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package programmingAssignment3;

import java.util.Scanner;

public class Claymation
{
    public static void main(String[] args)
    {
        ////////  DECLARATIONS AND COMPONENTS   ///////
        JFrame frame;   // The frame for holding everything
        ImageIcon image;    // The picture we will display
        JLabel imageLabel;// The picture label
        JScrollPane sp;     // The scrolling pane will contain the label
                    // that holds the picture
        Integer Objecti = null; //An integer object

        ////////          ALGORITHM              ///////

        //Ask to play movie forwards or backwards.

        System.out.println("Do you want to play movie forwards,backwards, or quit?");

        final int SENTINEL = 20;
        int number;

        Scanner scan = new Scanner( System.in );

        //priming read
        System.out.print("Enter an integer, or 20 to stop > " );
        number = scan.nextInt( );

        while ( number != SENTINEL )
        {
           //processing

           if ( number < 20 )
           {
             //Ten pictures, so write a loop that executes ten times
                for (int i = 1; i < 11; i++)
                {
                    //Step 1: Create an Integer object from int i
                    Objecti = new Integer(i);

                    //Step 2: image is created as "1.jpg" "2.jpg" and so on
                    image = new ImageIcon (Objecti.toString()+".jpg");

                    //Step 3: Set up the Frame
                    frame = new JFrame ("Building Picture");
                    frame.setDefaultCloseOperation (JFrame.EXIT_ON_CLOSE);

                    //Step 4: Show the picture
                    imageLabel = new JLabel (image);
                    sp = new JScrollPane (imageLabel);
                    sp.setPreferredSize(new Dimension (400,400));
                    frame.getContentPane().add(sp);
                    frame.pack();
                    frame.setVisible(true);

                    //Step 5: Pause long enough to view the picture
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                for (long j = 0; j < 100000000; j++);

            }//for
        }//if
        else
        {
          //Ten pictures, so write a loop that executes ten times
            for (int i = 10; i > 0; i--)
            {
                //Step 1: Create an Integer object from int i
                Objecti = new Integer(i);

                //Step 2: image is created as "1.jpg" "2.jpg" and so on
                image = new ImageIcon (Objecti.toString()+".jpg");

                //Step 3: Set up the Frame
                frame = new JFrame ("Building Picture");
                frame.setDefaultCloseOperation (JFrame.EXIT_ON_CLOSE);

                //Step 4: Show the picture
                imageLabel = new JLabel (image);
                sp = new JScrollPane (imageLabel);
                sp.setPreferredSize(new Dimension (400,400));
                frame.getContentPane().add(sp);
                frame.pack();
                frame.setVisible(true);

                //Step 5: Pause long enough to view the picture
                for (long j = 0; j < 100000000; j++);

            }//for
        }//else
        //Update read
        System.out.print("Enter an integer, or 20 to stop > " );
        number = scan.nextInt( );
      }//while
    }//main
}//class
```