

# Chicken Chicken

## 1(A). Opening Screen:



- The background colour of the button can be set like this:  
`next.setBackground (new Color (233, 26, 66));`
- The size of the applet is 250 x 400
- The picture and the JLabel that says “How many eggs are in play?” are both global.
- Both buttons need `actionListeners` and `actionCommands`.

## 1(B). Card Switching:

- Random number code is:

```
int randPic = (int) (Math.random () * 3) + 1;
```

- Make the first 3 cards appear on the screen (randomly) when the NextCard button is clicked.



- Show Ms. Gorski when this part is done. This is the first checkmark for this assignment.




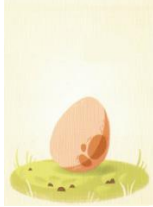
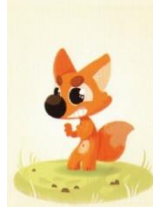
## 2. Totals

Add some global variables to track the number of hens and the number of chickens:

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
import java.applet.Applet;
public class ChickenChicken extends Applet implements ActionListener
{
    JLabel pic;
    JLabel instruct;
    int egg = 0;
    int hen = 0;

    public void init ()
    {
        pic = new JLabel (createImageIcon ("chicken0.png"));
        add (pic);
        instruct = new JLabel ("How many eggs are in play?");
        add (instruct);
        JButton nextCard = new JButton ("Next Card");
        nextCard.setBackground (new Color (233, 26, 66));
        nextCard.setForeground (Color.white);
```

Depending on the picture, you will need to change the global variables.

chicken1.png	chicken2.png	chicken3.png
		
Hens sit on one egg, if there is an egg.	You are counting eggs. You are trying to get to five eggs. Count one for this card.	A fox frightens away one hen, if there is a hen.
<pre>if ((egg - hen) &gt; 0)     hen++;</pre>	<pre>egg++;</pre>	<pre>if (hen &gt; 0)     hen--;</pre>

For testing purposes, make the global variables display on the screen (highlighted in green on the adjacent screen).

Depending on your JLabel name, this will appear something like this:






```
instruct.setText ("Eggs: " + egg + " Hens: " + hen);
```

- Show Ms. Gorski when this part is done. This is the second checkmark for this assignment (Totals).





### 3. Complex Totals

Add these cards and their actions:

<p>chicken4.png</p>  <p>Rooster does nothing to the egg or hen count. However, it says:</p> <pre>instruct.setText ("Wake up!");</pre>	<p>chicken5.png</p>  <p>Ostrich egg. Adds 2 to the egg count.</p>	<p>chicken6.png</p>  <p>Worm If there is a hen, it is distracted.</p> <pre>if (hen &gt; 0)     hen--;</pre>
<p>chicken7.png</p>  <p>Duck does nothing to the egg or hen count. However, it says:</p> <pre>instruct.setText ("Quack!");</pre>	<p>chicken8.png</p>  <p>Farmer collects all of the eggs. The hens go away because they have nothing to sit on.</p> <pre>egg=0; hen=0;</pre>	<ul style="list-style-type: none"><li>• Show Ms. Gorski when this part is done. This is the third checkmark for this assignment (Complex Totals).</li></ul>

### 4. Bonus:

Add these cards and their actions:

<p>chicken9.png</p>  <p>The dog chases away the next fox to come. You will need an additional global variable for this.</p>	<p>chicken10.png</p>  <p>The disguised fox works just like a fox, except for the fact that the dog does not chase it away.</p>
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- Show Ms. Gorski when this part is done. This is the fourth SECRET BONUS checkmark for this assignment.

When you play the game, the totals should only be displayed on the screen when the check eggs button is pressed.

```
instruct.setText ("Total Eggs: " + (egg - hen) + " Eggs: " + egg + " Hens: " + hen);
```