

Class Scoreboard10

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```
import javax.swing.*;
import java.awt.*;
/**
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 * @teacher     Coglianese
 * @period      2
 * @version     12-6-18
 *
 * Scoreboard10 tracks score if updated with a boolean
 * Is able to store a high score of the session
 */
public class Scoreboard10 extends JPanel
{
    //Instance variables
    private JLabel label1, label2, label3;
    private int myTotal, myMaxScore;

    /**
     * Default constructor
     */
    public Scoreboard10()
    {
        setLayout(new GridLayout(1, 5));
        myTotal = 0;
        myMaxScore = 0;

        add(new JLabel("Run: ", SwingConstants.RIGHT));
        label1 = new JLabel("0");
        label1.setHorizontalAlignment(SwingConstants.LEFT);
        add(label1);
        label2 = new JLabel("----");
        label2.setHorizontalAlignment(SwingConstants.CENTER);
        label2.setFont(new Font("Arial", Font.BOLD | Font.ITALIC, 20));
        add(label2);
        add(new JLabel("Max: ", SwingConstants.RIGHT));
        label3 = new JLabel("0");
        label3.setHorizontalAlignment(SwingConstants.LEFT);
        add(label3);
    }

    /**
     * Update either increases or resets the scoreboard
     *
     * @param      boolean arg      True==increase, false==reset
     */
    public void update(boolean arg) //arg is true means player guessed corre
ct
    {
    }
}
```

Class Scoreboard10 (continued)

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```
if(arg) {
    label2.setText("YES!");
    myTotal++;
    label1.setText("" + myTotal);
    if(myTotal>myMaxScore) {
        myMaxScore = myTotal;
        label3.setText("" + myMaxScore);
    }
}
else{
    label1.setText("0");
    label2.setText("-NO-");
    myTotal = 0;
}
}
```