# GUI19 Graphics With Frames

Directions: First thing you want to do is download the card file from the assignment folder, labeled card20. It is a zip file of all the card pictures. Extract all of these cards into your project folder, and rename the 10’s, which are currently named TC, TD, TS, TH, and name them 10C, 10D, 10S, and 10H.

Use the following code to display graphics using panes, with your modifications.

import java.awt.Container;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import javax.swing.ImageIcon;

import javax.swing.JButton;

import javax.swing.JFrame;

import javax.swing.JLabel;

import javax.swing.JPanel;

import java.util.Random;

import java.util.\*;

import java.lang.\*;

/\*\*

\* Write a description of class Deck here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Deck extends JFrame

{

// This is my constructor used to set the initial sizes of things within my window.

**public Deck() {**

**//Create**

**super("Game of War, card game"); //Title**

**setDefaultCloseOperation(EXIT\_ON\_CLOSE);**

**//Each panel is an object on the top layer of the frame. Since it is an object, it needs to be initialized, with a size, //specific location. Within the panel, we will put in whatever JLabels we want, such as pictures or text. //content.add(panel1) adds whatever buttons, text, or pictures you added to that panel and puts it to the //screen.**

**JPanel panel1 = new JPanel();**

**panel1.setSize(250, 100);**

**panel1.setLocation(0, 0);**

**Container content = getContentPane();**

**final JButton Show = new JButton("Next Round?");**

**final JLabel Imag = new JLabel("");**

**Show.setEnabled(true);**

**Imag.setEnabled(true);**

**content.add(panel1);**

**this.setSize(500, 500);**

**Show.setSize(500, 500);**

**panel1.add(Imag);**

**//Action**

**ActionListener Imageshow =**

**new ActionListener() {**

**public void actionPerformed(ActionEvent e) {**

**// insert code in here that you want to happen with every button click, such as drawCards() and gameRules()**

**drawCards();**

**gameRules();**

**System.out.println("");**

**// cardValue = pCardValue;**

**System.out.println("Player's card:" + cardValues(pCardValue));**

**System.out.println("");**

**// cardValue = cCardValue;**

**System.out.println("Computer's card:" + cardValues(cCardValue));**

**// This is where we set the name of the card. We do it this way so that we do not need another 52 if/switch statements.**

**String cardName = cardValues(pCardValue);**

**cardName = cardName.toLowerCase();**

**Imag.setIcon(new ImageIcon(cardName + ".gif"));**

**}**

**};**

**Show.addActionListener(Imageshow);**

**}**

**public static void main(String args[])**

**{**

**JFrame frame = new Deck();**

**frame.setVisible(true);**

**Scanner input = new Scanner(System.in);**

**populateDeck();**

**deal();**

**while (gameEnd == 0)**

**{**

**//insert gameEnd code here.**

**}**

**//insert all the rest of your methods down here.**