

Puzzles (Text Fields Practice)

Create this applet:



Using a panel to group each game on the screen will make it easier for you to set up the screen:

```
Panel p = new Panel ();  
p.add (pic);  
p.add (instruct);  
p.add (textbox);  
p.add (button);  
add (p);
```

I set the screen size to: `resize (800, 670);`

For each button/puzzle:

Pull the information out of the textfield and check if it is right.

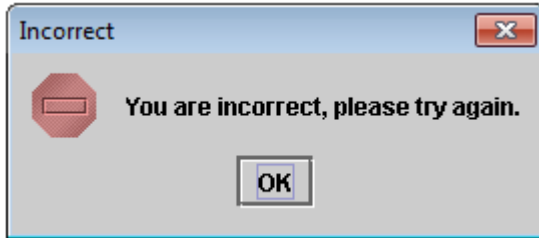
For String input, you pull it out like this:

```
String txt = answer.getText();
```

For int input, you pull it out like this:

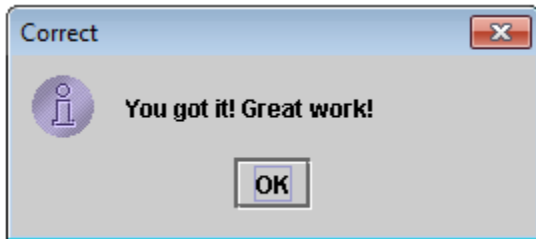
```
int txt = Integer.parseInt(answer.getText());
```

if the answer is wrong, make a dialog pop up:



```
JOptionPane.showMessageDialog (null, "You are incorrect, please try again.", "Incorrect", JOptionPane.ERROR_MESSAGE);
```

if the answer is right, make a dialog pop up:



```
JOptionPane.showMessageDialog (null, "You got it! Great work!", "Correct", JOptionPane.INFORMATION_MESSAGE);
```