***Sources For CardLayoutTest***

Sites for CardLayout

<http://java.about.com/od/Layout_Managers/ss/Cardlayout-Example-Program.htm>

JFrame guiFrame;

CardLayout cards;

JPanel cardPanel;

http://docs.oracle.com/javase/tutorial/displayCode.html?code=http://docs.oracle.com/javase/tutorial/uiswing/examples/components/ComboBoxDemoProject/src/components/ComboBoxDemo.java

public static void main(String[] args) {

        //Schedule a job for the event-dispatching thread:

        //creating and showing this application's GUI.

        javax.swing.SwingUtilities.invokeLater(new Runnable() {

            public void run() {

                createAndShowGUI();

            }

        });

    }

<http://docs.oracle.com/javase/tutorial/uiswing/examples/layout/CardLayoutDemoProject/src/layout/CardLayoutDemo.java>

public void itemStateChanged(ItemEvent evt) {

CardLayout cl = (CardLayout)(cards.getLayout());

cl.show(cards, (String)evt.getItem());

}

<http://www.youtube.com/watch?v=_d4CU9MveLE>

***Sources for RadioButtonTest***

<http://docs.oracle.com/javase/tutorial/displayCode.html?code=http://docs.oracle.com/javase/tutorial/uiswing/examples/components/RadioButtonDemoProject/src/components/RadioButtonDemo.java>

        ButtonGroup group = new ButtonGroup();

        group.add(birdButton);

        group.add(catButton);

        group.add(dogButton);

        group.add(rabbitButton);

        group.add(pigButton);

<http://java-buddy.blogspot.hk/2012/06/run-jframe-application-using.html>

    public static void main(String[] args) {

        SwingUtilities.invokeLater(runJFrameLater);

    }

    static Runnable runJFrameLater = new Runnable() {

        @Override

        public void run() {

            JFrameWin jFrameWindow = new JFrameWin();

            jFrameWindow.setVisible(true);

        } };

<http://java-buddy.blogspot.ca/2012/06/example-of-using-swing-jradiobutton.html>

ActionListener al = new ActionListener(){

public void actionPerformed(ActionEvent ae) {

if (game.isSelected()) {

cl.show(cards, "game");

} else {

cl.show(cards, "scores");

}

}

};

game.addActionListener(al);

highScores.addActionListener(al);

JOptionPane.showMessageDialog(null, gui);

***Finally.***

<http://ics3ui.sgrondin.ca/>