

The Something Something

Make eight buttons.

For their width, try this mutator:

```
b1.setPreferredSize (new Dimension (250, 38));
```

When you click on the button:

- A random number is selected.
- Depending on the value of the random number, a word is displayed.

The action command for the first button is:

```
if (e.getActionCommand ().equals ("1"))  
{  
    int r = (int) (Math.random () * 3);  
    if (r == 0)  
        b1.setText ("The");  
    else if (r == 1)  
        b1.setText ("A");  
    else  
        b1.setText ("This");  
}
```

You may make choose your own words. Keep them school appropriate.



You may also use the following.

Button	Default (starting word)	Random Word choices
1	The	A, The, This
2	Beautiful	Tall, Green, Silent, Old, Expensive
3	Dragon	Boy, Wheat, Policy,
4	Crawled	Arrived, Slithered, Bounced, Dashed, Flew
5	From	By, To, Near
6	The	A, The, This
7	Crooked	Stunning, Wonderful, Dreadful, Dingy
8	Trunk	Cave, Rock, Skyscraper, Fence, Baseball Diamond