1. **Match Game:** Description: Create an application that will implement a “match game” program. Players will be allowed to choose from 16 different tiles which contain images. For 16 tiles there should be 8 images, each image appearing 2x. The goal of the game is to select a tile and then find the same image in the other tiles to create a match. See below for more game details. You application should allow for either 1 or 2 users to play the game at a time. Points will be awarded for getting a match and for winning the game (having more matches than the other player). See scoring rules below. Your game should keep track of the overall results of all games played. You will need the ability to start a new game, clear the current game, and reset the entire game (reset the overall game results). Your interface should be well organized and use the border layout format.
   1. Game Details: Show the “backs” of all tiles. User selects two tiles trying to match them. Selected tiles should now show the image. If the tiles are not a match, let the user know and find a simple way of flipping the tiles back so you can’t see the images. If the tiles are a match, record the the points for that user and then let them choose again. You may either leave matched images in the screen or somehow block the user from selecting those tiles. The game is over when all tiles have been matched. Then, update the game history.
   2. Scoring Details:

2 Player game: 10 points for a match, 25 points for getting more matches than the opponent

1 Player game: keep track of the total number of tries it takes to find all of the matches. Also display the number of games played and the average number of attempts the user takes to get all of the matches.