



Basic Game Graphics: GUI #01

(designed to accompany the AP® Computer Science A Elevens Lab)

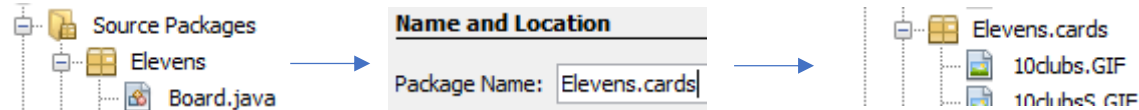


- Consider and address the following questions:

1. What code knowledge do you currently have that might help you code the Graphics version of Elevens?
2. What code knowledge do you feel you need (but don't have) to complete the GUI version of the game?

- Getting the graphics for the game (card graphics):

1. Download the game card graphics (keep track of where you save these files)
2. Right-click package where game files are stored (Elevens), create a new package named cards (Elevens.cards).



3. Copy all the card files into the new Elevens.cards package.

- Below is the framework for the basic beginnings of an Elevens GUI class. Complete the GUI Class:

```
/** Find the correct imports needed for: Color, URL, ImageIcon, JButton, JFrame, JLabel, and JPanel */
public class GUI {
    public static URL card1, card2, card3; //Store location of the card graphics to use
    public GUI(){ //GUI is an object ... this is the constructor
        JFrame elevensGame = //Complete this line
            elevensGame. //Game should be 800 wide and 302 tall
            elevensGame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); //Standard procedure
            elevensGame. //Make it so game window can't be resized
        JPanel gameWindow = new JPanel(); //Create the JPanel() to put game items on
        gameWindow. //Set the background color for the game
        card1 = getClass().getResource("cards\\10clubs.GIF"); //Create a URL to find card graphic
        ImageIcon card1Image = new ImageIcon(card1); //Create the ImageIcon graphic for card #1
        JLabel card1Label = new JLabel(); //Create the JLabel for the card
        card1Label.setIcon(card1Image); //Place graphic into the new JLabel
    }
    /** Repeat the above four lines of code so that the Ace of Diamonds and the Queen of Hearts are displayed next. */
    JButton replace = new JButton("Replace"); //Create the JButton to replace cards
    JButton restart = new JButton("Restart"); //Create the JButton to restart the game
    /** Add code that places card #1, card #2, card #3, and the two JButtons on the game window. */
    elevensGame. //Add the game window to the GUI
    //Make the GUI show to the screen
}
public static void main(String[] args) {
    GUI game = new GUI(); //Encapsulation ... make the main class
    //Create new GUI = run the game
}
}
```

