0,d21=0,d31=0,d41=0,d51=0,d61=0;          //度数　d31 とはさいころ１の目が
```

```
３で、さいころ２の目が１の度数
    int d12=0,d22=0,d32=0,d42=0,d52=0,d62=0;
    int d13=0,d23=0,d33=0,d43=0,d53=0,d63=0;
    int d14=0,d24=0,d34=0,d44=0,d54=0,d64=0;
    int d15=0,d25=0,d35=0,d45=0,d55=0,d65=0;
    int d16=0,d26=0,d36=0,d46=0,d56=0,d66=0;
    int d=0;
//積が奇数の度数
    float ritu;
//積が奇数の割合
    int yy,xx;
//枠に使用したループカウンター

    int width;
    int height;

    public MySaicoro(Context context) {
        super(context);
        init(context);
    }

    public MySaicoro(Context context, AttributeSet attrs) {
        super(context,attrs);
        init(context);
    }

    public MySaicoro(Context context, AttributeSet attrs,int defStyle) {
        super(context,attrs,defStyle);
        init(context);
    }

    private void init(Context context) {
        Resources res = context.getResources();
        bitmap1 = BitmapFactory.decodeResource(res, R.drawable.sai1);
        bitmap2 = BitmapFactory.decodeResource(res, R.drawable.sai2);
        bitmap3 = BitmapFactory.decodeResource(res, R.drawable.sai3);
        bitmap4 = BitmapFactory.decodeResource(res, R.drawable.sai4);
        bitmap5 = BitmapFactory.decodeResource(res, R.drawable.sai5);
        bitmap6 = BitmapFactory.decodeResource(res, R.drawable.sai6);
```

```
                //WindowManager wm = (WindowManager) context.getSystemService
(Context.WINDOW_SERVICE);
        //Display disp = wm.getDefaultDisplay();
        //width = disp.getWidth();
        //height = disp.getHeight();
    }

    @Override
    protected void onDraw(Canvas canvas) {
        // TODO 自動生成されたメソッド・スタブ

        float a=0;
        float b=0;

        super.onDraw(canvas);
        canvas.drawColor(Color.WHITE);
        Paint paint = new Paint();
        paint.setColor(Color.BLUE);
        paint.setAlpha(50);
        canvas.drawRect((getWidth()/2-240)+10,(getHeight()/2-343)+10,(getWidth()/2-240)
+470,(getHeight()/2-343)+675, paint);

        paint.setAlpha(10000);
        paint.setColor(Color.BLUE);

        for(int i=0;i<2;i++) {
            canvas.drawLine((getWidth()/2-240)+10+i,(getHeight()/2-343)+10+i,(getWidth
()/2-240)+10+i,(getHeight()/2-343)+675-i, paint);
            canvas.drawLine((getWidth()/2-240)+10+i,(getHeight()/2-343)+675-i,(getWidth
()/2-240)+470-i,(getHeight()/2-343)+675-i, paint);
            canvas.drawLine((getWidth()/2-240)+470-i,(getHeight()/2-343)+675-i,(getWidth
()/2-240)+470-i,(getHeight()/2-343)+10+i, paint);
            canvas.drawLine((getWidth()/2-240)+470-i,(getHeight()/2-343)+10+i,(getWidth
()/2-240)+10+i,(getHeight()/2-343)+10+i, paint);
        }

        paint.setColor(Color.BLUE);
        paint.setTextSize(20.0f);
        canvas.drawText("【積が奇数の２個のさいころ】", (getWidth()/2-240)+120-20,
(getHeight()/2-343)+80,paint);
```

```
        paint.setColor(Color.BLACK);
        paint.setTextSize(17.0f);
          canvas.drawText("さいころⅠ",(getWidth()/2-240)+135+10,(getHeight()/2-343)
+188,paint);
          canvas.drawText("さいころⅡ",(getWidth()/2-240)+255+10,(getHeight()/2-343)
+188,paint);

        if (MainActivity.ritsu != 0) {
            a=(float)0.7*320/MainActivity.ritsu;          //----------------------------  ＜画像の拡
大・縮小の横の倍率を指定する＞
            b=(float)0.7*320/MainActivity.ritsu;          //----------------------------  ＜画像の拡
大・縮小の縦の倍率を指定する＞
        }
        else {
            a=(float) 1.0;
            b=(float) 1.0;
        }

        Matrix Mat = new Matrix(); //----------------------***
        Mat.postScale(a, b);          //-------------------------***
        Bitmap bitmap11 = Bitmap.createBitmap(          //---------***
                bitmap1,0,0,          //-------------------------***
                bitmap1.getWidth(),          //---------------------***
                bitmap1.getHeight(),          //-----------------***
                Mat,true  //-----------------------------***
        );          //-------------------------------------***

        Bitmap bitmap22 = Bitmap.createBitmap(          //---------***
                bitmap2,0,0,          //-------------------------***
                bitmap2.getWidth(),          //---------------------***
                bitmap2.getHeight(),          //-----------------***
                Mat,true  //-----------------------------***
        );          //-------------------------------------***

        Bitmap bitmap33 = Bitmap.createBitmap(          //---------***
                bitmap3,0,0,          //-------------------------***
                bitmap3.getWidth(),          //---------------------***
                bitmap3.getHeight(),          //-----------------***
                Mat,true  //-----------------------------***
```

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);          //-------------------------------------***

Bitmap bitmap44 = Bitmap.createBitmap(          //---------***
            bitmap4,0,0,          //-------------------------***
            bitmap4.getWidth(),          //---------------------***
            bitmap4.getHeight(),          //-----------------***
            Mat,true  //-----------------------------***
);          //-------------------------------------***

Bitmap bitmap55 = Bitmap.createBitmap(          //---------***
            bitmap5,0,0,          //-------------------------***
            bitmap5.getWidth(),          //---------------------***
            bitmap5.getHeight(),          //-----------------***
            Mat,true  //-----------------------------***
);          //-------------------------------------***

Bitmap bitmap66 = Bitmap.createBitmap(          //---------***
            bitmap6,0,0,          //-------------------------***
            bitmap6.getWidth(),          //---------------------***
            bitmap6.getHeight(),          //-----------------***
            Mat,true  //-----------------------------***
);          //-------------------------------------***

    if (bitmap11 != null && bitmap22 != null && bitmap33 != null && bitmap44 != null
&& bitmap55 != null && bitmap66 != null) {

        ct1++;

        r1=(int) (1+6*Math.random());
        if (r1==1) {
            canvas.drawBitmap(bitmap11, (getWidth()/2-240)+160,(getHeight()/2-343)
+130-5, paint);
        }
        else if (r1==2) {
            canvas.drawBitmap(bitmap22, (getWidth()/2-240)+160,(getHeight()/2-343)
+130-5, paint);

        }
        else if (r1==3) {
            canvas.drawBitmap(bitmap33, (getWidth()/2-240)+160,(getHeight()/2-343)
```

```
+130-5, paint);

                }
                else if (r1==4) {
                    canvas.drawBitmap(bitmap44, (getWidth()/2-240)+160,(getHeight()/2-343)
+130-5, paint);

                }
                else if (r1==5) {
                    canvas.drawBitmap(bitmap55, (getWidth()/2-240)+160,(getHeight()/2-343)
+130-5, paint);

                }
                else if (r1==6) {
                    canvas.drawBitmap(bitmap66, (getWidth()/2-240)+160,(getHeight()/2-343)
+130-5, paint);

                }

                r2=(int) (1+6*Math.random());
                if (r2==1) {
                    canvas.drawBitmap(bitmap11, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);
                }
                else if (r2==2) {
                    canvas.drawBitmap(bitmap22, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);

                }
                else if (r2==3) {
                    canvas.drawBitmap(bitmap33, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);

                }
                else if (r2==4) {
                    canvas.drawBitmap(bitmap44, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);

                }
                else if (r2==5) {
```

```
                canvas.drawBitmap(bitmap55, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);

            }
            else if (r2==6) {
                canvas.drawBitmap(bitmap66, (getWidth()/2-240)+280,(getHeight()/2-343)
+130-5, paint);

            }
        }          //if (bitmap1 != null && ···

        if (r1==1 && r2==1) {
            d11++;
        }
        else if (r1==2 && r2==1) {
            d21++;
        }
        else if (r1==3 && r2==1) {
            d31++;
        }
        else if (r1==4 && r2==1) {
            d41++;
        }
        else if (r1==5 && r2==1) {
            d51++;
        }
        else if (r1==6 && r2==1) {
            d61++;
        }
        else if (r1==1 && r2==2) {
            d12++;
        }
        else if (r1==2 && r2==2) {
            d22++;
        }
        else if (r1==3 && r2==2) {
            d32++;
        }
        else if (r1==4 && r2==2) {
            d42++;
```

```
}
else if（r1==5 && r2==2）{
    d52++;
}
else if（r1==6 && r2==2）{
    d62++;
}
else if（r1==1 && r2==3）{
    d13++;
}
else if（r1==2 && r2==3）{
    d23++;
}
else if（r1==3 && r2==3）{
    d33++;
}
else if（r1==4 && r2==3）{
    d43++;
}
else if（r1==5 && r2==3）{
    d53++;
}
else if（r1==6 && r2==3）{
    d63++;
}
else if（r1==1 && r2==4）{
    d14++;
}
else if（r1==2 && r2==4）{
    d24++;
}
else if（r1==3 && r2==4）{
    d34++;
}
else if（r1==4 && r2==4）{
    d44++;
}
else if（r1==5 && r2==4）{
    d54++;
}
```

```
else if（r1==6 && r2==4） {
    d64++;
}
else if（r1==1 && r2==5） {
    d15++;
}
else if（r1==2 && r2==5） {
    d25++;
}
else if（r1==3 && r2==5） {
    d35++;
}
else if（r1==4 && r2==5） {
    d45++;
}
else if（r1==5 && r2==5） {
    d55++;
}
else if（r1==6 && r2==5） {
    d65++;
}
else if（r1==1 && r2==6） {
    d16++;
}
else if（r1==2 && r2==6） {
    d26++;
}
else if（r1==3 && r2==6） {
    d36++;
}
else if（r1==4 && r2==6） {
    d46++;
}
else if（r1==5 && r2==6） {
    d56++;
}
else if（r1==6 && r2==6） {
    d66++;
}
```

```
        d=d11+d13+d15+d31+d33+d35+d51+d53+d55;  //積が奇数の度数
        paint.setColor(Color.BLACK);
        paint.setTextSize(19.0F);
        canvas.drawText("積が奇数の回数＝　"+d, (getWidth()/2-240)+100, (getHeight()
/2-343)+460, paint);

        if (ct1 != 0) {
            ritu = (float)d/(float)ct1;          //積が奇数の割合
            paint.setColor(Color.BLUE);
            paint.setTextSize(19.0F);
                canvas.drawText("積が奇数の割合＝　"+ritu, (getWidth() /2-240) +100,
(getHeight()/2-343)+490, paint);
        }

        paint.setColor(Color.BLACK);
        paint.setTextSize(19.0F);
        canvas.drawText("実験回数＝ "+ct1, (getWidth()/2-240)+170, (getHeight()/2-343)
+230, paint);

        //表の枠
        paint.setColor(Color.BLACK);
         canvas.drawLine((getWidth()/2-240)+128, (getHeight()/2-343)+255, (getWidth()
/2-240)+353,(getHeight()/2-343)+255, paint);
         canvas.drawLine((getWidth()/2-240)+128, (getHeight()/2-343)+275, (getWidth()
/2-240)+193,(getHeight()/2-343)+275, paint);
         canvas.drawLine((getWidth()/2-240)+193, (getHeight()/2-343)+275, (getWidth()
/2-240)+209,(getHeight()/2-343)+295, paint);

        for(yy=335;yy<=455;yy=yy+20){
                canvas.drawLine( (getWidth() /2-240) +128, (getHeight() /2-343) +yy-40,
(getWidth()/2-240)+353,(getHeight()/2-343)+yy-40, paint);
        }
        for(xx=353;xx>208;xx=xx-24){
            canvas.drawLine((getWidth()/2-240)+xx,(getHeight()/2-343)+255,(getWidth()
/2-240)+xx,(getHeight()/2-343)+415, paint);
        }
         canvas.drawLine((getWidth()/2-240)+128, (getHeight()/2-343)+255, (getWidth()
/2-240)+128,(getHeight()/2-343)+415, paint);

        //表の文字
```

```
        paint.setTextSize(14.0F);
        canvas.drawText("さいころⅡ", (getWidth()/2-240)+133, (getHeight()/2-343)+270,
paint);
        paint.setTextSize(15.0F);
        canvas.drawText("１", (getWidth()/2-240)+213, (getHeight()/2-343)+280, paint);
        canvas.drawText("２", (getWidth()/2-240)+238, (getHeight()/2-343)+280, paint);
        canvas.drawText("３", (getWidth()/2-240)+263, (getHeight()/2-343)+280, paint);
        canvas.drawText("４", (getWidth()/2-240)+288, (getHeight()/2-343)+280, paint);
        canvas.drawText("５", (getWidth()/2-240)+313, (getHeight()/2-343)+280, paint);
        canvas.drawText("６", (getWidth()/2-240)+338, (getHeight()/2-343)+280, paint);

        paint.setTextSize(14.0F);
        canvas.drawText("さいころⅠ", (getWidth()/2-240)+130, (getHeight()/2-343)+290,
paint);
        paint.setTextSize(15.0F);
        canvas.drawText("１", (getWidth()/2-240)+158, (getHeight()/2-343)+310, paint);
        canvas.drawText("２", (getWidth()/2-240)+158, (getHeight()/2-343)+330, paint);
        canvas.drawText("３", (getWidth()/2-240)+158, (getHeight()/2-343)+350, paint);
        canvas.drawText("４", (getWidth()/2-240)+158, (getHeight()/2-343)+370, paint);
        canvas.drawText("５", (getWidth()/2-240)+158, (getHeight()/2-343)+390, paint);
        canvas.drawText("６", (getWidth()/2-240)+158, (getHeight()/2-343)+410, paint);

        //表の度数
        paint.setTextSize(15.0F);
          paint.setColor(Color.BLUE);canvas.drawText(""+d11, (getWidth()/2-240)+213,
(getHeight()/2-343)+310, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d12, (getWidth()/2-240)+237,
(getHeight()/2-343)+310, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d21, (getWidth()/2-240)+213,
(getHeight()/2-343)+330, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d22, (getWidth()/2-240)+237,
(getHeight()/2-343)+330, paint);
          paint.setColor(Color.BLUE);canvas.drawText(""+d31, (getWidth()/2-240)+213,
(getHeight()/2-343)+350, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d32, (getWidth()/2-240)+237,
(getHeight()/2-343)+350, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d41, (getWidth()/2-240)+213,
(getHeight()/2-343)+370, paint);
          paint.setColor(Color.BLACK);canvas.drawText(""+d42, (getWidth()/2-240)+237,
(getHeight()/2-343)+370, paint);
```

```
paint.setColor(Color.BLUE);canvas.drawText(""+d51, (getWidth()/2-240)+213,
(getHeight()/2-343)+390, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d52, (getWidth()/2-240)+237,
(getHeight()/2-343)+390, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d61, (getWidth()/2-240)+213,
(getHeight()/2-343)+410, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d62, (getWidth()/2-240)+237,
(getHeight()/2-343)+410, paint);
paint.setColor(Color.BLUE);canvas.drawText(""+d13, (getWidth()/2-240)+261,
(getHeight()/2-343)+310, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d14, (getWidth()/2-240)+285,
(getHeight()/2-343)+310, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d23, (getWidth()/2-240)+261,
(getHeight()/2-343)+330, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d24, (getWidth()/2-240)+285,
(getHeight()/2-343)+330, paint);
paint.setColor(Color.BLUE);canvas.drawText(""+d33, (getWidth()/2-240)+261,
(getHeight()/2-343)+350, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d34, (getWidth()/2-240)+285,
(getHeight()/2-343)+350, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d43, (getWidth()/2-240)+261,
(getHeight()/2-343)+370, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d44, (getWidth()/2-240)+285,
(getHeight()/2-343)+370, paint);
paint.setColor(Color.BLUE);canvas.drawText(""+d53, (getWidth()/2-240)+261,
(getHeight()/2-343)+390, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d54, (getWidth()/2-240)+285,
(getHeight()/2-343)+390, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d63, (getWidth()/2-240)+261,
(getHeight()/2-343)+410, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d64, (getWidth()/2-240)+285,
(getHeight()/2-343)+410, paint);
paint.setColor(Color.BLUE);canvas.drawText(""+d15, (getWidth()/2-240)+309,
(getHeight()/2-343)+310, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d16, (getWidth()/2-240)+333,
(getHeight()/2-343)+310, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d25, (getWidth()/2-240)+309,
(getHeight()/2-343)+330, paint);
paint.setColor(Color.BLACK);canvas.drawText(""+d26, (getWidth()/2-240)+333,
(getHeight()/2-343)+330, paint);
```

```
                paint.setColor（Color.BLUE）;canvas.drawText（""+d35,　（getWidth（）/2-240）+309,
（getHeight（）/2-343）+350, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d36,　（getWidth（）/2-240）+333,
（getHeight（）/2-343）+350, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d45,　（getWidth（）/2-240）+309,
（getHeight（）/2-343）+370, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d46,　（getWidth（）/2-240）+333,
（getHeight（）/2-343）+370, paint）;
                paint.setColor（Color.BLUE）;canvas.drawText（""+d55,　（getWidth（）/2-240）+309,
（getHeight（）/2-343）+390, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d56,　（getWidth（）/2-240）+333,
（getHeight（）/2-343）+390, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d65,　（getWidth（）/2-240）+309,
（getHeight（）/2-343）+410, paint）;
                paint.setColor（Color.BLACK）;canvas.drawText（""+d66,　（getWidth（）/2-240）+333,
（getHeight（）/2-343）+410, paint）;

            paint.setColor（Color.BLACK）;
            paint.setTextSize（18.0F）;
             canvas.drawText（"※ 画面を５回タッチすると自動になります。",　（getWidth（）
/2-240）+50-20,（getHeight（）/2-343）+530, paint）;
            canvas.drawText（"※ 画面をタッチすると自動が止まります。",（getWidth（）/2-240）
+50-20,（getHeight（）/2-343）+555, paint）;
             canvas.drawText（"※ 更に画面をタッチすると初期化されます。",　（getWidth（）
/2-240）+50-20,（getHeight（）/2-343）+580, paint）;
            canvas.drawText（"※ 画面が暗くなったらタイトルバーをタッチ！",　（getWidth（）
/2-240）+50-20,（getHeight（）/2-343）+605, paint）;

            paint.setColor（Color.BLUE）;
            paint.setTextSize（19.0F）;
              canvas.drawText（"Copyright（C） K.Niwa　2019.11.19",　（getWidth（）/2-240）+100,
（getHeight（）/2-343）+640, paint）;　　//作者表示

            if（flag >= 5）｛
                if（d11<98 && d21<98 && d31<98 && d41<98 && d51<98 && d61<98 && d12
<98 && d22<98 && d32<98 && d42<98 && d52<98 && d62<98 && d13<98 && d23<98 &&
d33<98 && d43<98 && d53<98 && d63<98 && d14<98 && d24<98 && d34<98 && d44<98
&& d54<98 && d64<98 && d15<98 && d25<98 && d35<98 && d45<98 && d55<98 && d65<
98 && d16<98 && d26<98 && d36<98 && d46<98 && d56<98 && d66<98）｛
                        invalidate（）;
```

```
                }
            }

        }    //protected void onDraw(Canvas canvas)

        @Override
        public boolean onTouchEvent(MotionEvent event) {
            flag++;
            flag = flag % 6;

            syoki++;
            if (syoki > 6) {
                flag=0;
            //自動識別子
                syoki=0;
//初期化識別子
                ct1=0;
            //実験回数
                d11=0;d21=0;d31=0;d41=0;d51=0;d61=0;   //度数　d31 とはさいころ１の目が
３で、さいころ２の目が１の度数
                d12=0;d22=0;d32=0;d42=0;d52=0;d62=0;
                d13=0;d23=0;d33=0;d43=0;d53=0;d63=0;
                d14=0;d24=0;d34=0;d44=0;d54=0;d64=0;
                d15=0;d25=0;d35=0;d45=0;d55=0;d65=0;
                d16=0;d26=0;d36=0;d46=0;d56=0;d66=0;
                d=0;
//積が奇数の度数
                ritu=0;
            //積が奇数の割合
            }

            invalidate();
            return false;
        }

}
```

［２］activity_main.xml

```
〈?xml version="1.0" encoding="utf-8"?〉
〈 a n d r o i d x . c o n s t r a i n t l a y o u t . w i d g e t . C o n s t r a i n t L a y o u t
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=".MainActivity"〉

    〈TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" /〉

    〈jp.kiyo.wuena.mysaicoro.MySaicoro
        android:id="@+id/myfview1"
        android:layout_height="match_parent"
        android:layout_width="match_parent"/〉

〈/androidx.constraintlayout.widget.ConstraintLayout〉
```

［３］MainActivity.java

```
/*
--------------------------------------------------------------------
        積が奇数の２個のさいころ
          Android 4.4（Kit Kat）
    Copyright(C) K.Niwa 2019.12.12
--------------------------------------------------------------------
*/

package jp.kiyo.wuena.mysaicoro;

import androidx.appcompat.app.AppCompatActivity;
```

```
import android.os.Bundle;
import android.util.DisplayMetrics;      //<画像の拡大・縮小に必要なライブラリ>
import android.app.Activity;
import android.view.Menu;

public class MainActivity extends AppCompatActivity {

    static int ritsu;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        DisplayMetrics metrics = new DisplayMetrics();//<端末の情報を取得する>
        getWindowManager().getDefaultDisplay().getMetrics(metrics);
        StringBuilder buffer = new StringBuilder();
            buffer.append("densityDpi（ドット数／インチ）：" + String.valueOf
(metrics.densityDpi) + "¥n");
        ritsu=metrics.densityDpi;
    }
}
```