

Casino Random Game

```
import javax.swing.ImageIcon;
import javax.swing.JFrame;
import javax.swing.JLabel;
//import org.w3c.dom.css.CSSFontFaceRule;
import java.awt.event.ActionListener;
import java.awt.event.ActionEvent;
import javax.swing.JButton;
import java.awt.*;

public class RandomGame1 extends JFrame implements
ActionListener {
    private JLabel label, label1, label3;
    private Container c;
    private JButton button;
    Font f, f1, f2;
    ImageIcon icon, icon2;

    RandomGame1() {
        setBounds(330, 50, 680, 740);
        setTitle("Random Game");
        setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
        icon = new ImageIcon(getClass().getResource("Random.png"));
        this.setIconImage(icon.getImage());
        c = this.getContentPane();
        this.setLayout(null);

        body();
    }

    public void body() {
        c.setBackground(Color.green);
    }
}
```

```
f = new Font("SutonyMg", Font.BOLD, 45);

f2 = new Font("Arial", Font.BOLD, 60);

f1 = new Font("SutonyMg", Font.BOLD, 22);
label = new JLabel();
label.setText("Casino Random Game");
label.setBounds(60, 50, 500, 50);
label.setFont(f);
label.setForeground(Color.black);
c.add(label);

button = new JButton("Let's Start");
button.setFont(f1);
button.setBounds(250, 450, 150, 60);
button.setBackground(Color.GREEN);
c.add(button);

label1 = new JLabel();
label1.setFont(f);
label1.setText("Deleloped By,");
label1.setForeground(Color.BLACK);
label1.setBounds(50, 130, 500, 50);
c.add(label1);

label3 = new JLabel();
label3.setFont(f2);
label3.setForeground(Color.BLACK);
label3.setText("Md.Nazmul Islam");
label3.setBounds(80, 260, 500, 50);
c.add(label3);

button.addActionListener(this);
}

public void actionPerformed(ActionEvent e) {
```

```

    RandomGame02 sc = new RandomGame02();
    sc.setVisible(true);

}

public static void main(String[] args) {

    RandomGame1 sc = new RandomGame1();
    sc.setVisible(true);
}

}

```

Second Part

```

import javax.swing.ImageIcon;
import javax.swing.JFrame;
import javax.swing.JLabel;
import java.awt.*;
import java.awt.event.ActionListener;
import java.awt.event.ActionEvent;
import javax.swing.JButton;

public class RandomGame02 extends JFrame implements
ActionListener {
    private JLabel label, label1, label2;
    private Container c;
    private JButton button, button1;
    ImageIcon icon;
    Font f, f1;
}

```

```
RandomGame02() {
    setBounds(330, 50, 680, 740);
    setTitle("Random Game");
    setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
    icon = new ImageIcon(getClass().getResource("Random.png"));
    this.setIconImage(icon.getImage());
    c = this.getContentPane();
    c.setLayout(null);
    body();
}

public void body() {
    c.setBackground(Color.GREEN);

    f = new Font("SutonyMg", Font.BOLD, 45);
    f1 = new Font("SutonyMg", Font.BOLD, 25);

    label = new JLabel();
    label.setText("Select Format of Playing");
    label.setFont(f);
    label.setBounds(30, 50, 550, 70);
    c.add(label);

    button = new JButton("OK");
    button.setBounds(100, 200, 100, 50);
    button.setBackground(Color.GREEN);
    add(button);
    label1 = new JLabel();
    label1.setText("With Computer");
    label1.setFont(f1);
    label1.setBounds(90, 150, 200, 50);
    c.add(label1);

    lebel2 = new JLabel();
    lebel2.setText("With Friend");
    lebel2.setFont(f1);
```

```

        lebel2.setBounds(350, 150, 150, 50);
        c.add(lebel2);

        button1 = new JButton("OK");
        button1.setBounds(360, 200, 100, 50);
        button1.setBackground(Color.GREEN);
        add(button1);

        button.addActionListener(this);

        button1.addActionListener(this);
    }

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == button) {

            RandomGame sc = new RandomGame();
            sc.setVisible(true);

        } else if (e.getSource() == button1) {

            RandomGame2 sc = new RandomGame2();
            sc.setVisible(true);
        }
    }

    public static void main(String[] args) {

        RandomGame02 sc = new RandomGame02();
        sc.setVisible(true);
    }
}

```

Thard part

```
import javax.swing.ImageIcon;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JPanel;
import javax.swing.JTextField;
import javax.swing.JButton;
import javax.swing.ImageIcon;
import java.awt.event.ActionListener;
import java.util.Random;
import java.awt.event.ActionEvent;
import javax.swing.JLabel;
import javax.swing.JOptionPane;
import java.awt.*;

public class RandomGame2 extends JFrame {
    Container c;
    ImageIcon icon;
    JTextField text, text2, text3, text4, text5, text6, text7;
    JLabel label, label2, label3, label4, label5, label6;
    Font f, f1;
    Font f2 = new Font("SutonyMg", Font.BOLD, 40);
    int s, p, count = 0, count1 = 0, n, count2 = 0, o, Ram = 10,
    l, m, x, y;

    RandomGame2() {
        setBounds(330, 50, 680, 740);
        setTitle("Random Game");
        setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
        icon = new
ImageIcon(getClass().getResource("Random.png"));
        this.setIconImage(icon.getImage());
        c = this.getContentPane();
```

```
c.setLayout(null);
c.setBackground(Color.GREEN);
body();
}

public void body() {
    f = new Font("SutonyMg", Font.BOLD, 35);
    f1 = new Font("SutonyMg", Font.BOLD, 20);

    label = new JLabel();
    label.setText("The Number Is");
    label.setBounds(230, 50, 300, 50);
    label.setFont(f);
    label.setForeground(Color.BLACK);
    c.add(label);

    label2 = new JLabel();
    label2.setText("***Enter 1-10***");
    label2.setBounds(225, 170, 300, 50);
    label2.setFont(f);
    label2.setForeground(Color.BLACK);
    c.add(label2);

    text = new JTextField();
    text.setBounds(285, 100, 100, 50);
    text.setEditable(false);
    text.setForeground(Color.BLACK);
    text.setBackground(Color.green);
    text.setFont(f);
    c.add(text);

    label3 = new JLabel();
    label3.setText("Player1");
    label3.setBounds(90, 250, 300, 50);
    label3.setFont(f);
    label3.setForeground(Color.BLACK);
```

```
c.add(label3);

text2 = new JTextField();
text2.setBounds(85, 305, 100, 50);
;
text2.setBackground(Color.green);
text2.setForeground(Color.BLACK);
text2.setFont(f);

c.add(text2);

label4 = new JLabel();
label4.setText("Player2");
label4.setBounds(450, 250, 300, 50);
label4.setFont(f);
label4.setForeground(Color.BLACK);
c.add(label4);

text3 = new JTextField();
text3.setBounds(450, 310, 100, 50);
text3.setFont(f);
text3.setBackground(Color.GREEN);
text3.setForeground(Color.BLACK);
c.add(text3);

label5 = new JLabel();
label5.setText("Points");
label5.setBounds(85, 359, 300, 50);
label5.setFont(f);
label5.setForeground(Color.BLACK);
c.add(label5);

text4 = new JTextField();
text4.setBounds(80, 410, 100, 50);
text4.setEditable(false);
text4.setBackground(Color.GREEN);
```



```
text4.setFont(f);
text4.setForeground(Color.BLACK);
c.add(text4);

label6 = new JLabel();
label6.setText("Points");
label6.setBounds(450, 359, 300, 50);
label6.setFont(f);
label6.setForeground(Color.BLACK);
c.add(label6);

text5 = new JTextField();
text5.setBounds(450, 410, 100, 50);
text5.setEditable(false);
text5.setFont(f);
text5.setBackground(Color.GREEN);
text5.setForeground(Color.BLACK);
c.add(text5);

text6 = new JTextField();
text6.setBackground(Color.GREEN);
text6.setBounds(50, 60, 100, 70);
text6.setForeground(Color.black);
text6.setFont(f);
text6.setEditable(false);
c.add(text6);

text7 = new JTextField();
text7.setBounds(50, 500, 540, 150);
text7.setBackground(Color.GREEN);
text7.setEditable(false);
text7.setFont(f1);
c.add(text7);

JButton button = new JButton("Submit");
button.setBounds(280, 300, 100, 50);
```

```
button.setBackground(Color.GREEN);
text7.setFont(f2);
text7.setForeground(Color.red);
c.add(button);
JButton button2 = new JButton("Result");

button2.setBounds(280, 390, 100, 50);
button2.setBackground(Color.GREEN);
button2.setFont(f1);
button2.setForeground(Color.BLACK);
c.add(button2);

button.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        Ram--;
        String g = text2.getText();
        n = Integer.parseInt(g);
        if (n > 10) {
            JOptionPane.showMessageDialog(null, "Please your
number 1 to10");
        }

        else {
            String m = text3.getText();
            p = Integer.parseInt(m);

            String name = String.valueOf(p);
            text3.setText(name);

            Random r = new Random();
            s = r.nextInt(10);
            String number = String.valueOf(s);
            text.setText(number);
            String get = text3.getText();
            o = Integer.parseInt(get);
```

```

        if (p == s) {
            count++;
        }

        String number1 = String.valueOf(count);
        text5.setText(number1);
        if (s == n) {
            count1++;
        }
        String number2 = String.valueOf(count1);
        text4.setText(number2);
        if (Ram <= -1) {
            int x = JOptionPane.showConfirmDialog(null,
"Plase Chosce your Round", "RandomGame",
                JOptionPane.YES_NO_OPTION);
            if (x == JOptionPane.YES_OPTION) {
                RandomGame2 sc = new RandomGame2();
                sc.setVisible(true);
            } else if (x == JOptionPane.NO_OPTION) {
                System.exit(0);
            }
        } else {
            String number3 = String.valueOf(Ram);
            text6.setText(number3);
        }
    }
}

});

button2.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {

        String str3 = text4.getText();
        l = Integer.parseInt(str3);
    }
});

```

```

        String str2 = text5.getText();
        m = Integer.parseInt(str2);

        if (Ram > 0 || Ram < 0 || text6.getText() == "")
        {
            JOptionPane.showMessageDialog(null, "Please
Gomplite Your Game");
        } else {
            if (l > m) {
                text7.setText("Player1 is win\n\n");
            } else if (m > l) {

                text7.setText("Player2 is wi\n\n");

            }

            else if (m == l) {
                text7.setText("    Player1 equals Player2");
            }
        }
    });
}

public static void main(String[] args)

{

    RandomGame2 sc = new RandomGame2();
    sc.setVisible(true);
}
}

```

Last Part

```
import javax.swing.ImageIcon;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JPanel;
import javax.swing.JTextField;
import javax.swing.JButton;
import javax.swing.ImageIcon;
import java.awt.event.ActionListener;
import java.util.Random;
import java.awt.event.ActionEvent;
import javax.swing.JLabel;
import javax.swing.JOptionPane;
import java.awt.*;

public class RandomGame extends JFrame {
    Container c;
    ImageIcon icon;
    JTextField text, text2, text3, text4, text5, text6, text7;
    JLabel label, label2, label3, label4, label5, label6;
    Font f, f1;

    int s, p, count = 0, count1 = 0, n, count2 = 0, o, Ram = 10,
    l, m, x, y;

    RandomGame() {
        setBounds(330, 50, 680, 740);
        setTitle("Random Game");
        setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
        icon = new
ImageIcon(getClass().getResource("Random.png"));
        this.setIconImage(icon.getImage());
        c = this.getContentPane();
```

```
c.setLayout(null);
c.setBackground(Color.GREEN);
body();
}

public void body() {
    f = new Font("SutonyMg", Font.BOLD, 35);
    f1 = new Font("SutonyMg", Font.BOLD, 20);
    Font f2 = new Font("SutonyMg", Font.BOLD, 40);

    label = new JLabel();
    label.setText("The Number Is");
    label.setBounds(230, 50, 300, 50);
    label.setFont(f);
    label.setForeground(Color.BLACK);
    c.add(label);

    label2 = new JLabel();
    label2.setText("***Enter 1-10***");
    label2.setBounds(225, 170, 300, 50);
    label2.setFont(f);
    label2.setForeground(Color.BLACK);
    c.add(label2);

    text = new JTextField();
    text.setBounds(285, 100, 100, 50);
    text.setEditable(false);
    text.setForeground(Color.BLACK);
    text.setBackground(Color.green);
    text.setFont(f);
    c.add(text);

    label3 = new JLabel();
    label3.setText("Me");
    label3.setBounds(110, 250, 300, 50);
    label3.setFont(f);
```

```
label3.setForeground(Color.BLACK);
c.add(label3);

text2 = new JTextField();
text2.setBounds(85, 305, 100, 50);
text2.setBackground(Color.green);
text2.setForeground(Color.BLACK);
text2.setFont(f);

c.add(text2);

label4 = new JLabel();
label4.setText("Computer");
label4.setBounds(450, 250, 300, 50);
label4.setFont(f);
label4.setForeground(Color.BLACK);
c.add(label4);

text3 = new JTextField();
text3.setBounds(469, 305, 100, 50);
text3.setEditable(false);
text3.setFont(f);
text3.setBackground(Color.GREEN);
text3.setForeground(Color.BLACK);
c.add(text3);

label5 = new JLabel();
label5.setText("Points");
label5.setBounds(85, 359, 300, 50);
label5.setFont(f);
label5.setForeground(Color.BLACK);
c.add(label5);

text4 = new JTextField();
text4.setBounds(80, 410, 100, 50);
text4.setEditable(false);
```

```
text4.setBackground(Color.GREEN);
text4.setFont(f);
text4.setForeground(Color.BLACK);
c.add(text4);

label6 = new JLabel();
label6.setText("Points");
label6.setBounds(450, 359, 300, 50);
label6.setFont(f);
label6.setForeground(Color.BLACK);
c.add(label6);

text5 = new JTextField();
text5.setBounds(450, 410, 100, 50);
text5.setEditable(false);
text5.setFont(f);
text5.setBackground(Color.GREEN);
text5.setForeground(Color.BLACK);
c.add(text5);

text6 = new JTextField();
text6.setBackground(Color.GREEN);
text6.setBounds(50, 60, 100, 70);
text6.setForeground(Color.BLACK);
text6.setFont(f);
text6.setEditable(false);

c.add(text6);

text7 = new JTextField();
text7.setBounds(50, 500, 540, 150);
text7.setBackground(Color.GREEN);
text7.setEditable(false);
text7.setFont(f2);
text7.setForeground(Color.red);
c.add(text7);
```



```
JButton button = new JButton("Submit");
button.setBounds(280, 300, 100, 50);
button.setBackground(Color.GREEN);
button.setFont(f1);
c.add(button);

JButton button2 = new JButton("Result");

button2.setBounds(280, 390, 100, 50);
button2.setBackground(Color.GREEN);
button2.setFont(f1);
button2.setForeground(Color.BLACK);
c.add(button2);

button.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        Ram--;
        String g = text2.getText();
        n = Integer.parseInt(g);
        if (n > 10) {
            JOptionPane.showMessageDialog(null, "Please your
number 1 to10");
        }

        else {
            Random y = new Random();
            p = y.nextInt(10);

            String name = String.valueOf(p);
            text3.setText(name);

            Random r = new Random();
            s = r.nextInt(10);

            String number = String.valueOf(s);
```

```

        text.setText(number);
        String get = text3.getText();
        o = Integer.parseInt(get);

        if (p == s) {
            count++;
        }

        String number1 = String.valueOf(count);
        text5.setText(number1);
        if (s == n) {
            count1++;
        }
        String number2 = String.valueOf(count1);
        text4.setText(number2);
        if (Ram <= -1) {
            int x = JOptionPane.showConfirmDialog(null,
"Plase Chosce your Round", "RandomGame",
            JOptionPane.YES_NO_OPTION);
            if (x == JOptionPane.YES_OPTION) {
                RandomGame sc = new RandomGame();
                sc.setVisible(true);
            } else if (x == JOptionPane.NO_OPTION) {
                System.exit(0);
            }
        } else {
            String number3 = String.valueOf(Ram);
            text6.setText(number3);
        }
    }
});

button2.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {

```

```

        if (Ram > 0 || Ram < 0) {
            JOptionPane.showMessageDialog(null, "Please
Complite Your Game");
        } else {
            String str3 = text4.getText();
            l = Integer.parseInt(str3);

            String str2 = text5.getText();
            m = Integer.parseInt(str2);

            if (l > m) {
                text7.setText("        Player1 is win");
            } else if (m > l) {

                text7.setText("        Player2 is win");

            }

            else if (m == l) {
                text7.setText("        Player1 equals Player2");
            }
        }
    }
});

}

public static void main(String[] args)

{

    RandomGame sc = new RandomGame();
    sc.setVisible(true);
}

}

```

