

Picture Reveal

This is a very simple game.

There is a 3 x 3 grid. Each square is 216 x 162 pixels.

When the game begins, each square is blank. When the user clicks on a square it switches to reveal it's picture.



dogs1.jpg



dogs2.jpg



dogs3.jpg



dogs4.jpg



dogs5.jpg



dogs6.jpg



dogs7.jpg



dogs8.jpg



dogs9.jpg

There should be a title, instructions and a reset button.

Starter code follows on the next page.

This code from sheet 13 should be helpful:

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

public class grid extends Applet implements ActionListener
{
    int row = 4;
    JButton a[] = new JButton [row * row];

    public void init ()
    {
        Panel g = new Panel (new GridLayout (row, row));

        for (int i = 0 ; i < a.length ; i++)
        {
            a [i] = new JButton (" ");
            a [i].addActionListener (this);
            a [i].setActionCommand (" " + i);
            g.add (a [i]);
        }

        add (g);
        resize (180, 150);
    }

    public void actionPerformed (ActionEvent e)
    {
        int n = Integer.parseInt (e.getActionCommand ());
        int x = n / row;
        int y = n % row;
        showStatus ("(" + x + ", " + y + ")");
    }
}
```

