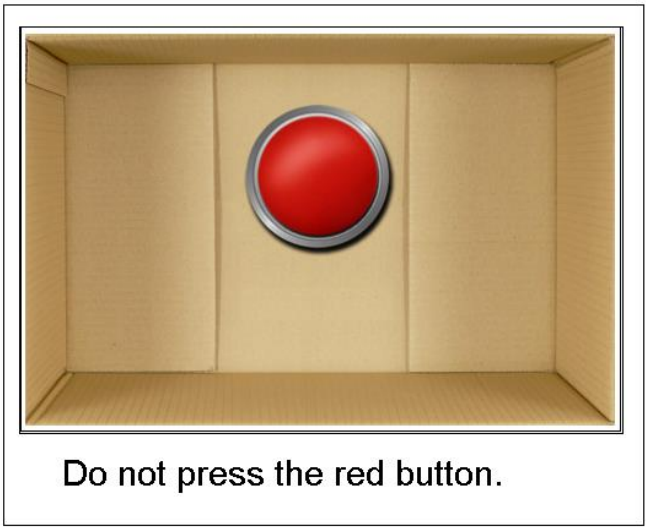
# Do not press the red button.




You can actually download this "game" from the Apple AppStore: http://itunes.apple.com/us/app/do-not-press-the-red-button/id317885341?mt=8.

In this "game" there is a picture on a JButton of a red button. When the red button is pressed, (in spite of instruction to not press it) the computer has a series of twenty-two messages that it cycles through:

1. *Ahem* Do NOT press the red button.
2. Don't do it.
3. Seriously.
4. Not this again.
5. ... you pressed it again. Do NOT press the button.
6. ...this displeases me.
7. Quick! What's that behind you.
8. All right, press it again. See if I care.
9. Again.
10. Do it again.
11. Click it!
12. And again.
13. OK, that's enough. You've got your fill.
14. I mean it. It's time to stop pressing it.
15. You see, this is why we can't be friends.
16. You are just too selfish.
17. Now you've asked for it. DoNoT pReSs It AgAiN!
18. You seem immune to my mind control.
19. Time for plan B. Press it. You know you want to.
20. See that was reverse psychology! Oh wait, it didn't work.
21. Really? aren't you getting bored yet?
22. Don't you have anything else to do?

When it gets to the end of the messages, it just starts over.

Starter Code:

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

public class RedButton extends Applet implements ActionListener
{

    int count = 0;

    public void init ()
    {
        JButton picture = new JButton (createImageIcon ("redButton.jpg"));
        add (picture);
    }


    public void actionPerformed (ActionEvent e)
    {
        count++;
        if (count == 1)
            text.setText ("Don't click on the red button.");
    }


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