//day 2 start

import javax.swing.JFrame;

1. Frames

Creates a window that’s a (Graphical User Interface)

JFrame frame = new JFrame() //Creates a frame however its not visible yet

frame.setSize(800,600); //set’s x and y (800, 600 are tetris pixels)

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE); //When you hit the x button it doesn’t actually close by default normally hide on close

frame.setDefaultCloseOperation(JFrame.DO\_NOTHING\_ON\_CLOSE); //When you hit the x button it doesn’t do anything on close

frame.setDefaultCloseOperation(JFrame.HIDE\_ON\_CLOSE); //Default, hides the window but doesn’t actually close the window

frame.setTitle(“Tetris”); //Sets the title of the window

frame.setVisible(true); //Makes the frame visible

// day 3 start

import javax.swing.ImageIcon;

import java.awt.Color;

frame.setResizeable(false) // Makes the window not resizeable also can’t be full screened

//Requires a downloaded image in the folder

ImageIcon image = new ImageIcon(“logo.png”); // Creates an image icon

frame.setIconImage(image.getImage()); // changes the image in the top right corner

frame.getContentPane().setBackground(Color.black); // changes background color

//Have a parent class and the JFrame extends the class

import javax.swing.JFrame;

import javax.swing.ImageIcon;

import java.awt.Color;

public class MyFrame extends JFrame {

MyFrame(){

this.setSize(800,600);

this.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

this.setDefaultCloseOperation(JFrame.DO\_NOTHING\_ON\_CLOSE);

this.setDefaultCloseOperation(JFrame.HIDE\_ON\_CLOSE);

this.setResizable(false)

ImageIcon image = new ImageIcon(“logo.png”);

this.setIconImage(image.getImage());

this.getContentPane().setBackground(Color.black);

}

}