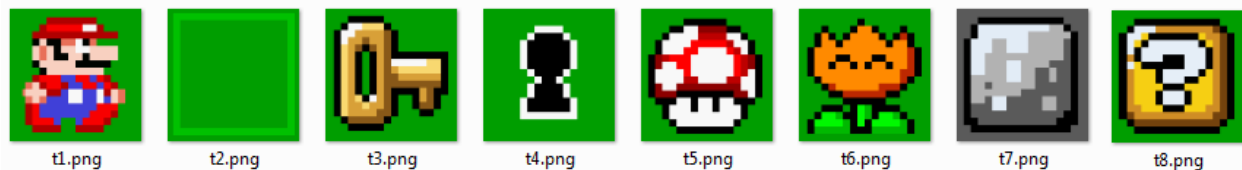


Mario Maze ... from Files

1. Make an 6 x 9 grid of numbers that correspond to the Mario Flower pictures. Yours **doesn't** need to match the file below.



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



3. When you run it, your 6 x 9 maze should show up.

```
import javax.swing.*;
import java.applet.*;
import java.awt.event.*;
import java.awt.*;
import java.io.*;
public class MarioFiles extends Applet implements ActionListener
{
    int row = 6;
    int col = 9;
    int ground[] [] = new int [row] [col];
    JLabel pics[] = new JLabel [row * col];

    public void init ()
    {
        resize (800, 500);
        setBackground (new Color(0,158,0));

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

            for (int i = 0 ; i < row ; i++)
            {
                String input = in.readLine ();
                for (int j = 0 ; j < col ; j++)
                {
                    ground [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 ("t" + ground [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 = MarioFiles.class.getResource (path);
    if (imgURL != null)
        return new ImageIcon (imgURL);
    else
        return null;
}
}

```