

Playing Around With The Formatting

In the global variables, I made some variables to change the formatting of the app all at once.

```
//Formatting
Color backgroundColour = Color.white;
Color buttonColour = Color.lightGray;
Color buttonText = new Color (0, 0, 0);
Color titleColour = Color.black;
Font titleFont = new Font ("Arial", Font.PLAIN, 30);
Font promptFont = new Font ("Arial", Font.PLAIN, 20);
Dimension boardSquare = new Dimension (96, 96);
```

- The part that I have highlighted can be moved to any colour variables and to be a custom colour.
- **Colour:** <https://www.youtube.com/watch?v=-DR3zRt1kVo> at 2:00 shows how to find custom colour codes
- **Fonts:** https://www.youtube.com/watch?v=07C_gSC4jck at 0:45 shows you how to find fonts
- The boardSquare variable sets the sizes of the squares on the tic tac toe board.

You can also work on your initial screen if you want.

To see the other screens, bring them back in inside init.

```
public void init ()
{
    p_card = new Panel ();
    p_card.setLayout (cdLayout);
    //TO DO: Bring back in when you are ready to work on other screens
    //opening ();
    //instructions ();
    //settings ();
    gameScreen ();
    resize (350, 500);
    setLayout (new BorderLayout ());
    add ("Center", p_card);
}
```

Becomes:

```
public void init ()
{
    p_card = new Panel ();
    p_card.setLayout (cdLayout);
    //TO DO: Bring back in when you are ready to work on other screens
    opening ();
    instructions ();
    settings ();
    gameScreen ();
    resize (350, 500);
    setLayout (new BorderLayout ());
    add ("Center", p_card);
}
```

Take them back out when you are working on the game. It will make it faster to debug the code.