

# MainMenuController.java

```
1 package game;
2
3 import javax.swing.JFrame;
4
5
6
7 //Class to handle Language selection and possibly further options.
8 public class MainMenuController {
9     //TODO Move setup functions from Decorator to here
10    private JFrame menuFrame;
11    private Object[] languageOptions = { "English", "Danish", "Faroese" };
12    //private Object[] numOptions = {"2","3","4","5","6"};
13    private String language;
14    //private int numPlayers;
15    private GameController gameController;
16
17    public MainMenuController() {
18        super();
19        this.menuFrame = new JFrame();
20    }
21
22    public void runProgram () {
23        language = getLanguage().toLowerCase();
24        System.out.println(language);
25        this.gameController = new GameController(language);
26        gameController.setupGame();
27        gameController.runGame();
28    }
29
30    private String getLanguage () {
31        String lang = (String) JOptionPane.showInputDialog(menuFrame,
32            "select language", "Language", JOptionPane.PLAIN_MESSAGE,
33            null,
34            languageOptions, "English");
35        if (lang == null)
36        {
37            //someone pressed the windows "close" or the "cancel" button on
38            the selection window
39            //instead of selecting a language. We terminate the program.
40            System.err.println("No language was selected, exiting program");
41            //abandon ship!!
42            System.exit(1);
43        }
44        return lang;
45    }
46
47    /* Experimental method
48    private int getNumPlayers() {
49        String numPlayers = (String) JOptionPane.showInputDialog(menuFrame,
50            "select language", "Language", JOptionPane.PLAIN_MESSAGE,
```

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```
    null,
50         numOptions, "English");
51     if (numPlayers == null)
52     {
53         //someone pressed the windows "close" or the "cancel" button on
the selection window
54         //instead of selecting a language. We terminate the program.
55         System.err.println("No number of players was selected, exiting
program");
56         //abandon ship!!
57         System.exit(1);
58     }
59     return Integer.parseInt(numPlayers);
60 }
61 */
62 //Test Driver Method
63 public static void main(String[] args){
64     MainMenuController testController = new MainMenuController();
65     String language = testController.getLanguage();
66     System.out.println(language);
67 }
68
69 }
70
```