GUI – Guessing Color Game

**Purpose**

This lab was designed to introduce swing components and layout managers.

**Description**

The guessing color game shows a sample color, initially black, and a target color. The object of the game is to slowly add or remove small amounts of red, green, and blue from the sample to try to match the target color. Guess the Color is a good introduction for how to work with colors, panels, layouts, buttons, and message dialogs.

I recommend using the default BorderLayout, but others will work. Moreover, I would choose a random color that has RGB values that are factors of 30 such as (60, 30, 240) and increment/decrement by 30 (other numbers are fine but don’t use anything too small). Please output the color to standard output to facilitate grading. You are required to have a title with a larger font, but the rest of the design is up to you. Upon successful completion output a graphical message and ask to play again.

You are required to use good programming techniques and practices. You should have methods to reduce redundancy and no one method should do too much work. Document your code and use meaningful identifiers.

**Extras**

Add buttons for different difficulty levels (easy, med, hard, etc.).

Add drop down menu items (new, close, copyright, etc.).

**Program Shell** - Create your own.

**Sample Execution**

 

