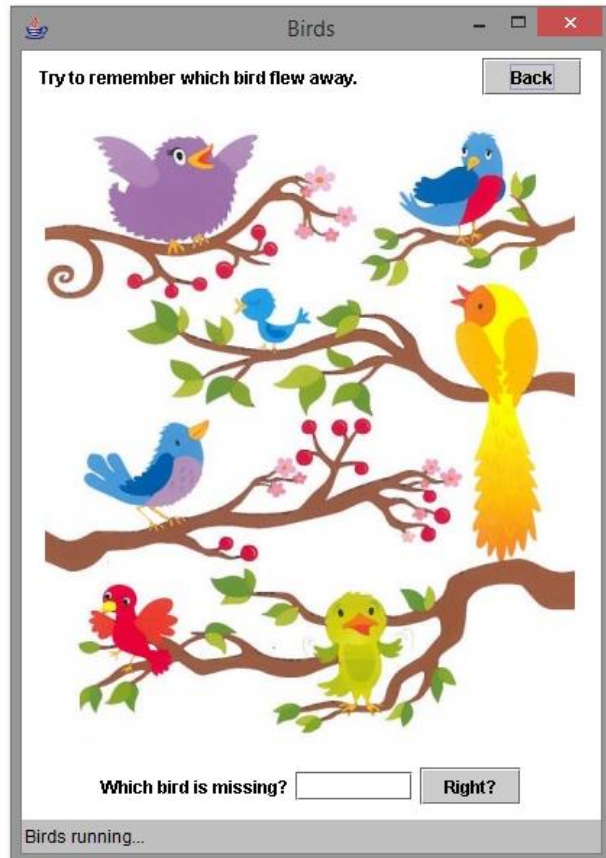
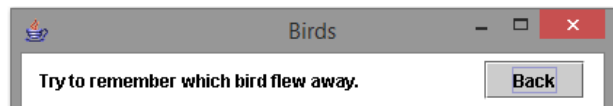
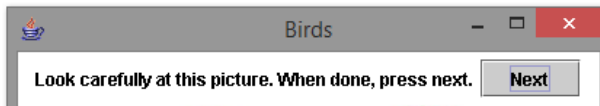


Birds Puzzle



Notice that there are four global variables. The JTextField, the picture, the top instruction and the top button.



In addition to coding the Right? button at the bottom of the screen, also code the next and back button so they display the correct picture and text.

Starter code:

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

public class Birds extends Applet implements ActionListener
{
    int here = 1;

    public void init ()
    {
        resize (400, 530);
```

```
}

public void actionPerformed (ActionEvent e)
{
    if (e.getActionCommand ().equals ("next")) //flip the screens
    {
        if (here == 1)
        {
            here++;
        }
        else
        {
            here--;
        }
    }
    else //check the answer, display result in showStatus
    {

    }
}

protected static ImageIcon createImageIcon (String path)
{
    java.net.URL imgURL = Birds.class.getResource (path);
    if (imgURL != null)
        return new ImageIcon (imgURL);
    else
        return null;
}
}
```