

Go Nuts for Donuts

Java Set Up



1. Enter this Java, save it
2. Add the pictures into the appropriate folder.

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
import java.applet.Applet;
public class goNutsForDonuts extends Applet implements ActionListener
{
    JLabel picture;
    JLabel count;
    JLabel price;
    JLabel points;
    JLabel toString;

    public void init ()
    {
        resize (300, 580);
        JButton reset = new JButton ("reset");
        reset.addActionListener (this);
        reset.setActionCommand ("reset");
        JButton push = new JButton ("push");
        push.addActionListener (this);
        push.setActionCommand ("push");
        JButton pop = new JButton ("pop");
        pop.addActionListener (this);
        pop.setActionCommand ("pop");
        JButton shuffle = new JButton ("shuffle");
        shuffle.addActionListener (this);
```

```

shuffle.setActionCommand ("shuffle");
picture = new JLabel (createImageIcon ("base.png"));
count = new JLabel ("00");
price = new JLabel ("Price: $00.00");
points = new JLabel ("Points: 000");
toString = new JLabel ("No cards are currently showing");
Panel p = new Panel ();
p.add (reset);
p.add (push);
p.add (pop);
p.add (shuffle);
add (p);
add (picture);
Panel p2 = new Panel (new GridLayout (4, 1));
p2.add (count);
p2.add (price);
p2.add (points);
p2.add (toString);
add (p2);
}

public void actionPerformed (ActionEvent e)
{
    if (e.getActionCommand ().equals ("reset"))
    {
    }
    else if (e.getActionCommand ().equals ("push"))
    {
    }
    else if (e.getActionCommand ().equals ("pop"))
    {
    }
    else if (e.getActionCommand ().equals ("shuffle"))
    {
    }
}

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

```