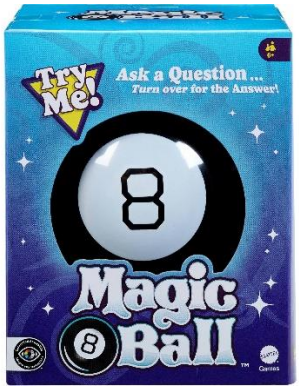
Magic 8 Ball

In this assignment, we are recreating the classic Magic 8 Ball toy:





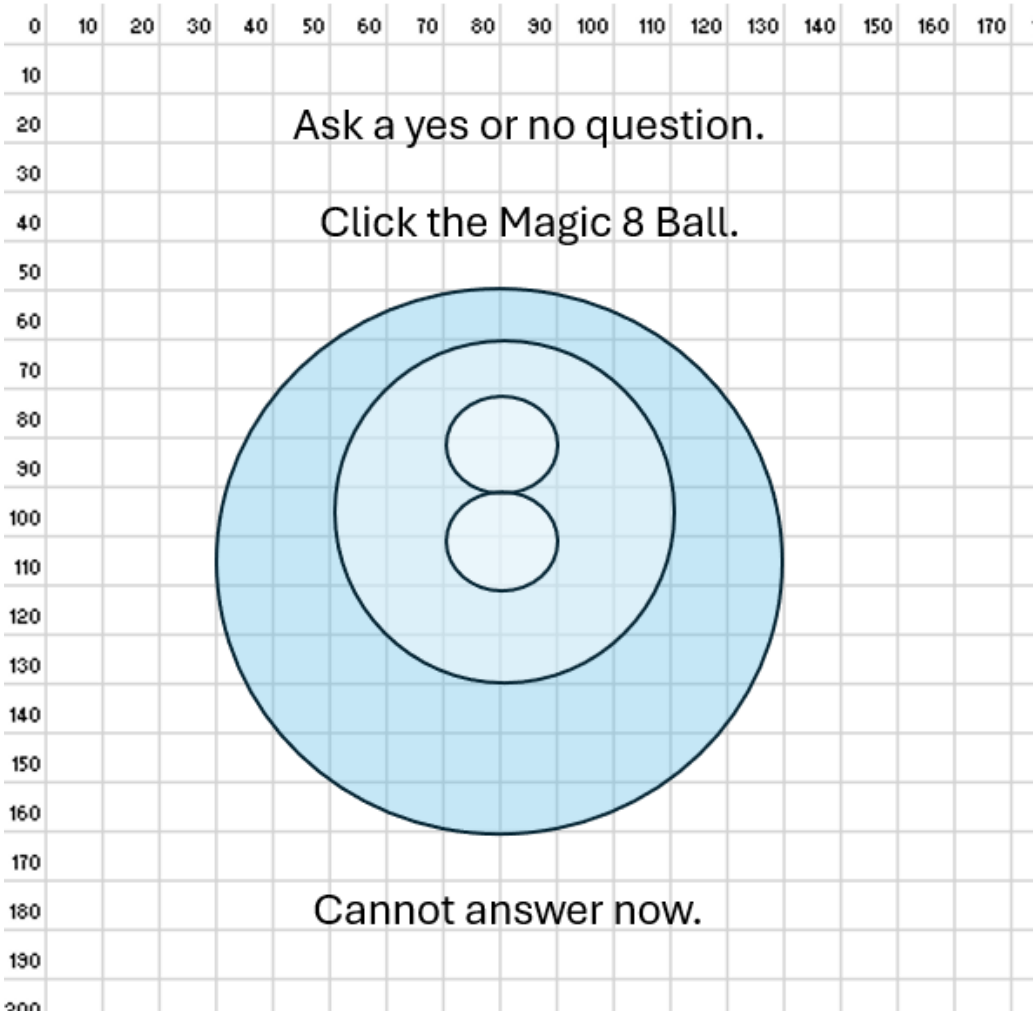
It's sixteen responses are:

Outlook not so good	It is certain	Most likely	Better not tell you now
Don't count on it	My reply is no	You may rely on it	Yes definitely
My sources say no	As I see it yes	Cannot predict now	Concentrate and ask again
Without a doubt	Very doubtful	Outlook good	Reply hazy, try again

First draw the 8 Ball on the screen inside paint.

Add the titles too. I already made the answer part at the bottom.

Then, add the other sixteen responses in the if inside mousePressed.



Starter code

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;

public class Code4A_Magic8Ball extends Applet implements MouseListener
{
    String text = "Cannot answer now";

    public void mousePressed (MouseEvent e)
    {
        //get the x and y co-ordinates of the mouse
        int x = e.getX ();
        int y = e.getY ();

        //check the red button
        if (x > 30 && y > 50 && x < 130 && y < 160)
        {
            int r = (int) (Math.random () * 16) + 1;
            if (r == 1)
                text = "Outlook not so good";
            else if (r == 2)
                text = "Don't count on it";
            //add the other 13 responses here in else ifs

            else
                text = "My sources say no";

        }

        repaint ();
    }


    public void paint (Graphics g)
    {
        g.setFont (new Font ("Arial", Font.PLAIN, 18));
        g.drawString (text, 50, 180);


    }



    //Other Methods needed for MouseListener ----------------------
    public void init ()  {  addMouseListener (this); }
    public void mouseClicked (MouseEvent e) { }
    public void mouseEntered (MouseEvent e) { }
    public void mouseExited (MouseEvent e) { }
    public void mouseReleased (MouseEvent e) { }
    //End of other methods needed for MouseListener ---------------
}
```