

MainMenuPanel.java

```
1  import javax.swing.*;
2  import java.awt.*;
3
4  public class MainMenuPanel extends JPanel {
5      public MainMenuPanel(GameFrame gameFrame) {
6          setLayout(new BorderLayout());
7
8          setBackground(new Color(224, 255, 255)); // Set background color to light cyan
9
10         // Title label
11         JLabel title = new JLabel("TicTacToe", SwingConstants.CENTER);
12         title.setFont(new Font("Arial", Font.BOLD, 24)); // Set font and size
13         title.setForeground(new Color(70, 130, 180)); // Set text color to steel blue
14         add(title, BorderLayout.NORTH); // Add title label to the top of the panel
15
16         // Play button
17         JButton playButton = new JButton("Play Game");
18         playButton.setFont(new Font("Arial", Font.PLAIN, 18)); // Set font and size
19         playButton.setBackground(new Color(176, 224, 230)); // Set background color to powder blue
20         playButton.setForeground(new Color(25, 25, 112)); // Set text color to midnight blue
21         playButton.addActionListener(e -> {
22             // Open dialog to input player names when play button is clicked
23             String player1 = JOptionPane.showInputDialog(this, "Enter Player 1 Name:");
24             String player2 = JOptionPane.showInputDialog(this, "Enter Player 2 Name:");
25
26             // If both player names are provided, start the game
27             if (player1 != null && player2 != null && !player1.isEmpty() && !player2.isEmpty()) {
28                 gameFrame.setPlayerNames(player1, player2); // Set player names in the game frame
29                 gameFrame.showGamePanel(); // Switch to the game panel
30             }
31         });
32
33         // Scoreboard button
34         JButton scoreboardButton = new JButton("View Scoreboard");
35         scoreboardButton.setFont(new Font("Arial", Font.PLAIN, 18)); // Set font and size
36         scoreboardButton.setBackground(new Color(176, 224, 230)); // Set background color to powder blue
37         scoreboardButton.setForeground(new Color(25, 25, 112)); // Set text color to midnight blue
38         scoreboardButton.addActionListener(e -> gameFrame.showScoreboardPanel()); // Show scoreboard when clicked
39
40         JPanel buttonPanel = new JPanel();
```

```
41     buttonPanel.setBackground(new Color(224, 255, 255)); // Set background color to light cyan
42     buttonPanel.add(playButton); // Add play button to button panel
43     buttonPanel.add(scoreboardButton); // Add scoreboard button to button panel
44
45     add(buttonPanel, BorderLayout.CENTER); // Add button panel to the center of the panel
46 }
47 }
48
```