

View

## Class View

java.lang.Object  
  java.awt.Component  
    java.awt.Container  
      java.awt.Window  
        java.awt.Frame  
          javax.swing.JFrame  
            View.View

**All Implemented Interfaces:**

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,  
javax.accessibility.Accessible, javax.swing.RootPaneContainer, javax.swing.WindowConstants

```
public class View
extends javax.swing.JFrame
```

**See Also:**

[Serialized Form](#)

### Nested Class Summary

#### Nested classes/interfaces inherited from class javax.swing.JFrame

javax.swing.JFrame.AccessibleJFrame

#### Nested classes/interfaces inherited from class java.awt.Frame

java.awt.Frame.AccessibleAWTFrame

#### Nested classes/interfaces inherited from class java.awt.Window

java.awt.Window.AccessibleAWTWindow, java.awt.Window.Type

#### Nested classes/interfaces inherited from class java.awt.Container

java.awt.Container.AccessibleAWTContainer

#### Nested classes/interfaces inherited from class java.awt.Component

java.awt.Component.AccessibleAWTComponent, java.awt.Component.BaselineResizeBehavior,  
java.awt.Component.BltBufferStrategy, java.awt.Component.FlipBufferStrategy

## Field Summary

### Fields

| Modifier and Type               | Field and Description  |
|---------------------------------|--|
| private javax.swing.JButton[][] | <b>gameButtons</b><br>A dual-array JButtons to keep record on where the pieces are being placed on the board |
| private javax.swing.JPanel      | <b>jButtonPanel</b><br>A JPanel for the buttons to be presented on the GUI                                   |
| private javax.swing.JScrollPane | <b>jScrollPane</b><br>A JScrollPane for any excess logs on the JTextArea, allowing the scroll feature        |
| private javax.swing.JTextArea   | <b>jTextArea</b><br>A JTextArea for in-game logs   |
| private javax.swing.JPanel      | <b>jTextPanel</b><br>A JPanel for the JTextArea to be presented on the GUI                                   |
| private javax.swing.JMenuItem   | <b>peashooter</b><br>A Peashooter option on the pop-up menu  |
| private javax.swing.JPopupMenu  | <b>popupMenu</b><br>A pop-up menu to allow the user select which plant to place on the board                 |
| private javax.swing.JMenuItem   | <b>sunflower</b><br>A Sunflower option on the pop-up menu  |

### Fields inherited from class javax.swing.JFrame

accessibleContext, EXIT\_ON\_CLOSE, rootPane, rootPaneCheckingEnabled

### Fields inherited from class java.awt.Frame

CROSSHAIR\_CURSOR, DEFAULT\_CURSOR, E\_RESIZE\_CURSOR, HAND\_CURSOR, ICONIFIED, MAXIMIZED\_BOTH, MAXIMIZED\_HORIZ, MAXIMIZED\_VERT, MOVE\_CURSOR, N\_RESIZE\_CURSOR, NE\_RESIZE\_CURSOR, NORMAL, NW\_RESIZE\_CURSOR, S\_RESIZE\_CURSOR, SE\_RESIZE\_CURSOR, SW\_RESIZE\_CURSOR, TEXT\_CURSOR, W\_RESIZE\_CURSOR, WAIT\_CURSOR

### Fields inherited from class java.awt.Component

BOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT, RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

## Fields inherited from interface javax.swing.WindowConstants

DISPOSE\_ON\_CLOSE, DO\_NOTHING\_ON\_CLOSE, HIDE\_ON\_CLOSE

## Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

## Constructor Summary

### Constructors

#### Constructor and Description

##### [View\(\)](#)

Setting up the GUI using the fields that were chosen

## Method Summary

### All Methods    Instance Methods    Concrete Methods

| Modifier and Type       | Method and Description   |
|-------------------------|--|
| javax.swing.JButton[][] | <a href="#">getGameButtons()</a><br>Dual-array JButtons that is used to place or remove plants and zombies on the game board |
| javax.swing.JPanel      | <a href="#">getJButtonPanel()</a><br>Getter for the JPanel filled with JButtons  |
| javax.swing.JTextArea   | <a href="#">getJTextArea()</a><br>Getting the JTextArea for in-game logging  |
| javax.swing.JMenuItem   | <a href="#">getPeashooter()</a><br>Getting or Creating a Peashooter at the specific point of the game board                  |
| javax.swing.JPopupMenu  | <a href="#">getPopupMenu()</a><br>JPopupMenu shown in every JButton  |
| javax.swing.JMenuItem   | <a href="#">getSunflower()</a><br>Getting or Creating a Sunflower at the specific point of the game board                    |

## Methods inherited from class javax.swing.JFrame

addImpl, createRootPane, frameInit, getAccessibleContext, getContentPane, getDefaultCloseOperation, getGlassPane, getGraphics, getJMenuBar, getLayeredPane, getRootPane, getTransferHandler, isDefaultLookAndFeelDecorated, isRootPaneCheckingEnabled, paramString, processWindowEvent, remove, repaint,

setContentPane, setDefaultCloseOperation, setDefaultLookAndFeelDecorated, setGlassPane, setIconImage, setJMenuBar, setLayeredPane, setLayout, setRootPane, setRootPaneCheckingEnabled, setTransferHandler, update

### Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify, setBackground, setCursor, setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

### Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidRoot, pack, paint, postEvent, processEvent, processWindowFocusEvent, processWindowStateEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

### Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, processContainerEvent, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate, validateTree

### Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener,

addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, disableEvents, dispatchEvent, enable, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processKeyEvent, processMouseEvent, processMouseMotionEvent, processMouseWheelEvent, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

### Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

## Field Detail

### jButtonPanel

private javax.swing.JPanel jButtonPanel

A JPanel for the buttons to be presented on the GUI

#### **jTextPanel**

```
private javax.swing.JPanel jTextPanel
```

A JPanel for the JTextArea to be presented on the GUI

#### **gameButtons**

```
private javax.swing.JButton[][] gameButtons
```

A dual-array JButtons to keep record on where the pieces are being placed on the board

#### **popupMenu**

```
private javax.swing.JPopupMenu popupMenu
```

A pop-up menu to allow the user select which plant to place on the board

#### **jTextArea**

```
private javax.swing.JTextArea jTextArea
```

A JTextArea for in-game logs

#### **jScrollPane**

```
private javax.swing.JScrollPane jScrollPane
```

A JScrollPane for any excess logs on the JTextArea, allowing the scroll feature

#### **sunflower**

```
private javax.swing.JMenuItem sunflower
```

A Sunflower option on the pop-up menu

#### **peashooter**

```
private javax.swing.JMenuItem peashooter
```

A Peashooter option on the pop-up menu

### ***Constructor Detail***

## View

```
public View()
```

Setting up the GUI using the fields that were chosen

## Method Detail

### getjButtonPanel

```
public javax.swing.JPanel getjButtonPanel()
```

Getter for the JPanel filled with JButtons

**Returns:**

JPanel filled with JButtons

### getGameButtons

```
public javax.swing.JButton[][] getGameButtons()
```

Dual-array JButtons that is used to place or remove plants and zombies on the game board

**Returns:**

Dual-array JButtons of the game board

### getPopupMenu

```
public javax.swing.JPopupMenu getPopupMenu()
```

JPopupMenu shown in every JButton

**Returns:**

Popup Menu for each JButton

### getSunflower

```
public javax.swing.JMenuItem getSunflower()
```

Getting or Creating a Sunflower at the specific point of the game board

**Returns:**

JMenuItem dedicated for Sunflower

### getPeashooter

```
public javax.swing.JMenuItem getPeashooter()
```

Getting or Creating a Peashooter at the specific point of the game board

**Returns:**

JMenuItem dedicated for Peashooter

### getjTextArea

```
public javax.swing.JTextArea getjTextArea()
```

Getting the JTextArea for in-game logging

**Returns:**

JTextArea for Logging

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