Lab Activity – 7

Objectives

• **To learn Labels**

• **To learn Buttons**

• **To learn event mechanism**

• **To add new features to the XOX game**

• **To add Difficulty levels to the game**

Exercise

In this lab, you will add some new features to the XOX game you did in Lab-6 activity. Below is the interface where the difficulty level button is.
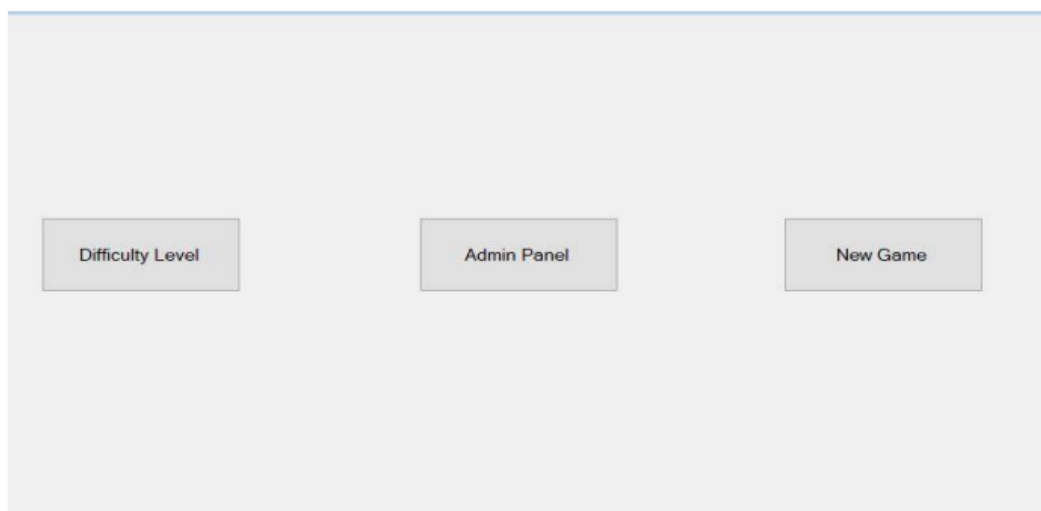
In this lab, you are asked to add some features to the difficulty level button. In the previous labs it was passive (not actively working). When the "Difficulty level" button is clicked a new interface should appear where it allows the user the chose the difficulty level. An example of how the interface should look like is given below;
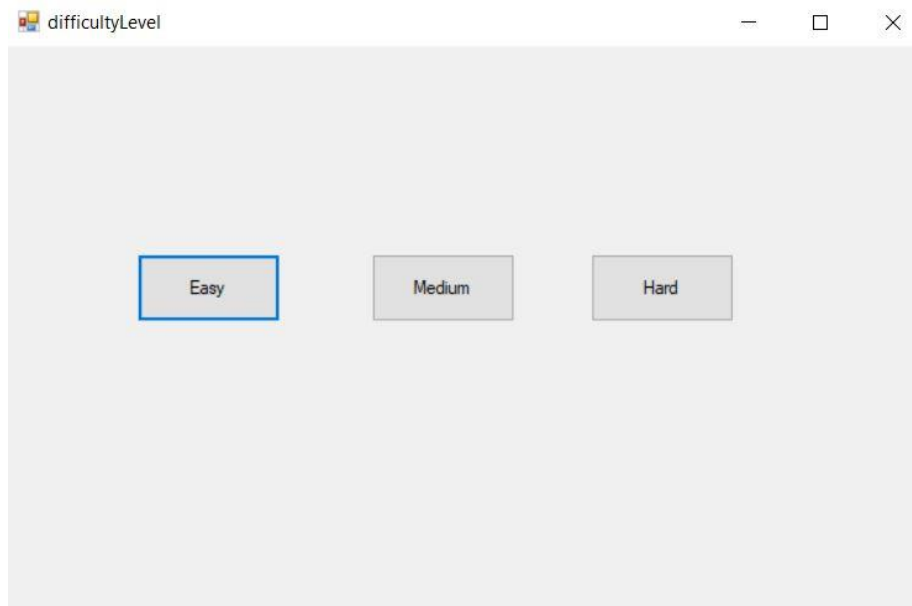
When the user clicks "Easy" button the standard game that you coded in the previous labs should start(3x3). When the "Medium" button is clicked the game should start with 4x4 boxes and when the "Hard" button is clicked the game should start with 5x5 boxes. Example for 4x4 and 5x5 is given below.
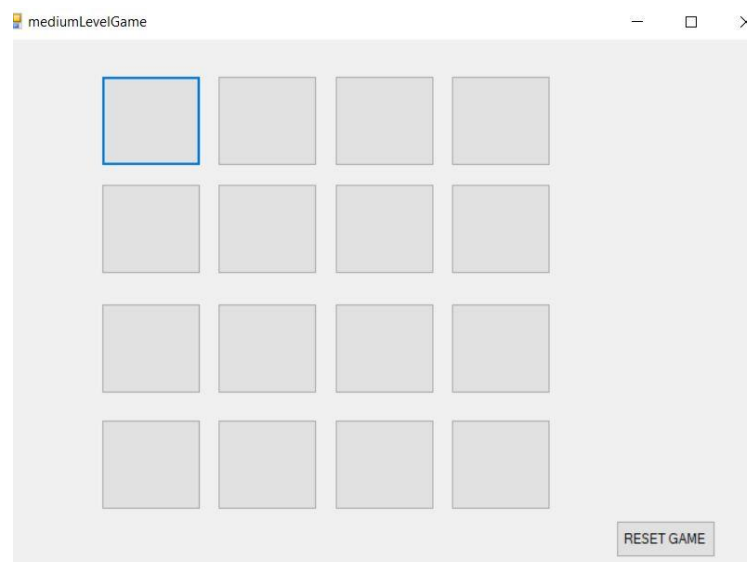
4x4
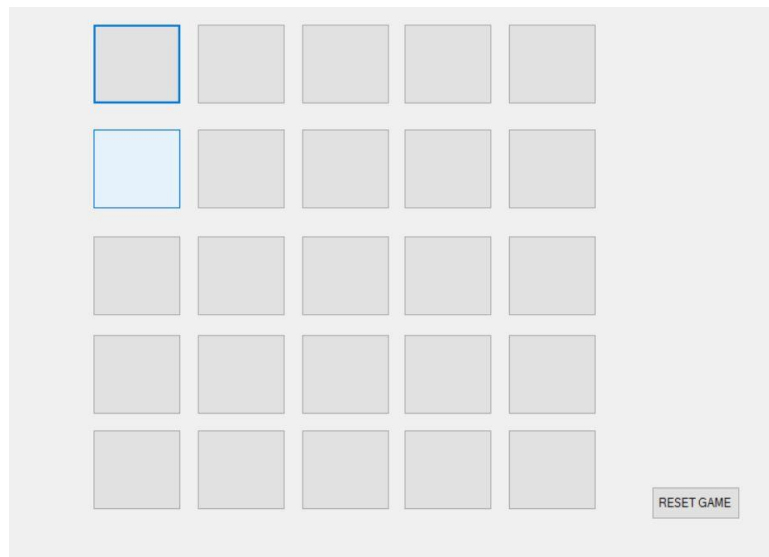
5x5

As it can be seen from the pictures there is also a "RESET GAME" button, it should be functioning properly and should reset the game when clicked. Also add a "BACK" button which functions properly and redirects to the previous page. The game should given an alert "Computer Won" or "User Won" when one of the sides win the game.

Take into consideration;

- The game rules for 4x4 and 5x5 are same as the rules of the game when it was 3x3
- Do not forget the "RESET GAME" button should function properly and reset the game when clicked.
- Also do not forget to add a "BACK" button to the page so when the user clicks it it goes back to the difficulty level page.
- The game should give an alert when one of the sides win the game.

What is Expected

• Create proper user interface

• Apply object-oriented programming principles

• Report simply with step-by-step images and explanations of what has been completed

• Upload report (only .pdf) and complete project file (only .zip/.rar)

• The titles of the report and project files will be "<student number>_<student

name>_lab<no>.<file format>"

(for example, 152120230000_firstname_lastname_lab7.pdf)

(for example, 152120230000_firstname_lastname_lab7.zip)

• Cheating is at your own initiative, but you also accept the consequences