import java.awt.\*;

import java.awt.event.\*;

import java.util.Random;

public class SymbolApp extends Frame implements ActionListener {

private Label[] symbolLabels = new Label[99];

private Button submitButton;

private String specialSymbol;

private String selectedSymbol;

public SymbolApp() {

// Generate a random special symbol

Random rand = new Random();

specialSymbol = Character.toString((char) (rand.nextInt(94) + 33)); // Random ASCII character from 33 to 126

selectedSymbol = specialSymbol;

// Setting up the main frame

setLayout(new BorderLayout());

setSize(800, 700);

setTitle("Symbol App");

// Adding instruction message

TextArea instruction = new TextArea(

"Think of any two digit number. Now reverse it and find the difference of them.\n" +

"Now find the number you got and remember the symbol from the panel below.\n" +

"Don't tell me, I'll read your mind! Hit the below button when you are ready to see the magic!",

5, 60, TextArea.SCROLLBARS\_NONE);

instruction.setEditable(false);

instruction.setFont(new Font("Arial", Font.PLAIN, 16));

add(instruction, BorderLayout.NORTH);

// Panel for symbols

Panel symbolPanel = new Panel(new GridLayout(11, 9));

for (int i = 0; i < 99; i++) {

String symbol = (i % 9 == 0) ? specialSymbol : Character.toString((char) (33 + (i % 94)));

symbolLabels[i] = new Label(i + ": " + symbol); // Numbering symbols

symbolLabels[i].setAlignment(Label.CENTER);

symbolPanel.add(symbolLabels[i]);

}

add(symbolPanel, BorderLayout.CENTER);

// Panel for submit button

Panel controlPanel = new Panel(new FlowLayout());

submitButton = new Button("Chin Tapak Dum Dum");

submitButton.addActionListener(this);

controlPanel.add(submitButton);

add(controlPanel, BorderLayout.SOUTH);

// Setting up the window close event

addWindowListener(new WindowAdapter() {

public void windowClosing(WindowEvent we) {

System.exit(0);

}

});

setVisible(true);

}

public void actionPerformed(ActionEvent ae) {

// Clear the current content and display the selected symbol

if (ae.getSource() == submitButton) {

removeAll();

setLayout(new BorderLayout());

Label resultLabel = new Label(selectedSymbol, Label.CENTER);

resultLabel.setFont(new Font("Arial", Font.BOLD, 50));

add(resultLabel, BorderLayout.CENTER);

validate();

repaint();

}

}

public static void main(String[] args) {

new SymbolApp();

}

}