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/**
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 *5/11/24
 *
 *@(#)SeedPanel.java
 *
 * Creates a JPanel to display a single seed, without motion.
 */
import java.awt.Color;
import java.awt.Dimension;
import java.awt.Graphics;
import javax.swing.JPanel;
class SeedPanel extends JPanel {
    private Seed seed;
    private int preferredSize;
    private int PIXEL_SIZE;
    /**
     * Takes a panel size, and a seed, and defines a new JPanel of the specified
     * size displaying the seed.
     * @param s the seed
     * @param size size of panel
     */
    public SeedPanel(Seed s, int size) {
        setBackground(new Color(20, 20, 20));
        seed = s;
        int seedSize = Math.max(seed.getSizeX(), seed.getSizeY());
        PIXEL_SIZE = Math.min(100, size / seedSize);
        preferredSize = (seedSize * PIXEL_SIZE) + 100;
        PIXEL_SIZE = Math.max(PIXEL_SIZE, 1);
    }

    /**
     * returns the seed that is on the panel
     * @return the seed
     */
    public Seed getSeed() { return seed; }

    /**
     *Returns the dimension representing the preferred size of the window.
     *@return the preferred size
     */
    @Override
    public Dimension getPreferredSize() {
        return new Dimension(preferredSize, preferredSize);
    }

    /**
     *paints the seed to the window
     *@param g the current graphics context

```

