

Go Nuts for Donuts

Main Activity - Java

1. Add these global variables. Stack is the box of donuts and num is the count of donuts in the box.

```
Stack box = new Stack();  
int num=0;
```

2. Add in the drawBlank method. It draws the bottom of the deck.

```
public void drawblank ()  
{  
    picture.setIcon (createImageIcon ("base.png"));  
    price.setText ("");  
    points.setText ("");  
    toString.setText ("");  
    count.setText ("");  
}
```

3. Fill in the blanks AND add in the showDonut method. It shows a Donut on the screen.

```
public void showDonut (Donut d)  
{  
    picture.setIcon (createImageIcon (_____ + ".png"));  
    price.setText ("Price: $" + _____);  
    points.setText (_____ + " points");  
    toString.setText (d.toString ());  
    count.setText (" " + num);  
}
```

4. Make the onClick method for the push button. It generates a random donut and adds it to the box. Then, it shows it on the screen.

```
else if (e.getActionCommand ().equals ("push"))  
{  
    //make a new random donut  
    Donut d = _____ ();  
    //if the box isn't full  
    if (!box.isFull ())  
    {  
        //Push d onto the box  
        box._____ (d);  
        //add one to num  
        _____  
        //Call showDonut, pass in d  
        showDonut (_____);  
    }  
}
```

5. Make the onClick method for the pop button. It removes a donut from the pop, and shows it on the screen. If the box is empty, however, it draws the blank card on the screen.

```

else if (e.getActionCommand ().equals ("pop"))
{ //if the box isn't empty
  if (!box.isEmpty ())
  { //pop a donut from the box, save it
    Donut d = box._____ ();
    //subtract one from num

    _____
    //call showDonut, pass in d
    showDonut (____);
  }
}
else
{
  //set num to 0
  num = 0;
  //at the bottom, call drawblank
  _____ ();
}
}

```

6. Edit the if in the ActionPerformed the reset button. It clears the box. Because the box is empty, the draw card is drawn on the screen.

```

if (e.getActionCommand ().equals ("reset"))
{ //set num to 0

  _____
  //clear box
  box._____ ();
  //call drawblank
  drawblank ();
}

```

7. Make the onClick method for the shuffle button. It clears the box, then calls the shuffle method to fill it up again. Then it pops off a donut and shows it.

```

else if (e.getActionCommand ().equals ("shuffle"))
{ //clear box
  box._____ ();
  //call shuffle
  box._____ ();
  //set num to size of the box
  num = box.size ();
  //pop a donut, store it in a variable
  Donut d = box._____ ();
  //call showDonut, pass in the variable
  showDonut (d);
}

```

