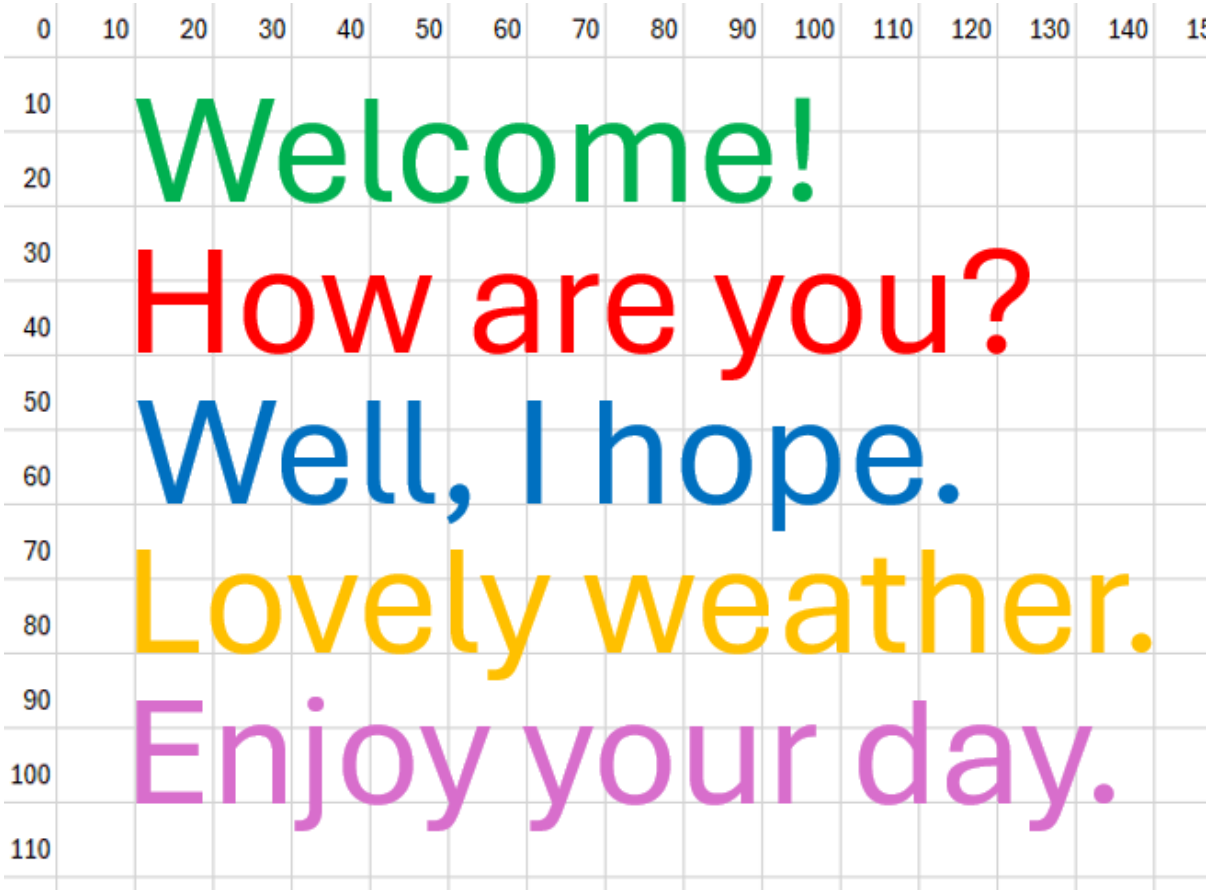
Text Programs

A. Text



Create the text on this screen.

Here is some starter code:

```
import java.awt.*;
import java.applet.Applet;
public class Code6A_Text extends Applet
{
    public void paint (Graphics g)
    {
        g.setFont (new Font ("Arial", Font.PLAIN, 18));
        g.setColor (Color.red);
        g.drawString ("Apple", 10, 20);
    }
}
```

B. Favourites

Here is some starter code:

```
import java.awt.*;
import java.applet.Applet;
public class Code6B_Favourites extends Applet
{
    public void paint (Graphics g)
    {
        g.setFont (new Font ("Arial", Font.PLAIN, 18));
        g.setColor (Color.blue);
        g.drawString ("Name:", 10, 20);
        g.drawString ("Favourite colour:", 10, 40);
        g.drawString ("Favourite food:", 10, 60);
        g.drawString ("Country want to visit:", 10, 80);
    }
}
```

Fill in your name, favourite colour, favourite food and the country that you want to visit.

Add the following:

- Favourite Movie
- Favourite Kid's Show
- Favourite Baked Good
- Favourite Season

Find co-ordinates that work for your screen.

C. Input

Here is some starter code:

```
import java.awt.*;
import java.applet.Applet;
import javax.swing.*;
public class Code6C_Input extends Applet
{
    public void paint (Graphics g)
    {
        //Ask the questions
        String name = JOptionPane.showInputDialog ("Enter a name: ");
        String num = JOptionPane.showInputDialog ("Enter number: ");

        //Write the story
        g.setFont (new Font ("Arial", Font.PLAIN, 18));

        g.drawString (name + "-ball: A Fun Sport", 10, 20);
        g.drawString (name+"-ball is played with", 10, 50);
        g.drawString ("a team of "+num+" players.", 10, 70);
    }
}
```

This is the java equivalent of the MadLibs story we made before.

Add more questions and more story to create the following:

```
Joe-ball: A Fun Sport

Joe-ball is played with
a team of 345 players.
You run a watermelon down
the smelly field until you
get to the castle. Then,
you yell yuck! Because your
team got a Joe-goal.
```

