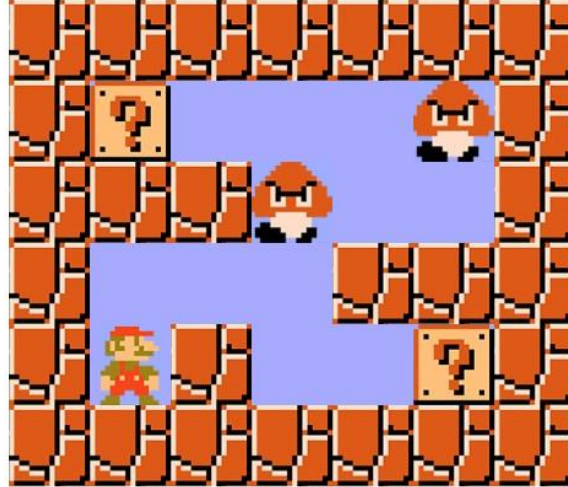


Mario Maze

Recreate this maze of JLabels:



These are the picture names:



Starter Code – you need to fill in the array:

```
import javax.swing.*; import java.applet.*; import java.awt.event.*; import java.awt.*;
public class Mario extends Applet implements ActionListener
{
    int mario[] [] = ?
    int rows = 6;
    int cols = 7;
    JLabel pics[] = new JLabel [rows * cols];

    public void init ()
    {
        Panel grid = new Panel (new GridLayout (rows, cols));
        int m = 0;
        for (int i = 0 ; i < rows ; i++)
        {
            for (int j = 0 ; j < cols ; j++)
            {
                pics [m] = new JLabel (createImageIcon ("m" + mario [i] [j] + ".png"));
                pics [m].setPreferredSize (new Dimension (66, 66));
                grid.add (pics [m]);
                m++;
            }
        }
        add (grid);
    }

    public void actionPerformed (ActionEvent e)
    {
    }

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