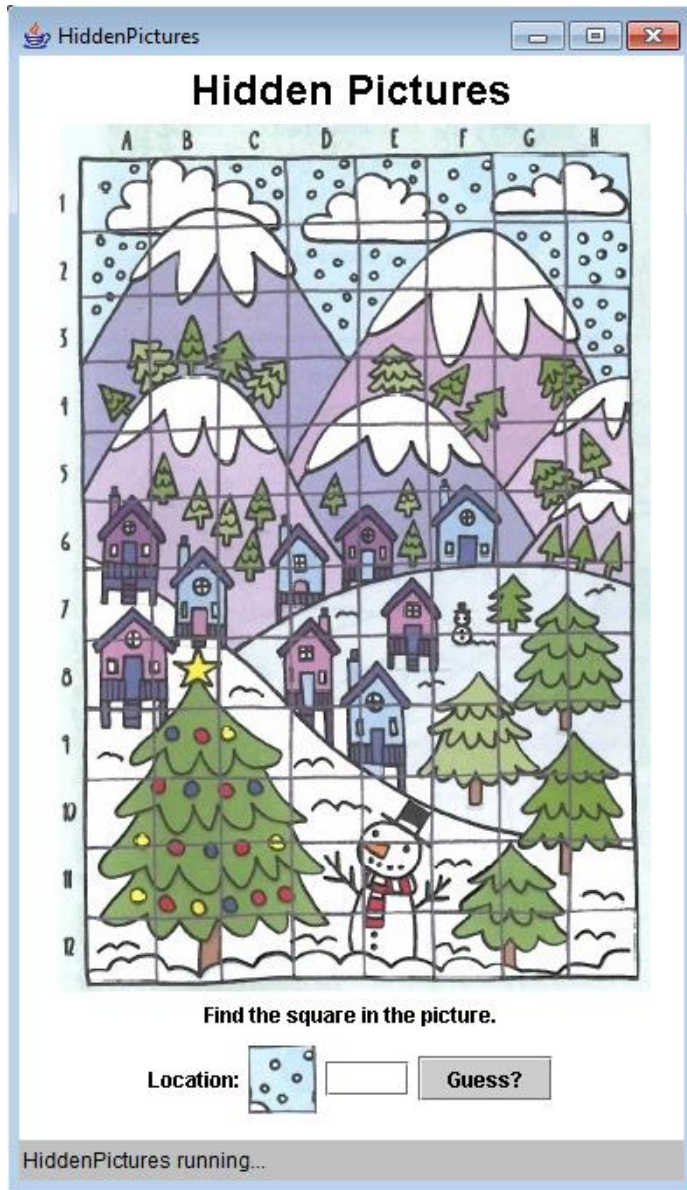


Snow Puzzle



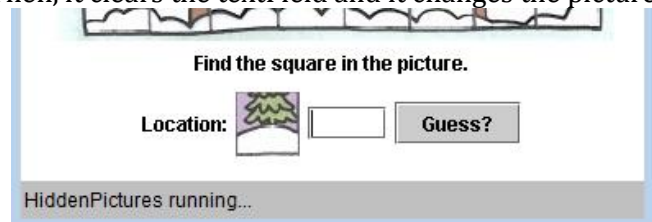
After the user guesses, the computer either says:



Or, it says:



Then, it clears the textfield and it changes the picture.



This continues for all six hidden pictures.

When picture 6 is reached, the dialog box tells the user they have completed the game. Then the first screen is shown again and the user can go through the sequence again if they wish.



Only ONE screen is needed.

A Panel was used to group the bottom row together.

```
Panel p = new Panel ();
JLabel g = new JLabel ("Location:");
hpic = new JLabel (createImageIcon ("hp1.jpg"));
x = new JTextField (4);
JButton next = new JButton ("Guess?");
next.setActionCommand ("g");
next.addActionListener (this);
p.add (g);
p.add (hpic);
p.add (x);
p.add (next);
add (p);
```

Dialog boxes can be found on: http://www.turnerfenton.com/Gorski/8_gui/optionpane_note.htm