**if** (radio0.isChecked()) { //假如選到radio0

val = Integer.*parseInt*(edN1.getText().toString()) //則edN1 + edN2

+ Integer.*parseInt*(edN2.getText().toString());

textView3.setText(val + ""); //再把數字填到空格(textView3)中

} **else** **if** (radio1.isChecked()) { //如果不是選到radio0 是選到radio1

val = Integer.*parseInt*(edN1.getText().toString()) //則edN1 - edN2

- Integer.*parseInt*(edN2.getText().toString());

textView3.setText(val + ""); //再把數字填到空格(textView3)中

} **else** **if** (radio2.isChecked()) {

val = Integer.*parseInt*(edN1.getText().toString())

\* Integer.*parseInt*(edN2.getText().toString());

textView3.setText(val + "");

} **else** {

val2 = Double.*parseDouble*(edN1.getText().toString())

/ Double.*parseDouble*(edN2.getText().toString());

textView3.setText(String.*format*("%.2f" + "", val2));

button1.setOnClickListener(**new** Button.OnClickListener() {}

設定按鈕觸發動作

Source -> override -> 選onCreateOptionsMenu(Menu menu)

生成副程式框架，創造選項選單

MenuInflater mif = **this**.getMenuInflater(); 選單填充成形

mif.inflate(R.menu.*mymenu*, menu);

Source -> override -> 選onOptionsItemSelected(MenuItem item)

某一個選項選單被選到的時候，會告訴我哪個選項被選到

**switch** (item.getItemId()) {} 多選一判斷

**case** R.id.*miAbout*:

**break**;

**case** R.id.*miLicense*:

**break**;