

Zoo Program.

Add all of the animals to their screens.

A video explaining this: <https://www.youtube.com/watch?v=4ng2TinWrLk>

First find pictures for all of the screens. That's 12 pictures.

Resize them to be no more than 500 x 300.

The Screens:

Zoo gate (1)	Small Mammal House (4)	Hoatzin (7)	Pangolin (10)
Choice (2)	Outdoor Pens (5)	Bilby (8)	Zorse (11)
Aviary (3)	Canada Jay (6)	Quoll (9)	Okapi (12)

These two lines need to be added (and the pictures corrected) for each screen.



```
public void moose ()
{ //screen 6 - moose - is set up.
  card6 = new Panel ();
  card6.setBackground (Color.white);
  JLabel title = new JLabel ("Moose");
  title.setFont (new Font ("Arial", Font.PLAIN, 24));
  JLabel pic = new JLabel (createImageIcon ("moose.png"));
  JButton returnBack = new JButton ("Return to Canadian Exhibit");
  returnBack.setPreferredSize (new Dimension (200, 50));
  returnBack.setActionCommand ("3");
  returnBack.addActionListener (this);
  card6.add (title);
  card6.add (pic);
  card6.add (returnBack);
  p_card.add ("6", card6);
}
```

The zoo starter code:
(It is really, 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 ();
    aviary ();
    canadaJay ();
    hoatzin ();
    smallMammals ();
    bilby ();
    quoll ();
    pangolin ();
    outdoorPens ();
    zorse ();
    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 ("Aviary");
rept.setActionCommand ("3");
rept.addActionListener (this);
rept.setPreferredSize (new Dimension (400, 50));
JButton small = new JButton ("Small Mammal House");
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 aviary ()
{ //screen 3- the Aviary - is set up.
card3 = new Panel ();
card3.setBackground (Color.white);
JLabel title = new JLabel ("The Aviary");
title.setFont (new Font ("Arial", Font.PLAIN, 24));
JButton canadaJay = new JButton ("Canada Jay");
canadaJay.setActionCommand ("6");
canadaJay.addActionListener (this);
canadaJay.setPreferredSize (new Dimension (400, 50));
JButton hoatzin = new JButton ("Hoatzin");
hoatzin.setActionCommand ("7");
hoatzin.addActionListener (this);
hoatzin.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 (canadaJay);
card3.add (hoatzin);
card3.add (entrance);
p_card.add ("3", card3);
}

```

```

public void smallMammals ()
{ //screen 4 - small Mammal House - is set up.
card4 = new Panel ();
card4.setBackground (Color.white);
JLabel title = new JLabel ("Small Mammal House");
title.setFont (new Font ("Arial", Font.PLAIN, 24));
JButton bilby = new JButton ("Bilby");
bilby.setActionCommand ("8");
bilby.addActionListener (this);
bilby.setPreferredSize (new Dimension (400, 50));
JButton quoll = new JButton ("Quoll");
quoll.setActionCommand ("9");
quoll.addActionListener (this);
quoll.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 (bilby);
card4.add (quoll);
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 zorse = new JButton ("Zorse");
zorse.setActionCommand ("11");
zorse.addActionListener (this);
zorse.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 (zorse);
card5.add (okapi);
card5.add (entrance);
p_card.add ("5", card5);
}

```

```

public void canadaJay ()
{ //screen 6 - Canada Jay - is set up.
card6 = new Panel ();
card6.setBackground (Color.white);
JLabel title = new JLabel ("Canada Jay aka Gray Jay");
title.setFont (new Font ("Arial", Font.PLAIN, 24));
JButton returnBack = new JButton ("Return to Aviary");
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 hoatzin ()
{ //screen 7 - Hoatzin - is set up.
card7 = new Panel ();
card7.setBackground (Color.white);
JLabel title = new JLabel ("Living Dinosaur - Hoatzin");
title.setFont (new Font ("Arial", Font.PLAIN, 24));
JButton returnBack = new JButton ("Return to Aviary");
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 bilby ()
{ //screen 8 - Bilby - is set up.
card8 = new Panel ();
card8.setBackground (Color.white);
JLabel title = new JLabel ("Cute Little Bilby");
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 quoll ()
{ //screen 9 - Quoll - is set up.
card9 = new Panel ();
card9.setBackground (Color.white);
JLabel title = new JLabel ("Cat-size Quoll");
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 zorse ()
{ //screen 11 - zorse - is set up.
card11 = new Panel ();
card11.setBackground (Color.white);
JLabel title = new JLabel ("Horse + Zebra = Zorse");
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 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;
}
}
}

```