

# Grid Set Up

This is the basic grid code. The part you need to adapt is in yellow and green.

```
import javax.swing.*; import java.applet.*;
import java.awt.event.*; import java.awt.*;
public class BasicGrid extends Applet implements ActionListener
{
    int row = 6;
    int col = 7;
    int b[] [] = {{0, 0, 0, 0, 0, 0, 0},
                  {0, 0, 0, 0, 0, 0, 0},
                  {0, 0, 0, 0, 0, 0, 0},
                  {0, 0, 0, 0, 0, 0, 0},
                  {0, 0, 0, 0, 0, 0, 0},
                  {0, 0, 0, 0, 0, 0, 0}};
    JLabel pics[] = new JLabel [row * col];

    int sqDimension = 68;
    String picStart = "c";
    String picFileType = ".png";

    public void init ()
    {
        resize (560, 460);
        setBackground (Color.pink);
        Panel grid = new Panel (new GridLayout (row, col));
        int m = 0;
        for (int i = 0 ; i < row ; i++)
        {
            for (int j = 0 ; j < col ; j++)
            {
                pics [m] = new JLabel (createImageIcon (picStart + b [i] [j] + picFileType));
                pics [m].setPreferredSize (new Dimension (sqDimension, sqDimension));
                grid.add (pics [m]);
                m++;
            }
        }
        add (grid);
    }

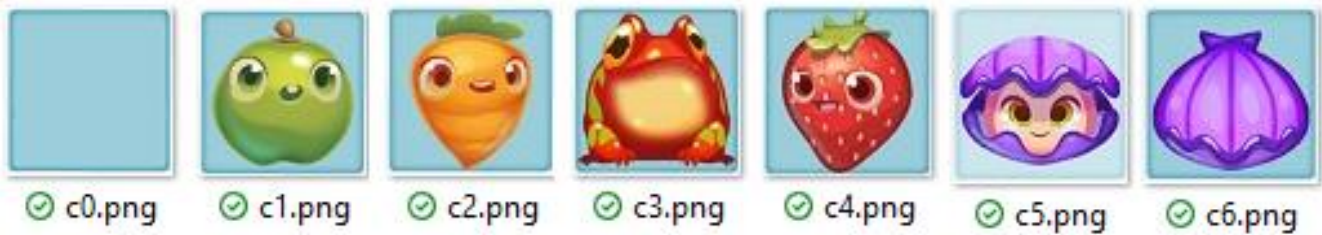
    public void actionPerformed (ActionEvent e)
    {
    }

    protected static ImageIcon createImageIcon (String path)
    {
        java.net.URL imgURL = BasicGrid.class.getResource (path);
        if (imgURL != null)
            return new ImageIcon (imgURL);
        else
            return null;
    }
}
```

## Farm Heroes – Grid #1



- Make the above grid.
- Background Colour: 116, 179, 194.
- resize: 500, 420



## Scrubby Dubby – Grid #2



- You will need to make a fair number of adaption to the board array and the row and columns.
- The picture names are also different.
- Background color: 23, 137, 226
- Square Size: 128 x 128
- Resize to 650, 530



sd1.png



sd2.png



sd3.png



sd4.png

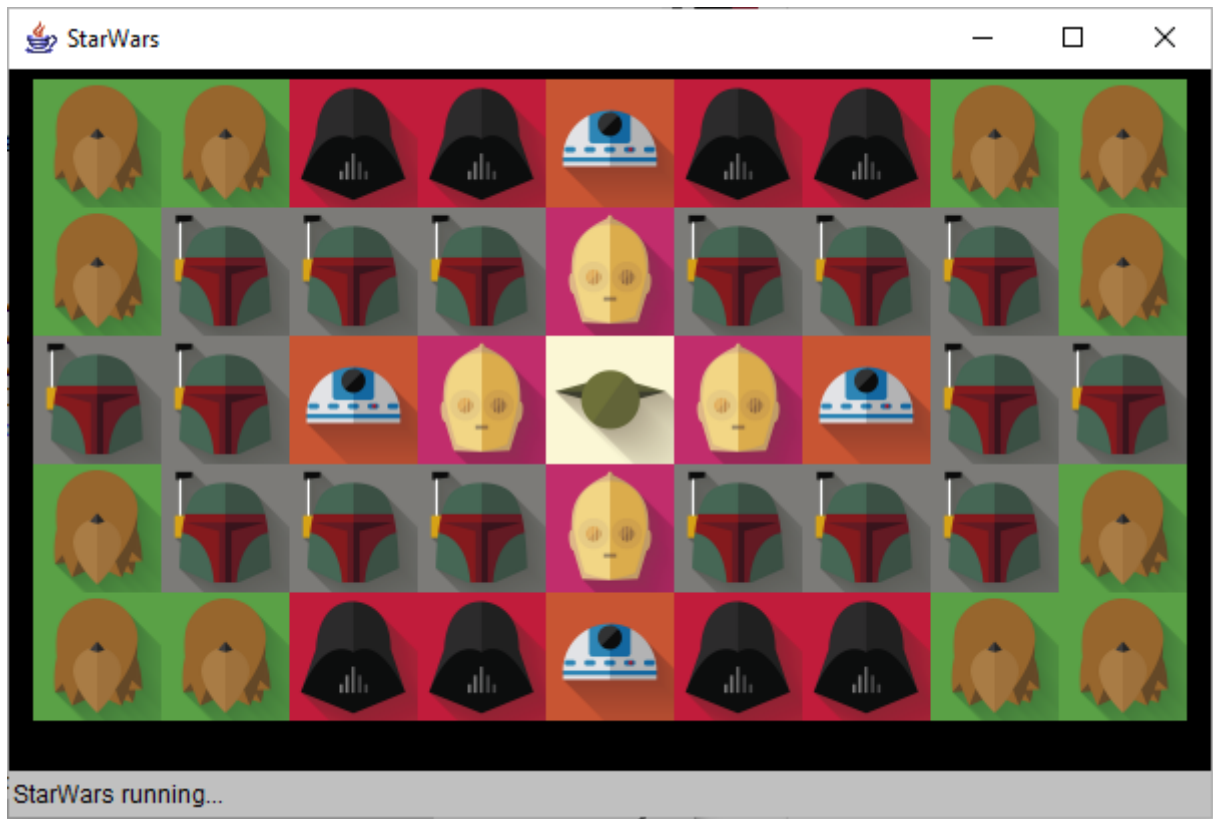


sd5.png

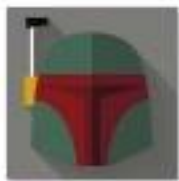


sd6.png

## Star Wars – Grid #3



- You will need to make a fair number of adaption to the board array and the row and columns.
- The picture names are also different.
- Background color: Black
- Square Size: 64 x 64
- Resize to 600, 350



✔ sw1.png



✔ sw2.png



✔ sw3.png



✔ sw4.png



✔ sw5.png



✔ sw6.png

## Random Screen Set Up – Grid #4



Randomize the starting positions so that each time you run the program, you get a different starting grid.

Replace the top of the Farm Heroes like this:

```
int row = 6;
int col = 7;
int b[] [] = new int [row] [col];
JLabel pics[] = new JLabel [row * col];

int sqDimension = 68;
String picStart = "c";
String picFileType = ".png";
```

Inside init, make a double for loop. Figure out the code you need to fill the board with random pictures.

```
for (int i = 0 ; i < row ; i++)
{
    for (int j = 0 ; j < col ; j++)
    {
        //?
    }
}
```