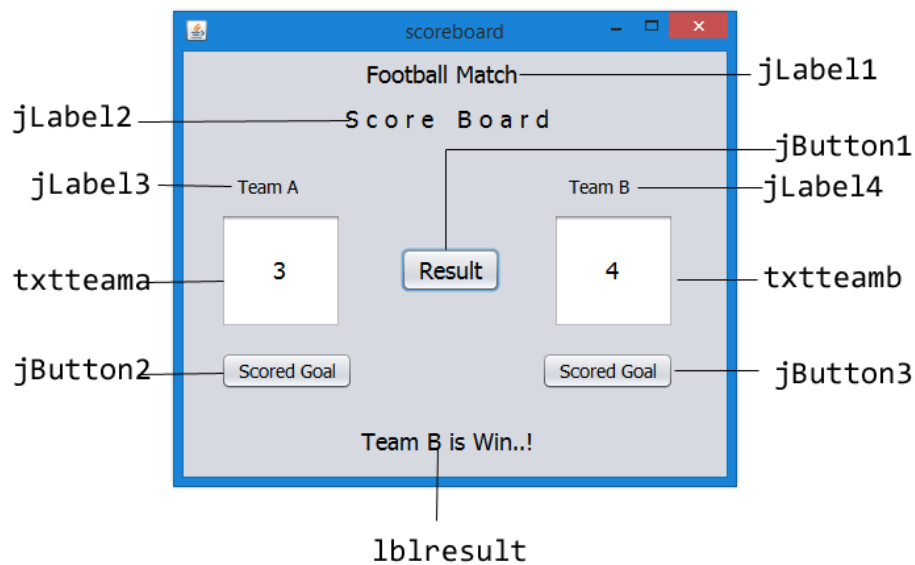### Score Board

➢ Design an application for a Football match's Scoreboard. Each team's score should be maintained. Whenever a team scored a goal, it should be reflected on the Scoreboard. When the result is declared, depending upon the scorecard, the winning team should be declared.

➢ Now double click on boundary the push **jButton2 (Score Goal Button).** The code editor window will get open. In it, simply type the following code.

```
1.      Integer tA = Integer.parseInt(txtteamA.getText());

2.      tA = tA + 1;

3.      txtteamA.setText(""+ tA);
```

➢ Now double click on boundary the push **jButton3 (Score Goal Button).** The code editor window will get open. In it, simply type the following code.

```
1.      Integer tB = Integer.parseInt(txtteamB.getText());

2.      tB = tB + 1;
```

```
3.        txtteamA.setText(""+ tB);
```

➢ Now double click on boundary the push **jButton1 (Result Button).** The code editor window will get open. In it, simply type the following code.

```
1.        Integer tA = Integer.parseInt(txtteamA.getText());

2.        Integer tB = Integer.parseInt(txtteamB.getText());

3.        if(tA > tB)

4.        {

5.            lblresult.setText("Team A is Win..!");

6.        }

7.        else

8.        if(tB > tA)

9.        {

10.           lblresult.setText("Team B is Win..!");

11.       }

12.       else

13.       {

14.           lblresult.setText("Match Draw..!");

15.       }
```