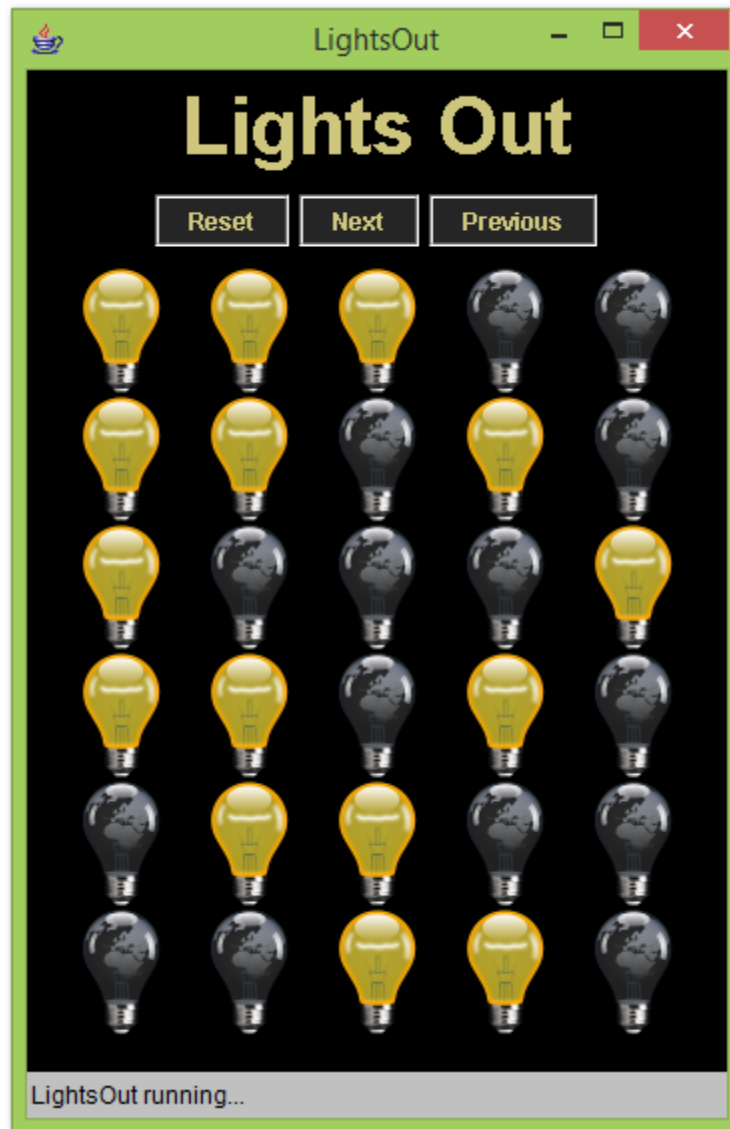


# Lights Out Game Set Up



Set up the java code to set up this above **exact** screen.

The Java follows:

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

public class LightsOut extends Applet implements ActionListener
{
    int light[] [] = {{2, 2, 2, 2, 2}, {2, 2, 2, 2, 2}, {2, 2, 2, 2, 2},
        {2, 2, 2, 2, 2}, {2, 2, 2, 2, 2}, {2, 2, 2, 2, 2}};

    int row = 6;
    int col = 5;

    JButton pics[] = new JButton [row * col];

    public void init ()
    {
```

```

resize (350, 500);
setBackground (Color.black);
JLabel title = new JLabel ("Lights Out");
title.setFont (new Font ("Arial", Font.BOLD, 40));
title.setForeground (new Color (207, 198, 126));
add (title);

Panel p = new Panel ();
JButton reset = new JButton ("Reset");
reset.setBackground (new Color (37, 37, 37));
reset.setForeground (new Color (207, 198, 126));
reset.addActionListener (this);
reset.setActionCommand ("reset");
p.add (reset);
JButton next = new JButton ("Next");
next.setBackground (new Color (37, 37, 37));
next.setForeground (new Color (207, 198, 126));
next.addActionListener (this);
next.setActionCommand ("next");
p.add (next);
JButton previous = new JButton ("Previous");
previous.setBackground (new Color (37, 37, 37));
previous.setForeground (new Color (207, 198, 126));
previous.addActionListener (this);
previous.setActionCommand ("previous");
p.add (previous);
add (p);

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++)
    {
        if (light [i] [j] == 1)
            pics [m] = new JButton (createImageIcon ("on.png"));
        else
            pics [m] = new JButton (createImageIcon ("off.png"));
        pics [m].setPreferredSize (new Dimension (64, 64));
        pics [m].setBorderPainted (false);
        pics [m].setBackground (Color.black);
        pics [m].setActionCommand (" " + m);
        pics [m].addActionListener (this);
        grid.add (pics [m]);
        m++;
    }
}
add (grid);
}

public void actionPerformed (ActionEvent e)
{
}

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

```