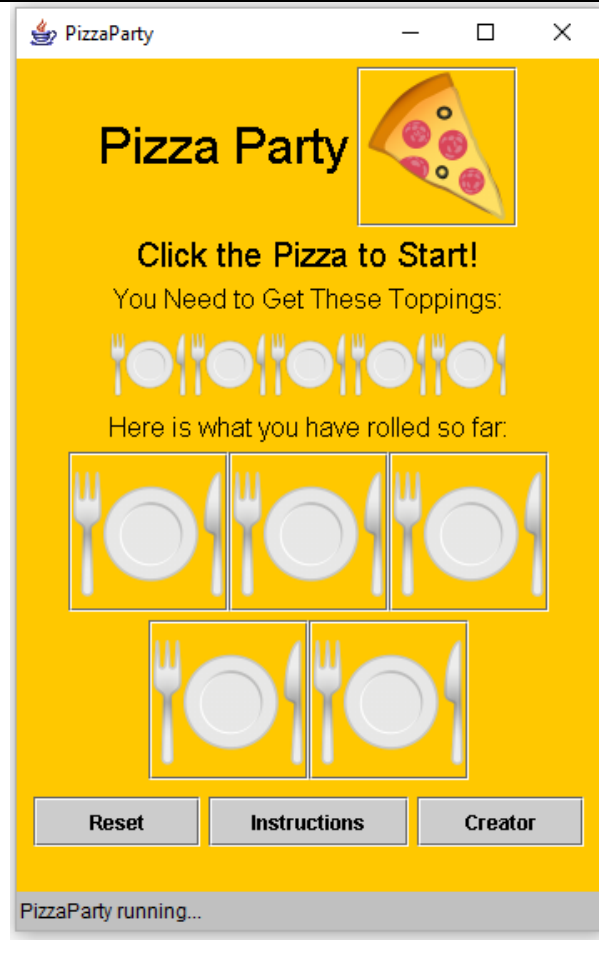


# Pizza Party App

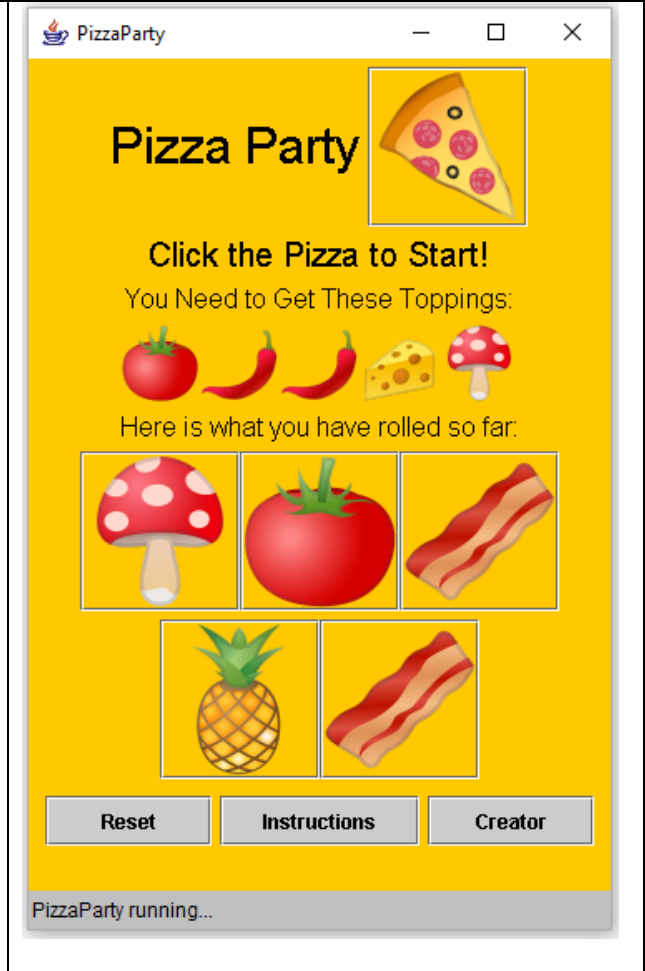
The app looks like this to start.



After the pizza button is pressed:



After each of the bottom buttons is pressed:



The small pictures are used for the top pictures which change with the pizza button. The big pictures are changed on each of the buttons below.



You may not change the picture names. That means you will need a series of ifs something like:

```
int n = (int) (Math.random () * 6);  
if (n == 1)  
    f.setIcon (createImageIcon ("big_tomato.png"));  
else if (n == 2)  
    f.setIcon (createImageIcon ("big_pineapple.png"));  
else if (n == 3)  
    f.setIcon (createImageIcon ("big_pepper.png"));  
else if (n == 4)  
    f.setIcon (createImageIcon ("big_mushroom.png"));  
else if (n == 5)  
    f.setIcon (createImageIcon ("big_bacon.png"));  
else  
    f.setIcon (createImageIcon ("big_cheese.png"));
```



When you are finished coding it, Ms. Gorski will check it off.

Then, we will optimize it using methods and it will be checked off a second time.