

## A2. Unscramble

Complete After Sheet 1 & 2:



- All of the above widgets need to be on the screen.
- The applet won't work! It will just look nice.
- Re-size the screen to an appropriate size.
- Don't worry if the widgets appear slightly off. Remember java sometimes changes positioning.
- Add some colour.
- The title needs to be a different font (but it doesn't need to be this font). You can find the fonts inside your computer by opening word and reading off the fonts. See picture on the right.

### Starter Code – from Sheet #2:

```
import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
import java.applet.Applet;

public class unScramble extends Applet implements ActionListener
{
    public void init ()
    {
        resize (270, 140);
        setBackground(Color.orange);

        JLabel welcome = new JLabel ("Welcome to");
        welcome.setFont (new Font ("Arial", Font.ITALIC, 14));

        JLabel mathCircus = new JLabel ("Math Circus");
        mathCircus.setFont (new Font ("Jokerman", Font.BOLD, 40));
        mathCircus.setForeground (Color.red);

        JButton enter = new JButton ("Enter");
        enter.setBackground (Color.blue);
        enter.setForeground (Color.yellow);

        add (welcome);
        add (mathCircus);
        add (enter);
    }

    public void actionPerformed (ActionEvent e)
    {
    }
}
```

