Programming AE3

Fruit Machine

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The program runs as required.

I have used the MVC method to split my classes. However, I have used a simplified version of this method, where I have one class containing the typical information for both View and Controller together (called ViewController), and a separate class containing the Model information (called Model). I used these names to make my MVC method obvious for the purpose of this assignment.

The ViewController class has the GUI information, creating the JPanels, JButtons, JLabels etc., and producing what the player will actually see during game play. It contains the action listeners for the JButtons “Spin” and “New Game”. It also contains the action performed method for when a button is clicked, which could have been held in a separate controller class.

I also have a class, “Card”, which creates the card object and a main “Fruit Machine” class with the main method.