Class PROJECTMORE

Variables

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Type | Inital Value |
| random1 | Stores the value of the first random generator | int | N/A |
| random2; | Stores the value of the second random generator | Int | N/A |
| check; | Checks the number of the round so that the hidden dice in border panel can appear | Int | N/A |
| sum; | Stores the sum of radom1 and random2 | Int | N/A |
| check2; | Checks the number of the round so that the first turn win/loss can be determined | Int | N/A |
| diceNumber1; | Stores the path of the image and the converted to String value of radnom1 | String | N/A |
| diceNumber2; | Stores the path of the image and the converted to String value of radnom2 | String | N/A |
| point; | Stores the sum of the first roll | Int | N/A |
| roundCount; | Counts the number of the round so that it can be subtracted from 10 to determine the score later in the game | Int | N/A |
| score; | Stores the score value | Int | N/A |
| textScoreLabel; | Stores the text to fill the Score label later | String | N/A |

JElements

|  |  |  |
| --- | --- | --- |
| Name | Description | Type |
| play | The play button | JButton |
| roll; | The roll button | JButton |
| quit; | The quit button | JButton |
| rules; | The rules button | JButton |
| showResult; | Text field that shows whether the player has won or lost | JTextField |
| insertPlayerCount; | Text field where the player inserts the amount of additional players they want to play with | JTextField |
| Score; | The label which displays the score | JLabel |
| result; | The label above the showResult textbox saying ’Result: ’ | JLabel |
| dice1; | The label for dice1 which will store the die Icon | JLabel |
| dice2; | The label for dice2 which will store the die Icon | JLabel |
| diceHidden1; | The label for diceHidden1 which will store the die Icon and appear from the 2nd round on showing the previous dice | JLabel |
| diceHidden2; | The label for diceHidden1 which will store the die Icon and appear from the 2nd round on showing the previous dice | JLabel |
| radioButton; | Label that is located next to the actual radio buttons describing that the player can chose beteen playing with or without the computer | JLabel |
| playerCount; | Label located next to the insertPlayrCount field that tells the player that they can insert the amount of additional players they want to play with into the field adjecent to this layer | JLabel |
| diceImage1; | Stores the Image Icon | ImageIcon |
| diceImage2; | Stores the Image Icon | ImageIcon |
| yes; | Raddio button yes that indicates the player wishes to play with the computer | JRadioButton |
| no; | Raddio button yes that indicates the player does not wish to play with the computer | JRadioButton |

JPanels

|  |  |
| --- | --- |
| Name | Description |
| panel\_Play; | Panel of the play button |
| panel\_Roll; | Panel of the roll button |
| panel\_Controls; | Panel of the play and roll button |
| panel\_Score; | Panel of the score label |
| panel\_quit; | Panel of the quit button |
| panel\_rules; | Panel of the rules button |
| panel\_result; | Panel of the result label |
| panel\_titleBorder; | Panel of the hiddenDice1/2 labels |
| panel\_left; | Panel of the whole left side of the GUI (panel\_titleBorder + panel\_controlsAndDice) |
| panel\_right; | Panel of the whole right side of the GUI (panel\_quitRulesResult + panel\_Score) |
| panel\_dice; | Panel of the dice labels |
| panel\_quitRulesResult; | Panel that contains the panel\_quit, panel\_rules, panel\_result and panel\_showResult (the bottom right side of the interface) |
| panel\_showResult; | Panel of the showResult text box |
| panel\_players; | Panel of the playerCount label and insertPlayerCount text box |
| panel\_computerButton; | Panel of the radioButton label and yes and no radio buttons |
| panel\_playerCount; | Panel that containts panel\_players and panel\_computerButton |
| panel\_upperControls; | Panel that contains all the left upper elements of the GUI into one panel (panel\_dice + panel\_Controls + panel\_playerCount |
| panel\_controlsAndDice; | Panel that puts the panel\_uppperControls in oreder with the box layour manager |

Constructor

Varaibles and Jelements declared and panels sorted out with GUI.

Methods()

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Parameters | Return Type |
| actionPerformed | Action even that happens upon pressing the buttons play, roll, rules and/or quit. Play event resets the variables and enables the roll button. Roll event generates randoms and dice pictures while also checking for point and wins and loses. Rules event displays a pop up window with rules and quit event quits the whole application | ActionEvent e | Void |
| main | Main method that defines the size of the Jframe and Attaches the class window quitter | String[] args | Void |