

# The Zoo Program

For this code, you need to add a picture (that you find and resize in paint) to each screen. The program will take the user on a tour of a zoo.



## The Screens:

Zoo gate (1)	Alligator (7)	Pangolin (10)
Choice (2)	Small Mammal House (4)	Outdoor Pens (5)
Reptile House (3)	Wombat (8)	Moose (11)
Boa Constrictor (6)	Skunk (9)	Okapi (12)

Thus, you need 12 pictures. All should be 500 x 300.

## The starter code (it's really long):

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.applet.Applet;

public class Zoo extends Applet 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 void init ()
    {
        p_card = new Panel ();
        p_card.setLayout (cdLayout);
        zoogate ();

        chooseWhere ();

        reptileHouse ();
        boa ();
        alligator ();

        smallMammals ();
        wombat ();
        skunk ();
        pangolin ();

        outdoorPens ();
        moose ();
        okapi ();

        resize (500, 500);
        setLayout (new BorderLayout ());
        add ("Center", p_card);
    }

    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");
```

```

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

```

```

protected static ImageIcon creatImagelcon (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;
  }
}
}

```