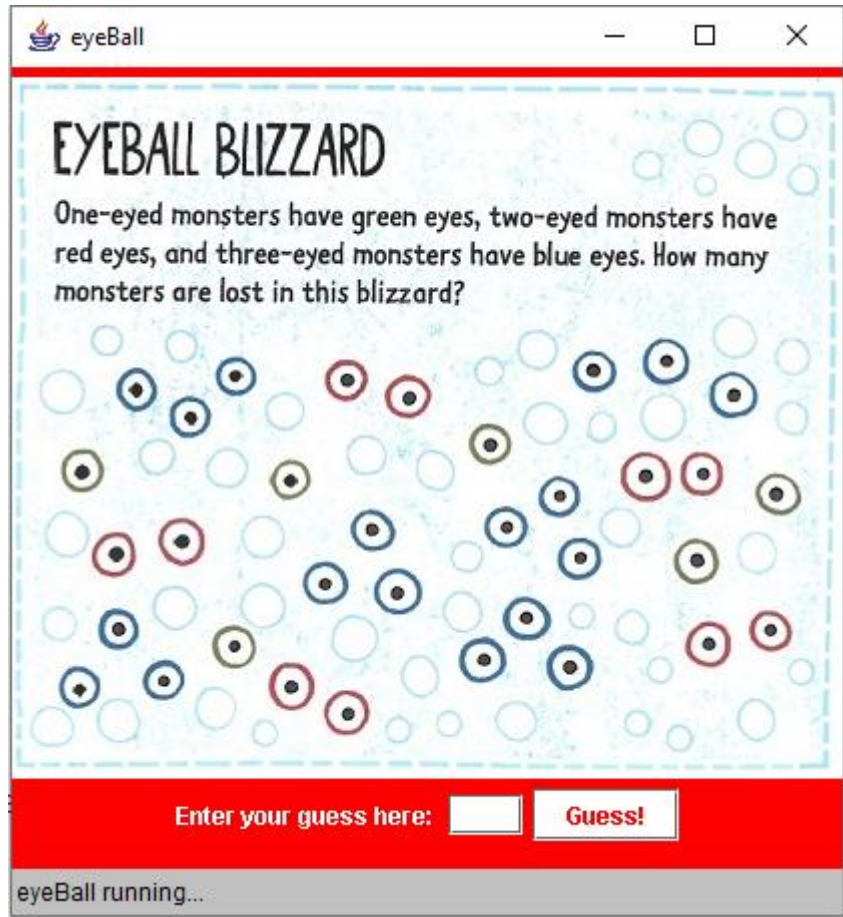


# EyeBall Blizzard

- Create this applet.
- Make sure that the JTextField is global.
- Make sure that the button has actionPerformed.
- You make choose your own colours, but change the colour of the background and the button.
- The applet size was 415 x 400



Make the applet functional.

To get the number out of the textField, you will need a line like this in actionPerformed:

```
int num = Integer.parseInt (txt.getText ());
```

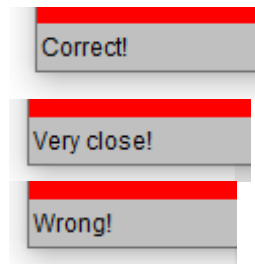
Print the results in the status bar.

```
showStatus ("Wrong!");
```

If their answer is right, print correct.

Else if it is within 5, print close.

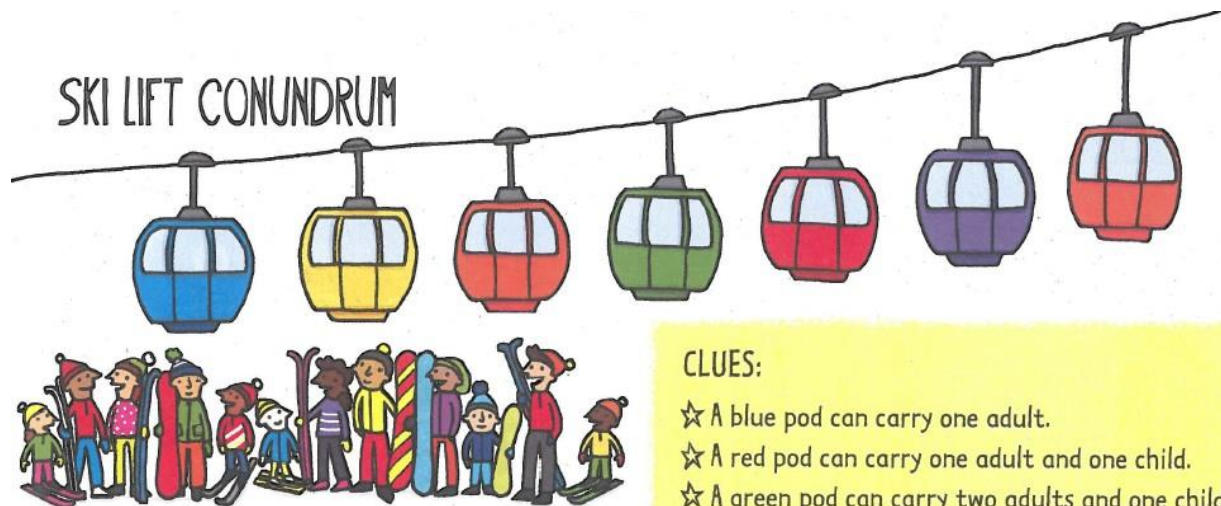
Otherwise, print wrong.



# Ski Lift Conundrum

- Create an applet, similar to the Eyeball blizzard, but for the Ski Lift Conundrum.
- In this applet, the user needs to answer “yes” or “no”
- The line to get the answer out of a JTextField for a String is:  
`String ans = txt.getText();`
- To test if a String is equal to something, you would type:

```
if (ans.equalsIgnoreCase ("yes"))  
    showStatus ("Whatever");
```



Seven adults and five children want to travel to the top of this ski lift. Looking at the picture and clues, are there enough pods to take them all there?

## CLUES:

- ☆ A blue pod can carry one adult.
- ☆ A red pod can carry one adult and one child.
- ☆ A green pod can carry two adults and one child.
- ☆ A yellow pod can carry three children.
- ☆ A purple pod can carry two adults.
- ☆ An orange pod has to remain empty.

## Snowman Jumble

- Create an applet, similar to the Eyeball blizzard, but for the Snowman Jumble.

