Patrick Christmas

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Variables Assignment Description

My assignment is not so much of a game as it is a building block for my eventual match. I created a welcome screen so that the user can input their name and press play. Once the user has pressed play, they see the poker table. The user should adjust their bet using the arrow keys to however much they would like and the corresponding amount of chips to that bet amount appears. Each chip is worth a different amount, the red is worth $1000, the blue $100, and the green $10. After adjusting their bet amount, the user should draw cards via the large button at the top of the screen. Each time the user presses that button, a random card is drawn. No card can be drawn twice during the program run.

This assignment required two different layouts, I used BorderLayout and FlowLayout. I used FlowLayout for my inputPanel and BorderLayout for my inputPanel. The assignment asked for two different ActionListeners, I used them for my button to draw another card and to check if the user has inputted anything into the username box. The assignment asks for 5 different types of Swing components, I used JButton, JTextField, JLabel, JToolTip, JPanel, and JFrame. This project uses both fields and local variables. This program has at least two classes and their instantiated objects interact. The program uses the values of variables in equations and in output. This is because I use an equation to calculate the amount of casino chips to use and then output the number of casino chips.