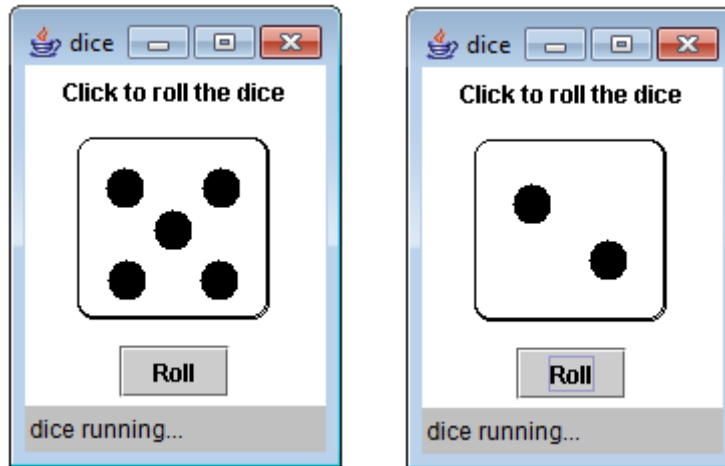


Dice



Make the above applet. You only need 3 widgets.

In `actionPerformed`, you need a random number between one and six.

```
int n = (int) (Math.random () * 6 + 1);
```

Then, make an `if` statement to change the picture to a new one.

```
if (n == 1)
    picture.setIcon (createImageIcon ("dice1.gif"));
```

Starter Code:

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

public class dice extends Applet implements ActionListener
{
    public void init ()
    {
        resize (150, 170);
    }

    public void actionPerformed (ActionEvent e)
    {
        if (e.getActionCommand ().equals ("dice"))
        {
            int n = (int) (Math.random () * 6 + 1);
            if (n == 1)
                picture.setIcon (createImageIcon ("dice1.gif"));
        }
    }
}
```

```
protected static ImageIcon createImageIcon (String path)
{
    java.net.URL imgURL = dice.class.getResource (path);
    if (imgURL != null)
    {
        return new ImageIcon (imgURL);
    }
    else
    {
        System.err.println ("Couldn't find file: " + path);
        return null;
    }
}
}
```