

Mac/New Eclipse Starter Code for the Zoo

View the assignment on the main webpage.

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import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import javax.swing.border.*;

public class Zoo extends JPanel implements ActionListener
{
    Panel p_card; //to hold all of the screens
    Panel card1, card2, card3, card4, card5, card6, card7, card8, card9, card10, card11, card12; //the screens
    CardLayout cdLayout = new CardLayout ();

    public Zoo ()
    {
        p_card = new Panel ();
        p_card.setLayout (cdLayout);
        zoogate ();
        chooseWhere ();
        reptileHouse ();
        boa ();
        alligator ();
        smallMammals ();
        wombat ();
        skunk ();
        pangolin ();
        outdoorPens ();
        moose ();
        okapi ();
        setLayout (new BorderLayout ());
        add ("Center", p_card);
    }

    public static void main (String[] args)
    {
        JFrame.setDefaultLookAndFeelDecorated (true);
        //Create and set up the window.
        JFrame frame = new JFrame ("Zoo");
        frame.setDefaultCloseOperation (JFrame.EXIT_ON_CLOSE);
        //Create and set up the content pane.
        JComponent newContentPane = new Zoo ();
        newContentPane.setOpaque (true);
        frame.setContentPane (newContentPane);
        frame.setSize (500, 500);
        frame.setVisible (true);
    }

    public void zoogate ()
    { //screen 1 is set up.
        card1 = new Panel ();
        card1.setBackground (Color.white);
        JLabel title = new JLabel ("Welcome to the zoo!");
        title.setFont (new Font ("Arial", Font.PLAIN, 24));
        JButton next = new JButton ("Enter");
        next.setPreferredSize (new Dimension (400, 50));
        next.setActionCommand ("2");
        next.addActionListener (this);
        card1.add (title);
        card1.add (next);
        p_card.add ("1", card1);
    }

    public void chooseWhere ()
    { //screen 2 - pick from the options - is set up.
        card2 = new Panel ();
        card2.setBackground (Color.white);
        JLabel title = new JLabel ("Where do you want to go?");
        title.setFont (new Font ("Arial", Font.PLAIN, 24));
        JButton rept = new JButton ("Reptile House");
        rept.setActionCommand ("3");
        rept.addActionListener (this);
        rept.setPreferredSize (new Dimension (400, 50));
        JButton small = new JButton ("Small Mammals");
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        small.setActionCommand ("4");
        small.addActionListener (this);
        small.setPreferredSize (new Dimension (400, 50));
        JButton out = new JButton ("Outdoor Pens");
        out.setActionCommand ("5");
        out.addActionListener (this);
        out.setPreferredSize (new Dimension (400, 50));
        card2.add (title);
        card2.add (rept);
        card2.add (small);
        card2.add (out);
        p_card.add ("2", card2);
    }

    public void reptileHouse ()
    { //screen 3- the reptile House - is set up.
        card3 = new Panel ();
        card3.setBackground (Color.white);
        JLabel title = new JLabel ("The Reptile House");
        title.setFont (new Font ("Arial", Font.PLAIN, 24));
        JButton boa = new JButton ("Boa Constrictor");
        boa.setActionCommand ("6");
        boa.addActionListener (this);
        boa.setPreferredSize (new Dimension (400, 50));
        JButton ali = new JButton ("Alligator");
        ali.setActionCommand ("7");
        ali.addActionListener (this);
        ali.setPreferredSize (new Dimension (400, 50));
        JButton entrance = new JButton ("Back to the entrance");
        entrance.setActionCommand ("2");
        entrance.addActionListener (this);
        entrance.setPreferredSize (new Dimension (400, 50));
        card3.add (title);
        card3.add (boa);
        card3.add (ali);
        card3.add (entrance);
        p_card.add ("3", card3);
    }

    public void smallMammals ()
    { //screen 4 - small Mammals - is set up.
        card4 = new Panel ();
        card4.setBackground (Color.white);
        JLabel title = new JLabel ("Small Mammals");
        title.setFont (new Font ("Arial", Font.PLAIN, 24));
        JButton wombat = new JButton ("Wombat");
        wombat.setActionCommand ("8");
        wombat.addActionListener (this);
        wombat.setPreferredSize (new Dimension (400, 50));
        JButton skunk = new JButton ("Skunk");
        skunk.setActionCommand ("9");
        skunk.addActionListener (this);
        skunk.setPreferredSize (new Dimension (400, 50));
        JButton pangolin = new JButton ("Pangolin");
        pangolin.setActionCommand ("10");
        pangolin.addActionListener (this);
        pangolin.setPreferredSize (new Dimension (400, 50));
        JButton entrance = new JButton ("Back to the entrance");
        entrance.setActionCommand ("2");
        entrance.addActionListener (this);
        entrance.setPreferredSize (new Dimension (400, 50));
        card4.add (title);
        card4.add (wombat);
        card4.add (skunk);
        card4.add (pangolin);
        card4.add (entrance);
        p_card.add ("4", card4);
    }

    public void outdoorPens ()
    { //screen 5 - the outdoor Pens - is set up.
        card5 = new Panel ();
        card5.setBackground (Color.white);
        JLabel title = new JLabel ("Outdoor Pens");
        title.setFont (new Font ("Arial", Font.PLAIN, 24));
        JButton moose = new JButton ("Moose");
        moose.setActionCommand ("11");
    }

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moose.addActionListener (this);
moose.setPreferredSize (new Dimension (400, 50));
JButton okapi = new JButton ("Okapi");
okapi.setActionCommand ("12");
okapi.addActionListener (this);
okapi.setPreferredSize (new Dimension (400, 50));
JButton entrance = new JButton ("Back to the entrance");
entrance.setActionCommand ("2");
entrance.addActionListener (this);
entrance.setPreferredSize (new Dimension (400, 50));
card5.add (title);
card5.add (moose);
card5.add (okapi);
card5.add (entrance);
p_card.add ("5", card5);
}

public void boa ()
{ //screen 6 - boa - is set up.
  card6 = new Panel ();
  card6.setBackground (Color.white);
  JLabel title = new JLabel ("Boa Constrictor");
  title.setFont (new Font ("Arial", Font.PLAIN, 24));
  JButton returnBack = new JButton ("Return to Reptile House");
  returnBack.setPreferredSize (new Dimension (400, 50));
  returnBack.setActionCommand ("3");
  returnBack.addActionListener (this);
  card6.add (title);
  card6.add (returnBack);
  p_card.add ("6", card6);
}

public void alligator ()
{ //screen 7 - alligator - is set up.
  card7 = new Panel ();
  card7.setBackground (Color.white);
  JLabel title = new JLabel ("The Alligator");
  title.setFont (new Font ("Arial", Font.PLAIN, 24));
  JButton returnBack = new JButton ("Return to Reptile House");
  returnBack.setPreferredSize (new Dimension (400, 50));
  returnBack.setActionCommand ("3");
  returnBack.addActionListener (this);
  card7.add (title);
  card7.add (returnBack);
  p_card.add ("7", card7);
}

public void wombat ()
{ //screen 8 - wombat - is set up.
  card8 = new Panel ();
  card8.setBackground (Color.white);
  JLabel title = new JLabel ("Cute Little Wombat");
  title.setFont (new Font ("Arial", Font.PLAIN, 24));
  JButton returnBack = new JButton ("Return to Small Mammals");
  returnBack.setPreferredSize (new Dimension (400, 50));
  returnBack.setActionCommand ("4");
  returnBack.addActionListener (this);
  card8.add (title);
  card8.add (returnBack);
  p_card.add ("8", card8);
}

public void skunk ()
{ //screen 9 - skunk - is set up.
  card9 = new Panel ();
  card9.setBackground (Color.white);
  JLabel title = new JLabel ("Smelly Skunk");
  title.setFont (new Font ("Arial", Font.PLAIN, 24));
  card9.add (title);
  JButton returnBack = new JButton ("Return to Small Mammals");
  returnBack.setPreferredSize (new Dimension (400, 50));
  returnBack.setActionCommand ("4");
  returnBack.addActionListener (this);
  card9.add (title);
  card9.add (returnBack);
}

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    p_card.add ("9", card9);
}

public void pangolin ()
{ //screen 10 - pangolin - is set up.
    card10 = new Panel ();
    card10.setBackground (Color.white);
    JLabel title = new JLabel ("Adorable Pangolin");
    title.setFont (new Font ("Arial", Font.PLAIN, 24));
    JButton returnBack = new JButton ("Return to Small Mammals");
    returnBack.setPreferredSize (new Dimension (400, 50));
    returnBack.setActionCommand ("4");
    returnBack.addActionListener (this);
    card10.add (title);
    card10.add (returnBack);
    p_card.add ("10", card10);
}

public void moose ()
{ //screen 11 - moose - is set up.
    card11 = new Panel ();
    card11.setBackground (Color.white);
    JLabel title = new JLabel ("Giant Moose");
    title.setFont (new Font ("Arial", Font.PLAIN, 24));
    JButton returnBack = new JButton ("Return to Outdoor Pens");
    returnBack.setPreferredSize (new Dimension (400, 50));
    returnBack.setActionCommand ("5");
    returnBack.addActionListener (this);
    card11.add (title);
    card11.add (returnBack);
    p_card.add ("11", card11);
}

public void okapi ()
{ //screen 12 - okapi - is set up.

    card12 = new Panel ();
    card12.setBackground (Color.white);
    JLabel title = new JLabel ("Beautiful Okapi");
    title.setFont (new Font ("Arial", Font.PLAIN, 24));
    JButton returnBack = new JButton ("Return to Outdoor Pens");
    returnBack.setPreferredSize (new Dimension (400, 50));
    returnBack.setActionCommand ("5");
    returnBack.addActionListener (this);
    card12.add (title);
    card12.add (returnBack);
    p_card.add ("12", card12);
}

public void actionPerformed (ActionEvent e)
{ //moves between the screens

    if (e.getActionCommand ().equals ("1"))
        cdLayout.show (p_card, "1");
    else if (e.getActionCommand ().equals ("2"))
        cdLayout.show (p_card, "2");
    else if (e.getActionCommand ().equals ("3"))
        cdLayout.show (p_card, "3");
    else if (e.getActionCommand ().equals ("4"))
        cdLayout.show (p_card, "4");
    else if (e.getActionCommand ().equals ("5"))
        cdLayout.show (p_card, "5");
    else if (e.getActionCommand ().equals ("6"))
        cdLayout.show (p_card, "6");
    else if (e.getActionCommand ().equals ("7"))
        cdLayout.show (p_card, "7");
    else if (e.getActionCommand ().equals ("8"))
        cdLayout.show (p_card, "8");
    else if (e.getActionCommand ().equals ("9"))
        cdLayout.show (p_card, "9");
    else if (e.getActionCommand ().equals ("10"))
        cdLayout.show (p_card, "10");
    else if (e.getActionCommand ().equals ("11"))
        cdLayout.show (p_card, "11");
    else if (e.getActionCommand ().equals ("12"))

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        cdLayout.show (p_card, "12");
    }

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