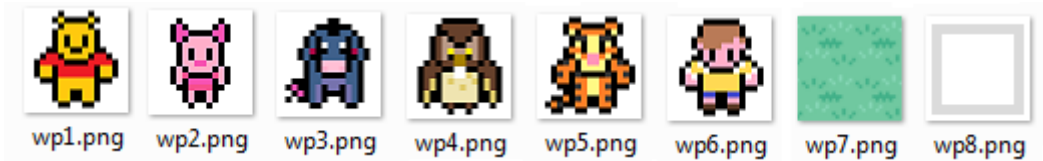


Winnie the Pooh & the Hundred Acre Wood

- Create a maze for Winnie the Pooh to walk through. On the way, he should pass by his friends Piglet, Tigger, Owl, Eeyore, and Christopher Robin.
- Winnie the Pooh can walk on spot 8 (white), but not on his friends (that's rude) or on the grass (respect green spaces).
- Fix the code for the left, up and down buttons. The picture names need changing as do the if statements.



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

public class WinnieThePooh extends Applet implements ActionListener
{
    int forest[] [] = {{7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7},
        {7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7}};

    int row = 7;
    int col = 14;
    int x = 0;
    int y = 0;
    JLabel pics[] = new JLabel [row * col];
    public void init ()
    {
        resize (750, 420);
        setBackground (Color.orange);
        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 ("wp" + forest [i] [j] + ".png"));
                pics [m].setPreferredSize (new Dimension (52, 52));
                grid.add (pics [m]);
                m++;
            }
        }
        add (grid);
        JButton up = new JButton ("up");
        up.setActionCommand ("up");
        up.addActionListener (this);
        add (up);
        JButton left = new JButton ("left");
        left.setActionCommand ("left");
        left.addActionListener (this);
        add (left);
        JButton down = new JButton ("down");
        down.setActionCommand ("down");
        down.addActionListener (this);
        add (down);
    }
}
```

```

JButton right = new JButton ("right");
right.setActionCommand ("right");
right.addActionListener (this);
add (right);

pics [x * col + y].setIcon (createImageIcon ("wp1.png"));
}

public void actionPerformed (ActionEvent e)
{
if (e.getActionCommand ().equals ("left"))
{
if (y - 1 < 0)
showStatus ("Off the board!!");
else if (forest [x] [y - 1] != 4)
showStatus ("There is a wall.");
else
{
showStatus ("OK! Moving left.");
pics [x * col + y].setIcon (createImageIcon ("bh4.png"));
y--;
pics [x * col + y].setIcon (createImageIcon ("bh1.png"));
}
}
else if (e.getActionCommand ().equals ("up"))
{
if (x - 1 < 0)
showStatus ("Off the board!!");
else if (forest [x - 1] [y] != 4)
showStatus ("There is a wall.");
else
{
showStatus ("OK! Moving up.");
pics [x * col + y].setIcon (createImageIcon ("bh4.png"));
x--;
pics [x * col + y].setIcon (createImageIcon ("bh1.png"));
}
}
else if (e.getActionCommand ().equals ("down"))
{
if (x + 1 >= row)
showStatus ("Off the board!!");
else if (forest [x + 1] [y] != 4)
showStatus ("There is a wall.");
else
{
showStatus ("OK! Moving down.");
pics [x * col + y].setIcon (createImageIcon ("bh4.png"));
x++;
pics [x * col + y].setIcon (createImageIcon ("bh1.png"));
}
}
else if (e.getActionCommand ().equals ("right"))
{
if (y + 1 >= col)
showStatus ("Off the board!!");
else if (forest [x] [y + 1] != 4)
showStatus ("There is a wall.");
else
{
showStatus ("OK! Moving right.");
pics [x * col + y].setIcon (createImageIcon ("bh4.png"));
y++;
pics [x * col + y].setIcon (createImageIcon ("bh1.png"));
}
}
}
}
}

```

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