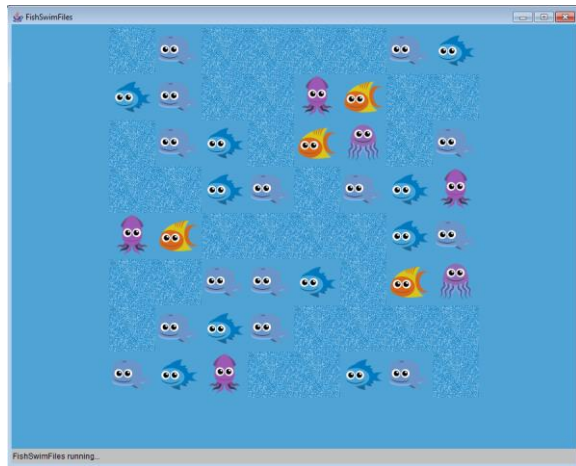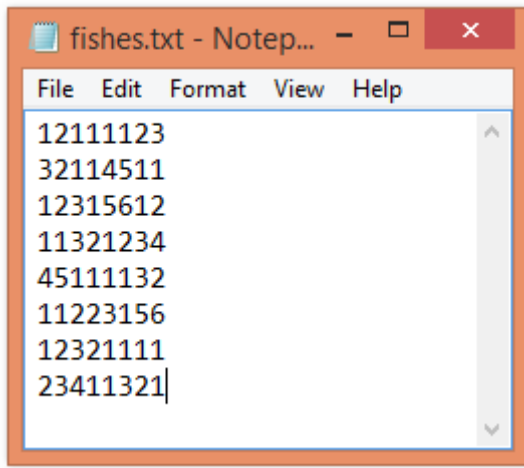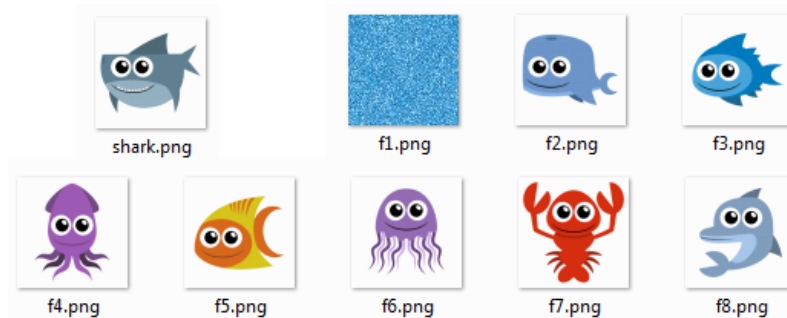# Fishes Swimming ... from Files

1. Make an 8 x 8 grid of numbers that correspond to the fish pictures. Yours **doesn't** need to match the file below.

2. Add the code, the file and all of the fish pictures to your folder.

3. When you run it, your 8 x 8 ocean should show up.

```java
import javax.swing.*;
import java.applet.*;
import java.awt.event.*;
import java.awt.*;
import java.io.*;
public class FishSwimFiles extends Applet implements ActionListener
{
    int row = 8;
    int col = 8;
    int ocean[] [] = new int [row] [col];
    JLabel pics[] = new JLabel [row * col];

    public void init ()
    {
        resize (800, 600);
        setBackground (new Color (80, 163, 213));

        BufferedReader in;
        try
        {
            in = new BufferedReader (new FileReader ("fishes.txt"));

            for (int i = 0 ; i < row ; i++)
            {
                String input = in.readLine ();
                for (int j = 0 ; j < col ; j++)
```

```java
                {
                    ocean [i] [j] = ((int) input.charAt (j)) - 48;
                }
            }
            in.close ();
        }
        catch (IOException e)
        {
            System.out.println ("Error");
        }
        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 ("f" + ocean [i] [j] + ".png"));
                pics [m].setPreferredSize (new Dimension (72, 72));
                pics [m].setBackground (new Color (80, 163, 213));
                grid.add (pics [m]);
                m++;
            }
        }
        add (grid);
    }


    public void actionPerformed (ActionEvent e)
    {
    }


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