Credit Name:CSE3010

Assignment Name:PhotoAlbum

How has your program changed from planning to coding to now? Please explain?

1. The code first creates a new ActionListener for a button called Next using an anonymous inner class. This is done by calling the addActionListener() method on the Next button and passing in a new ActionListener object as an argument.
2. The ActionListener object contains an actionPerformed() method that is called whenever the Next button is clicked.
3. Inside the actionPerformed() method, the code initializes a variable named Next to 0 and increments it by 1 using the postfix operator.
4. The code then checks if the value of Next is equal to 1. If it is, the code sets the icon of a JLabel called Photo to a picture of Nico Robin and sets the text of another JLabel called NameL to "Archeologist: Nico Robin".
5. If the value of Next is equal to 2, the code sets the icon of the Photo JLabel to a picture of God Usopp and sets the text of the NameL JLabel to "Sniper: God Usopp".
6. If the value of Next is equal to 3, the code sets the icon of the Photo JLabel to a picture of Jinbei and sets the text of the NameL JLabel to "Helmsman: Jinbei".
7. If the value of Next is equal to 4, the code sets the icon of the Photo JLabel to a picture of Brook and sets the text of the NameL JLabel to "Musician: Brook".
8. If the value of Next is equal to 5, the code sets the icon of the Photo JLabel to a picture of Nami and sets the text of the NameL JLabel to "Navigator: Nami".
9. If the value of Next is greater than 5, the code sets the icon of the Photo JLabel to a picture of Luffy and sets the text of the NameL JLabel to "Captain: Straw Hat Luffy". It also resets the value of Next to 0.