Lesson 9 –

Crea una scacchiera

import java.awt.BorderLayout;

import java.awt.Color;

import java.awt.Container;

import java.awt.GridLayout;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import javax.swing.\*;

import java.sql.\*;

public class ChessBoardGUI extends JFrame {

JPanel chess;

public ChessBoardGUI() {

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

setTitle("scacchiera");

setVisible(true);

setSize(400,400);

chess= new JPanel(new GridLayout(8,8));

add(chess);

boolean white = true;

for(int row=0; row<8; row++) {

for(int col=0; col<8; col++) {

JPanel square= new JPanel();

//inserisco poi una immagine in LOCALE

if (row ==0 && col==0) {

ImageIcon icon = new ImageIcon ("src/chess.png");

JLabel l = new JLabel(icon);

square.add(l);

}

if(white) {

square.setBackground(Color.white);

}

else{

square.setBackground(Color.black);

}

white = !white;

chess.add(square);

}

white = !white;

}

}

public static void main(String[] args) {

SwingUtilities.invokeLater(() -> {

ChessBoardGUI gui = new ChessBoardGUI();

gui.setVisible(true);

});

} }

Immagine che contiene quadrato, modello, Giochi e sport indoor, Rettangolo

Descrizione generata automaticamente