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package hu.elte.prt.eightqueens.view;
import java.awt.Color;
import java.awt.Component;
import java.awt.Dimension;
import java.awt.GridLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JMenu;
import javax.swing.JMenuBar;
import javax.swing.JMenuItem;
import javax.swing.JOptionPane;
import hu.elte.prt.eightqueens.model.Engine;
public class Frame extends JFrame {
    private static final long serialVersionUID = 8316572961171616624L;
    private Engine engine;
    private JMenuItem pauseMenuItem;
    public Frame (Engine engine) {
    super("8 Queens");
    setDefaultCloseOperation(EXIT ON CLOSE);
    this.engine = engine;
    }
    public void showFrame() {
    createFields();
    setMenu();
    pack();
    setVisible(true);
    private void createFields() {
    getContentPane().setLayout(new GridLayout(engine.getSize()), engine.getSize()));
    for (int i = 0; i < engine.getSize(); ++i) {</pre>
        for (int j = 0; j < engine.getSize(); ++j) {
        JButton field = new JButton();
        field.setBackground(getFieldBackground(i, j));
        field.setPreferredSize(new Dimension(80, 80));
        field.setFont(field.getFont().deriveFont(30.0f));
        addFieldActionListener(i, j, field);
        getContentPane().add(field);
    }
    }
    private void addFieldActionListener(int i, int j, JButton field) {
    field.addActionListener(new ActionListener() {
        @Override
        public void actionPerformed(ActionEvent arg0) {
        engine.put(i, j);
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updateFields();
    checkVictoryCondition();
});
}
private void checkVictoryCondition() {
if (engine.won()) {
    JOptionPane.showMessageDialog(this, "Oh nice.");
    updateFields();
}
}
private void setMenu() {
JMenuBar menuBar = new JMenuBar();
JMenu menu = new JMenu("Game");
menuBar.add (menu);
addRestartMenuItem(menu);
addUndoMenuItem (menu);
addPauseMenuItem (menu);
setJMenuBar(menuBar);
}
private void addRestartMenuItem(JMenu menu) {
JMenuItem menuItem = new JMenuItem("Restart");
menuItem.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent arg0) {
    engine.startNewGame();
    updateFields();
    updatePauseMenuItem();
});
menu.add(menuItem);
}
private void addUndoMenuItem(JMenu menu) {
JMenuItem menuItem = new JMenuItem("Undo");
menuItem.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent arg0) {
    engine.undo();
    updateFields();
});
menu.add(menuItem);
private void addPauseMenuItem(JMenu menu) {
pauseMenuItem = new JMenuItem("Pause");
pauseMenuItem.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent arg0) {
    engine.togglePause();
    updatePauseMenuItem();
    updateFields();
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});
menu.add(pauseMenuItem);
}
private void updatePauseMenuItem() {
pauseMenuItem.setText(engine.isPaused() ? "Resume" : "Pause");
}
private void updateFields() {
for (int i = 0; i < engine.getSize(); ++i) {
    for (int j = 0; j < engine.getSize(); ++j) {</pre>
    Component c = getContentPane().getComponent(i * engine.getSize() + j);
    JButton field = (JButton) c;
    field.setText(getFieldText(i, j));
    field.setBackground(getFieldBackground(i, j));
}
}
private String getFieldText(int i, int j) {
return !engine.isPaused() && engine.isQueen(i, j) ? "@" : "";
}
private Color getFieldBackground(int i, int j) {
if (!engine.isPaused() && engine.canPutHere(i, j)) {
    return Color.RED;
return (i + j) % 2 == 0 ? Color.GRAY : Color.WHITE;
```

}