CSIS-1410 - Memory

Learning Objectives :

- Create a GUI application
- Implement event handlers
- Display images in GUI
- Practice GridLayout

Description:

Create a file called MemoryApp.java
It includes the main method of a gui application that simulates the game Memory.

Requirements:

- The GUI includes a title: "Memory"
- It includes 12 square tiles that are arranged in 3 rows and 4 colums
- The tiles don't touch each other nor do they touch the edges of the window
- At the beginning all the tiles have the exact same look (all the images are turned over)
- At the beginning the images are randomly distributed
- When you click on a tile it 'flips over' (shows / hides the image)

Check out Memory.mp4. It shows one possible solution.

Turning in:

Create a runnable jar that includes the java files.

Submit it via Canvas