**import** java.awt.BorderLayout;

**import** java.awt.event.ActionEvent;

**import** java.awt.event.ActionListener;

**import** javax.swing.\*;

**public** **class** menu **extends** JFrame{

JPanel groupPanel = **new** JPanel(); //panel for the JRadio buttons

JPanel panel2 = **new** JPanel(); //panel for the new game button

JRadioButton easy = **new** JRadioButton("Easy");

JRadioButton medium = **new** JRadioButton("Medium");

JRadioButton hard = **new** JRadioButton("Hard");

JRadioButton custom = **new** JRadioButton("Custom");

ButtonGroup group = **new** ButtonGroup();

JButton newGame = **new** JButton("New Game");

**public** menu() {

setSize(700,700); //establish default settings of the window

setDefaultCloseOperation(***EXIT\_ON\_CLOSE***);

setLocation(500,100);

setLayout(**new** BorderLayout());

setVisible(**true**);

easy.setSelected(**true**); //the default selected radio button is easy

group.add(easy); //add the radio buttons to the group

group.add(medium);

group.add(hard);

group.add(custom);

groupPanel.add(easy); //add the buttons to the panel

groupPanel.add(medium);

groupPanel.add(hard);

groupPanel.add(custom);

newGame.addActionListener(**new** action()); //add action listener to new game button

panel2.add(newGame); //add button to the panel

add(groupPanel, BorderLayout.***CENTER***); //set the radio buttons panel on in the layout on the top

add(panel2, BorderLayout.***SOUTH***); //set the new game panel on the bottom

}

**private** **class** action **implements** ActionListener { //new game action listener

**public** **void** actionPerformed(ActionEvent e) {

**if**(easy.isSelected()) { //check which radio button is selected

setVisible(**false**); //to make menu disappear

**new** MineSweeper(6, 10); //start new game with settings corresponding to the difficulty

}

**else** **if**(medium.isSelected()) {

setVisible(**false**);

**new** MineSweeper(10, 13);

}

**else** **if**(hard.isSelected()) {

setVisible(**false**);

**new** MineSweeper(15, 18);

}

**else** { //if custom is selected, let the user choose the size and percentage of mines

**int** size = Integer.*parseInt*(

JOptionPane.*showInputDialog*(**null**, "What size should the Minesweeper have?"));

**int** percentage = Integer.*parseInt*(

JOptionPane.*showInputDialog*(**null**, "What percentage of mines should the MineSweeper have?"));

setVisible(**false**);

**new** MineSweeper(size, percentage);

}

}

}

}