

# 인하대학교

## 카피킬러캠퍼스 표절 검사

### 결과 확인서

본인	지도교수
성명	성명
서명	서명

아이디	12191650	표절률	18%
소속	컴퓨터공학과		
성명	자필로 기재하세요		

검사번호	00071263002	검사일자	2020.06.28 18:39
발급형태	<input type="checkbox"/> 기본보기 <input type="checkbox"/> 요약보기 <input checked="" type="checkbox"/> 상세보기	발급일자	2020.06.28 18:46
검사명	미입력		
문서명	Minesweeper		
비고			

비교범위	[현재첨부분서] [카피킬러 DB]
검사설정	표절기준 [6 어절], 인용/출처 표시문장 [제외], 법령/성경 포함문장 [제외], 목차/참고문헌 [제외]

검토 의견	
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## 분석 정보

표절률	전체문장	동일문장	의심문장	인용/출처	법령/성경
18 %	44	0	14	0	0

## 비교 문서 정보

번호	표절률	출처정보	비고
1	10%	[카피킬러 DB] <a href="http://ask.csdn.net">ask.csdn.net</a> - 파일명 : java-JmenuItem中怎么实现鼠标监听——CSDN问答频道	
2	10%	[카피킬러 DB] Copykiller - 발행 : 숭실대학교 대학원, 2017.06.	
3	9%	[카피킬러 DB] Copykiller - 발행 : 숭실대학교 대학원, 2016.06.	
4	8%	[카피킬러 DB] Copykiller - 발행 : 숭실대학교 대학원, 2017.05.	
5	7%	[카피킬러 DB] <a href="http://levin01.tistory.com">levin01.tistory.com</a> - 파일명 : 자바스윙으로 만든 메모장 코드... *^^*	
6	7%	[카피킬러 DB] <a href="http://ask.csdn.net">ask.csdn.net</a> - 파일명 : Java中在使用addMouseListener函数时建立new MouseListener报错	
7	7%	[카피킬러 DB] <a href="http://gameprogramming.tistory.com">gameprogramming.tistory.com</a> - 파일명 : 나만의 공부방 :: 자바 GUI 지뢰찾기 (swing)	
8	7%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : 경제성공학 계산식 프로그램 - 발행 : naver	
9	7%	[카피킬러 DB] Copykiller - 파일명 : Development of a touchscreen based slate device with Java application - 저자 : Hamid, TamannaAdnan, Sakib Muhammad MuntasirNazneen, ShamamaChowdhury, Zannatun Nayeem - 발행 : 2015-04	
10	7%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : 경제성공학 계산식 프로그램 - 발행 : naver	
11	7%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : [Java] 윈도우 메모장 따라잡기 - 발행 : naver	
12	7%	[카피킬러 DB] Copykiller - 발행 : 숭실대학교 대학원, 2017.06.	
13	7%	[카피킬러 DB] <a href="http://levin01.tistory.com">levin01.tistory.com</a> - 파일명 : 'Java2' 카테고리의 글 목록 (4 Page) - Min.Gun	
14	6%	[카피킬러 DB] Copykiller - 파일명 : Entwicklung eines plattformunabhängigen Facility Management Systems unter Verwendung der Java Database Connectivity (JDBC) - 저자 : Heller, Marc - 발행 : 2003-01-21	
15	3%	[카피킬러 DB] <a href="http://blog.csdn.net">blog.csdn.net</a> - 파일명 : 扫雷 (java图形界面好例题) _寻找、发现、追求、获得——这就是狼的 ...	

16	3%	[카피킬러 DB] <a href="http://www.open-open.com">www.open-open.com</a> - 파일명 : java扫雷游戏代码- 深度开源
17	3%	[카피킬러 DB] <a href="http://blog.daum.net">blog.daum.net</a> - 파일명 : - 발행 : daum
18	3%	[카피킬러 DB] <a href="http://writer0713.blog.me">writer0713.blog.me</a> - 파일명 : 네이버 블로그 RSS FEED (GUI버전) - 발행 : naver
19	3%	[카피킬러 DB] Copykiller - 발행 : 숭실대학교 대학원, 2017.06.
20	3%	[카피킬러 DB] <a href="https://github.com">github.com</a> - 파일명 : ZapTop/zaptop.java at master · HarshitMadhav/ZapTop · GitHub
21	3%	[카피킬러 DB] <a href="http://www.java2s.com">www.java2s.com</a> - 파일명 : Checkbox Node Tree Example : Tree ≪ Swing Components ≪ Java
22	3%	[카피킬러 DB] <a href="http://momohey.blog.me">momohey.blog.me</a> - 파일명 : [SWING] Checkbox Node Tree Example - 발행 : naver
23	3%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : 지뢰찾기 - GUI - 발행 : naver
24	3%	[카피킬러 DB] <a href="http://kin.naver.com">kin.naver.com</a> - 파일명 : 자바 pc방 코딩...도움이 절실해요..ㅠㅠㅠ
25	3%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : NIO Server & Client - 발행 : naver
26	3%	[카피킬러 DB] <a href="http://shyeok.tistory.com">shyeok.tistory.com</a> - 파일명 : [mssql] 커서 사용 방법 (CURSOR)" > <meta property="og:description" content="커서 (CURSOR) MSSQL 에서 cursor란 테이블에서 여러 개의 행을 쿼리한 후 쿼리의 결과인 행 집합을 한 행씩 처리하는 방법이다. 즉, 1단계 커서로 테이블에서 데이터를 지정하고, 2단계 ... - 발행 : tistory
27	3%	[카피킬러 DB] <a href="http://kin.naver.com">kin.naver.com</a> - 파일명 : 자바 소스코드좀 봐주세요
28	3%	[카피킬러 DB] <a href="http://shyeok.tistory.com">shyeok.tistory.com</a> - 파일명 : 'All View' 카테고리의 글 목록 (90 Page) - Programming are endless.
29	3%	[카피킬러 DB] Copykiller - 파일명 : Java 7 for Absolute Beginners    - 저자 : Bryant, Jay - 발행 : 2011
30	3%	[카피킬러 DB] <a href="http://blog.naver.com">blog.naver.com</a> - 파일명 : 자바 사용자 정보 리스트 프로그램 - 발행 : naver

## 검사 문서

문장표절률: 92%

```
import java.awt.Border Layout; import java.awt.Color; import java.awt.Grid Lay
out; import java.awt.event.ActionEvent; import java.awt.event.Action Listener; i
import java.awt.event.MouseAdapter; import java.awt.event.MouseEvent; import
java.io.FileReader; import java.io.FileWriter; import java.io.IOException; import
java.util.ArrayList; import java.util.Arrays; import java.util.Collections; import ja
va.util.List;
```

문장표절률: 97%

```
import javax.swing.JButton; import javax.swing.JFrame; import javax.swing.JLa
bel; import javax.swing.JMenu; import javax.swing.JMenuBar; import javax.swi
ng.JMenuItem; import javax.swing.JOptionPane; import javax.swing.JPanel; imp
ort javax.swing.SwingUtilities;
```

문장표절률: 0%

```
public class Minesweeper extends JFrame { ArrayList buttons = new ArrayList();
ArrayList mines = new ArrayList(); JPanel p1 = new JPanel(); JLabel minesView
= new JLabel(), timerView = new JLabel(); String saveFilePath = "save.txt"; int BU
TTON_ROW = 20, BUTTON_COL = 10; int BUTTONS_NUM = BUTTON_
ROW * BUTTON_COL; int WINDOW_SIZE_ROW = BUTTON_ROW * 45,
WINDOW_SIZE_COL = BUTTON_COL * 45 + 50; Integer MINES_NUM =
40, REMAIN_MINES_NUM = 0; long timerStart = 0, timerCurrent = 0, timerS
ave = 0, timerLoad = 0; boolean isInGame = false, isGame Over = false;
```

문장표절률: 0%

```
Minesweeper() { setTitle("Minesweeper"); setJMenuBar(makeMenu()); setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); setVisible(true);
```

문장표절률: 0%

```
JPanel p0 = new JPanel(); p0.setLayout(new Border Layout()); p0.add("West",
minesView); p0.add("East", timerView); add("North", p0); setMinesweeperLayo
ut(1);
```

문장표절률: 0%

```
String[] selectLevel = { "초급", "중급", "고 급" }; int selected = JOptionPane.showO
ptionDialog(p1, "난이도 선택", "Minesweeper", JOptionPane.DEFAULT_OPTION
, JOptionPane.QUESTION_MESSAGE, null, selectLevel, selectLevel[1]); if (selec
ted == 0) { setEasy(); setStart(); } else if (selected == 1) { setNormal(); setStart
(); } else { setHard(); setStart(); } }
```

문장표절률: 45%

```
class Timer implements Runnable { public void run() { timerStart = System.curren
tTimeMillis(); while (isInGame) { try { Thread.sleep(100); } catch (InterruptedException e) { e.printStackTrace(); }
```

문장표절률: 0%

```
timerCurrent = System.currentTimeMillis(); long timerCalculated = timerLoad +
timerCurrent - timerStart; timerView.setText("경과시간: " + (timerCalculated) / 6
0000 + "분" + (timerCalculated) / 1000 % 60 + "." + (timerCalculated) / 100 %
10 + "초");
```

## 비교 문서

[kin.naver.com] 자바를 이용한 채팅프로그램을 작성중인데요..

```
SwingUtilities; import javax.swing.UIManager; import java.awt.event.Action List
ener; import java.awt.event.ActionEvent; import java.awt.Container ..... Graphics
; import java.awt.Window; import java.awt.event.ActionEvent; import java.awt.e
vent.Action Listener; import javax.swing.ImageIcon; import javax ..... Layout; i
import java.awt.Container; import java.awt.event.ActionEvent; import java.awt.ev
ent.Action Listener; import javax.swing.ImageIcon; import javax
```

[kin.naver.com] 스윙을 이용한 채팅프로그램을 만들어야 하네요

```
SwingUtilities; import javax.swing.UIManager; import java.awt.event.Action List
ener; import java.awt.event.ActionEvent; import java.awt.Container ..... Graphics
; import java.awt.Window; import java.awt.event.ActionEvent; import java.awt.e
vent.Action Listener; import javax.swing.ImageIcon; import javax ..... Layout; i
import java.awt.Container; import java.awt.event.ActionEvent; import java.awt.ev
ent.Action Listener; import javax.swing.ImageIcon; import javax
```

[blog.csdn.net] 扫雷 (java图形界面好例题)\_寻找、发现、追求、获得——这就是狼的 ...

```
import javax.swing.JButton; import javax.swing.JFrame; import javax.swing.JLa
bel; import javax.swing.JMenu; import javax.swing.JMenuBar; import javax.swi
ng.JMenuItem; import javax.swing.JOptionPane; import javax.swing.JPanel; imp
ort javax.swing
```

[kin.naver.com] 자바 소스코드 좀 봐주세요

```
import javax.swing.JButton; import javax.swing.JFrame; import javax.swing.JLa
bel; import javax.swing.JMenu; import javax.swing.JMenuBar; import javax.swi
ng.JMenuItem; import javax.swing.JOptionPane; import javax.swing.JPanel; imp
ort javax.swing
```

[qdg.bisdnbtistory.com] 하위^^ :: 2018/09/06 글 목록

```
에게 양보"); Thread.yield() try { Thread.sleep(100); } catch (InterruptedException e) { e.printStackTrace(); System.out.println("Thread ..... 에게 양보"); Thread.yiel
d() try { Thread.sleep(100); } catch (InterruptedException e) { e.printStackTrace
();
```

[bennyziolab.tistory.com] Java(13) 프로세스, 스레드, 멀티태스킹, 멀티쓰레딩, Network, Client ...

```
table.add(table.dishNames[idx]) try { Thread.sleep(100); } catch (InterruptedException e) { e.printStackTrace(); } } } package ThreadEx2; public class Custo
mer
```

문장표절률: 0%

```
timerSave = timerCalculated; } } } void setMinesweeperLayout(int buttonsClear)
{ setFinalValue(); minesView.setText("남은 지뢰: " + REMAIN_MINES_NUM); t
imerView.setText("경과시간: 0분 0.0초");
```

문장표절률: 0%

```
p1.removeAll(); remove(p1); p1.setLayout(new GridLayout(BUTTON_COL, B
UTTON_ROW)); if (buttonsClear == 1) { buttons.clear(); for (int col = 0; col <
BUTTON_COL; ++col) { for (int row = 0; row < BUTTON_ROW; ++row) {
MyButton b = new MyButton(row, col);
```

문장표절률: 26%

```
buttons.add(b); } } } for (MyButton b : buttons) { p1.add(b); } add("Center", p1
); setSize(WINDOW_SIZE_ROW, WINDOW_SIZE_COL); revalidate(); repain
t(); } JMenuBar makeMenu() { JMenuBar mb = new JMenuBar(); JMenu m1 = n
ew JMenu("게임"); JMenu m2 = new JMenu("파일"); JMenu m3 = new JMenu("도
움말");
```

문장표절률: 28%

```
// m1 m1.add(makeStart()); m1.add(makeSetLevel()); m1.add(makeQuit()); //
m2 m2.add(makeSave()); m2.add(makeLoad()); // m3 m3.add(makeHelp()); //
/ menuBar add mb.add(m1); mb.add(m2); mb.add(m3);
```

문장표절률: 52%

```
return mb; } JMenuItem makeStart() { JMenuItem item; item = new JMenuItem("
시작하기"); item.addActionListener(new ActionListener() { public void action Pe
rformed(ActionEvent e) { setStart(); } });
```

문장표절률: 0%

```
return item; } void setStart() { timerLoad = 0; isInGame = false; isGame Over =
false; mines.clear(); ArrayList randNum = new ArrayList(); for (int i = 1; i <= B
UTTONS_NUM; ++i) { randNum.add(i); }
```

문장표절률: 37%

```
Collections.shuffle(randNum); for (int i = 0; i < MINES_NUM; ++i) { mines.ad
d(randNum.get(i)); } setMinesweeperLayout(1); } JMenuItem makeQuit() { JMe
nultem item; item = new JMenuItem("종료하기"); item.addActionListener(new Ac
tion Listener() { public void action Performed(ActionEvent e) { System.exit(0); }
});
```

[itdeveloper.tistory.com] IT 개발자 :: 2018/06/17 글 목록

p2 = new JPanel(); JMenuBar bar = new JMenuBar(); JMenu m1 = new JMenu("
게임"); JMenu m2 = new JMenu("설정"); JMenu m3

[blog.csdn.net] 当年第一个Java作品，Java坦克大战，写于2016年2月9日，放
着给初 ...

游戏作者菜单栏 m4.add(mi7); // 添加 mb.add(m1); mb.add(m2); mb.add(m3);
mb.add(m4); // 监听 mi1

[stackoverflow.com] How do I get the text from a textfield when a button is
pressed ...

add(mi5);m3.add(mi6); mb.add(m1); mb.add(m2); mb.add(m3); f.setMenuBar
(mb); //Panel initialization

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드....\*^^\*

```
item.addActionListener new Action Listener() { public void action Performed Ac
tionEvent e) { doNewCommand(); } }); file.add item = new JMenuItem ("Open")
item.addActionListener new Action Listener() { public void action Performed Ac
tionEvent e) { doOpenCommand(); } }); file.add item = new ..... JMenuItem ("Lo
ad Text") item.addActionListener new Action Listener() { public void action Perf
ormed ActionEvent e) { doLoadCommand(); } }); file.add item = new JMenuItem
m ("Save") item.addActionListener new Action Listener() { public void action Per
formed ActionEvent e) { doSaveCommand(); } }); file.addSeparator(); file.add .
..... new JMenuItem ("Close") item.addActionListener new Action Listener() { pub
lic void action Performed ActionEvent e) { doCloseCommand(); } }); menuBar.
add (file); // Setup
```

[ask.csdn.net] Java中在使用addMouseListener函数时建立new MouseListener
报错

```
JMenuItem("New"); newItem.addActionListener(new Action Listener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addActionListener(new
Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
Item.addActionListener(new Action Listener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addActionListener(new Action Listener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quot;); aboutItem.setMnemonic('A'); aboutItem.addAction Listene
r(new Action Listener() { public void action Performed(ActionEvent e) { JOption
Pane.showMessageDialog(null, "
```

[ask.csdn.net] Java中在使用addMouseListener函数时建立new MouseListener
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outItem.addAction Listener(new Action Listener() { public void action Performed
(ActionEvent e) { JOption Pane.showMessageDialog(null, "
```

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드....\*^^\*

```
item.addActionListener new Action Listener() { public void action Performed Ac
tionEvent e) { doNewCommand(); } }); file.add item = new JMenuItem ("Open")
item.addActionListener new Action Listener() { public void action Performed Ac
```

문장표절률: 32%

```
return item; } JMenu makeSetLevel() { JMenu item; item = new JMenu("레벨 선택");
JMenuItem subItem; subItem = new JMenuItem("조급"); subItem.addAction Li
stener(new ActionListener() { public void action Performed(ActionEvent e) { set
Easy(); setStart(); } }); item.add(subItem);
```

```
tionEvent e) { doOpenCommand(); } }); file.add item = new ..... JMenuItem ("Lo
ad Text") item.addAction Listener new ActionListener() { public void action Perf
ormed(ActionEvent e) { doLoadCommand(); } }); file.add item = new JMenuItem
("Save") item.addAction Listener new ActionListener() { public void action Per
formed(ActionEvent e) { doSaveCommand(); } }); file.addSeparator(); file.add .
..... new JMenuItem ("Close") item.addAction Listener new ActionListener() { pub
lic void action Performed(ActionEvent e) { doCloseCommand(); } }); menuBar.
add (file); // Setup
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[ask.csdn.net] Java中使用addMouseListener函数时建立new MouseListener  
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Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
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[levin01.tistory.com] 자바스윙으로 만든 메모장 코드.....\*^^\*

```
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d action Performed(ActionEvent e) { doNewCommand(); } }); file.add item = n
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d action Performed(ActionEvent e) { doOpenCommand(); } }); file.add item = n
ew ..... JMenuItem ("Load Text item.addAction Listener new ActionListener() { p
ublic void action Performed(ActionEvent e) { doLoadCommand(); } }); file.add
item = new ..... JMenuItem ("Save") ); item.addAction Listener new Action Listen
er() { public void action Performed(ActionEvent e) { doSaveCommand(); } }); fi
le.addSeparator(); file.add ..... JMenuItem ("Close") ); item.addAction Listener n
ew ActionListener() { public void action Performed(ActionEvent e) { doCloseCo
mmand(); } }); menuBar.add (file); // Setup
```

문장표절률: 52%

```
subItem = new JMenuItem("중급"); subItem.addAction Listener(new Action Liste
ner() { public void action Performed(ActionEvent e) { setNormal(); setStart(); }
}); item.add(subItem);
```

[ask.csdn.net] Java中使用addMouseListener函数时建立new MouseListener  
报错

```
JMenuItem("New"); newItem.addAction Listener(new ActionListener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addAction Listener(new
Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
Item.addAction Listener(new ActionListener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addAction Listener(new ActionListener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quote; } aboutItem.setMnemonic('A'); aboutItem.addAction Listene
r(new ActionListener() { public void action Performed(ActionEvent e) { JOption
Pane.showMessageDialog (null, "
```

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드.....\*^^\*

```
JMenuItem ("New") ); item.addAction Listener new ActionListener() { public voi
d action Performed(ActionEvent e) { doNewCommand(); } }); file.add item = n
ew ..... JMenuItem ("Open") ); item.addAction Listener new ActionListener() { pu
blic void action Performed(ActionEvent e) { doOpenCommand(); } }); file.add it
em = new ..... JMenuItem ("Load Text item.addAction Listener new ActionListener
() { public void action Performed(ActionEvent e) { doLoadCommand(); } }); f
ile.add item = new ..... JMenuItem ("Save") ); item.addAction Listener new Action
Listener() { public void action Performed(ActionEvent e) { doSaveCommand(); }
}); file.addSeparator(); file.add ..... JMenuItem ("Close") ); item.addAction Liste
ner new ActionListener() { public void action Performed(ActionEvent e) { doClo
seCommand(); } }); menuBar.add (file); // Setup
```

문장표절률: 50%

```
subItem = new JMenuItem("고 급"); subItem.addAction Listener(new Action Liste
ner() { public void action Performed(ActionEvent e) { setHard(); setStart(); } });
item.add(subItem);
```

[ask.csdn.net] Java中使用addMouseListener函数时建立new MouseListener  
报错

```
JMenuItem("New"); newItem.addAction Listener(new ActionListener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addAction Listener(new
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Item.addAction Listener(new ActionListener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addAction Listener(new ActionListener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quote; } aboutItem.setMnemonic('A'); aboutItem.addAction Listene
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[levin01.tistory.com] 자바스윙으로 만든 메모장 코드.....\*^^\*

```
JMenuItem ("New") ); item.addAction Listener new ActionListener() { public voi
d action Performed(ActionEvent e) { doNewCommand(); } }); file.add item = n
ew ..... JMenuItem ("Open") ); item.addAction Listener new ActionListener() { pu
```



```

blic void actionPerformed(ActionEvent e) { doOpenCommand(); } }); file.addItem
em = new ..... JMenuItem("Load Text item.addAction Listener new Action Listen
er() { public void action Performed(ActionEvent e) { doLoadCommand(); } }); f
ile.addItem = new ..... JMenuItem("Save"); item.addAction Listener new Action
Listener() { public void action Performed(ActionEvent e) { doSaveCommand(); }
}); file.addSeparator(); file.add ..... JMenuItem("Close"); item.addAction Liste
ner new Action Listener() { public void action Performed(ActionEvent e) { doClo
seCommand(); } }); menuBar.add(file); // Setup

```

문장표절률: 0%

```

return item; } void setEasy() { BUTTON_ROW = 10; BUTTON_COL = 10; M
INES_NUM = 10; setFinalValue(); mines.clear(); setMinesweeperLayout(1); } v
oid setNormal() { BUTTON_ROW = 20; BUTTON_COL = 10; MINES_NUM
= 40; setFinalValue();

```

문장표절률: 0%

```

mines.clear(); setMinesweeperLayout(1); } void setHard() { BUTTON_ROW =
30; BUTTON_COL = 20; MINES_NUM = 99; setFinalValue(); mines.clear();
setMinesweeperLayout(1); }

```

문장표절률: 0%

```

void setFinalValue() { BUTTONS_NUM = BUTTON_ROW * BUTTON_COL;
WINDOW_SIZE_ROW = BUTTON_ROW * 45; WINDOW_SIZE_COL = BU
TTON_COL * 45 + 50; REMAIN_MINES_NUM = MINES_NUM; }

```

문장표절률: 57%

```

JMenuItem makeSave() { JMenuItem item; item = new JMenuItem("저장"); item.a
ddAction Listener(new Action Listener() { public void action Performed(ActionEvent
e) { StringsaveFileString Save = "";

```

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드... \*^^\*

```

item.addAction Listener new Action Listener() { public void action Performed Ac
tionEvent e) { doNewCommand(); } }); file.addItem = new JMenuItem("Open")
item.addAction Listener new Action Listener() { public void action Performed Ac
tionEvent e) { doOpenCommand(); } }); file.addItem = new ..... JMenuItem("Lo
ad Text") item.addAction Listener new Action Listener() { public void action Perf
ormed(ActionEvent e) { doLoadCommand(); } }); file.addItem = new JMenuItem
m("Save") item.addAction Listener new Action Listener() { public void action Per
formed(ActionEvent e) { doSaveCommand(); } }); file.addSeparator(); file.add .
..... new JMenuItem("Close") item.addAction Listener new Action Listener() { pub
lic void action Performed(ActionEvent e) { doCloseCommand(); } }); menuBar.
add(file); // Setup

```

[ask.csdn.net] Java中使用addMouseListener函数时建立new MouseListener  
报错

```

JMenuItem("New"); newItem.addAction Listener(new Action Listener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addAction Listener(new
Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
Item.addAction Listener(new Action Listener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addAction Listener(new Action Listener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quot;); aboutItem.setMnemonic('A'); aboutItem.addAction Listene
r(new Action Listener() { public void action Performed(ActionEvent e) { JOption
Pane.showMessageDialog(null, "

```

문장표절률: 0%

```

for (MyButton b : buttons) { if (b.isOpen) { saveFileStringSave += "1"; } else { sa
veFileStringSave += "0"; } if (b.isMine) { saveFileStringSave += "1"; } else { save
FileStringSave += "0"; }

```

문장표절률: 0%

```

if (b.isFlag) { saveFileStringSave += "1"; } else { saveFileStringSave += "0"; } sav
eFileStringSave += "Wn"; } saveFileStringSave += timerSave; saveFileStringSave
+= "Wn";

```

문장표절률: 0%

```

if (isGame Over) { saveFileStringSave += "1"; } else { saveFileStringSave += "0";
} saveFileStringSave += "Wn"; saveFileStringSave += REMAIN_MINES_NUM.t
oString();

```

문장표절률: 0%

```

try { FileWriter fw = new FileWriter(saveFilePath); for (int i = 0; i < saveFileStrin
gSave.length(); ++i) { char c = saveFileStringSave.charAt(i); fw.write(c); }

```

문장표절률: 38%

```

fw.flush(); } catch (IOException exp) { } }); return item; } JMenuItem makeLo
ad() { JMenuItem item; item = new JMenuItem("불러오기"); item.addAction Liste
ner(new Action Listener() { public void action Performed(ActionEvent e) { String
saveFileStringLoad = ""; List stateButtons = new ArrayList();

```

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드... \*^^\*

```

item.addAction Listener new Action Listener() { public void action Performed Ac
tionEvent e) { doNewCommand(); } }); file.addItem = new JMenuItem("Open it
em.addAction Listener new Action Listener() { public void action Performed Acti
onEvent e) { doOpenCommand(); } }); file.addItem = new ..... JMenuItem("Loa
d Text") item.addAction Listener new Action Listener() { public void action Perfo
rmed(ActionEvent e) { doLoadCommand(); } }); file.addItem = new JMenuItem

```

```
("Save") item.addActionListener new ActionListener() { public void action Performed(ActionEvent e) { doSaveCommand(); } }); file.addSeparator(); file.add .....
new JMenuItem ("Close") item.addActionListener new ActionListener() { public
void action Performed(ActionEvent e) { doCloseCommand(); } }); menuBar.ad
d(file); // Setup
```

[ask.csdn.net] Java中在使用addMouseListener函数时建立new MouseListener  
报错

```
JMenuItem("New"); newItem.addActionListener(new ActionListener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addActionListener(new
Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
Item.addActionListener(new ActionListener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addActionListener(new ActionListener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quote; } aboutItem.setMnemonic('A'); aboutItem.addAction Listene
r(new ActionListener() { public void action Performed(ActionEvent e) { JOption
Pane.showMessageDialog(null, "This
```

문장표절률: 0%

```
try { FileReader fr = new FileReader(saveFilePath); int c = 0; while ((c = fr.read(
)) != -1) { saveFileStringLoad += (char) c; } String[] nums = saveFileStringLoa
d.split("\n");
```

문장표절률: 0%

```
stateButtons = Arrays.asList(nums); } catch (IOException exp) { } if (stateButto
ns.size() == 103) { setEasy(); } else if (stateButtons.size() == 203) { setNormal()
; } else { setHard(); }
```

문장표절률: 0%

```
buttons.clear(); for (int i = 0; i < stateButtons.size() - 3; ++i) { MyButton b = n
ew MyButton(i % BUTTON_ROW, i / BUTTON_ROW); if (stateButtons.get(i).
charAt(0) == '1') { b.isOpen = true; }
```

문장표절률: 0%

```
if (stateButtons.get(i).charAt(1) == '1') { b.isMine = true; } if (stateButtons.get(i).
charAt(2) == '1') { b.isFlag = true; } buttons.add(b); } setMinesweeperLayout(0)
;
```

문장표절률: 0%

```
timerLoad = Integer.parseInt(stateButtons.get(stateButtons.size() - 3)); isInGam
e = false; for (MyButton b : buttons) { if (b.isOpen) { b.isOpen = false; b.open()
; } else if (b.isFlag) { b.setBackground(Color.blue); } }
```

문장표절률: 0%

```
if (stateButtons.get(stateButtons.size() - 2).equals("1")) { isGame Over = true; isI
nGame = false; } else { isGame Over = false; } REMAIN_MINES_NUM = Integ
er.parseInt(stateButtons.get(stateButtons.size() - 1)); minesView.setText("남은 지
뢰: " + REMAIN_MINES_NUM); } };
```

문장표절률: 44%

```
return item; } JMenuItem makeHelp() { JMenuItem item; item = new JMenuItem(
"도움말"); item.addActionListener(new ActionListener() { public void action Perf
ormed(ActionEvent e) { JOptionPane.showMessageDialog(p1, "지뢰찾기. 121916
50 이준용", "도움말", JOptionPane.INFORMATION_MESSAGE); } });
```

[ask.csdn.net] Java中在使用addMouseListener函数时建立new MouseListener  
报错

```
JMenuItem("New"); newItem.addActionListener(new ActionListener() { public v
oid action Performed(ActionEvent e) { //如果被触发,则调用新建文件函数段 });
fileMenu.add(newItem ..... JMenuItem("Save"); saveItem.addActionListener(new
Action Listener() { public void action Performed(ActionEvent e) { //如果被触发,
则调用保存文件函数段 }); fileMenu.add(saveItem ..... JMenuItem("Load"); load
Item.addActionListener(new ActionListener() { public void action Performed(A
ctionEvent e) { //如果被触发,则调用打开文件函数段 }); fileMenu.add(loadItem .
..... JMenuItem("Exit"); exitItem.addActionListener(new ActionListener() { public
void action Performed(ActionEvent e) { System.exit(0); //如果被触发,则退出画
图板程序 ..... quote; } aboutItem.setMnemonic('A'); aboutItem.addAction Listene
r(new ActionListener() { public void action Performed(ActionEvent e) { JOption
Pane.showMessageDialog(null, "This is a
```

[levin01.tistory.com] 자바스윙으로 만든 메모장 코드.....\*~\*~\*

```
item.addActionListener new ActionListener() { public void action Performed Ac
tionEvent e) { doNewCommand(); } }); file.add item = new JMenuItem ("Open it
em.addActionListener new ActionListener() { public void action Performed Acti
onEvent e) { doOpenCommand(); } }); file.add item = new ..... JMenuItem ("Loa
d Text") item.addActionListener new ActionListener() { public void action Perfo
rmed(ActionEvent e) { doLoadCommand(); } }); file.add item = new JMenuItem
("Save") item.addActionListener new ActionListener() { public void action Perfo
rmed(ActionEvent e) { doSaveCommand(); } }); file.addSeparator(); file.add .....
new JMenuItem ("Close") item.addActionListener new ActionListener() { public
void action Performed(ActionEvent e) { doCloseCommand(); } }); menuBar.ad
d(file); // Setup
```



문장표절률: 0%

```
return item; }
class MyButton extends JButton {
    boolean isMine = false, isFlag = false, isOpen = false;
    int currentRow = -1, currentCol = -1;
```

문장표절률: 0%

```
MyButton(int row, int col) {
    currentRow = row; currentCol = col;
    if (mines.contains(currentRow + currentCol * BUTTON_ROW)) {
        isMine = true;
    }
```

문장표절률: 48%

```
addMouseListener(new MouseAdapter() {
    public void mouseClicked(MouseEvent e) {
        if (SwingUtilities.isLeftMouseButton(e)) {
            if (!isGame Over) {
                if (isMine & & !isFlag) {
                    for (MyButton b : buttons) {
                        if (b.isMine) {
                            b.open();
                        }
                    }
                }
            }
        }
    }
});
```

[stackoverflow.com] Why can't I get to mouse click count == 2 first in Java? - Stack Overflow

click count == 2, why ? list.addMouseListener(new MouseAdapter() { public void mouseClicked(MouseEvent e) { if (SwingUtilities.isLeftMouseButton(e)) { if (e.getClickCount()==1) Out("

[blog.csdn.net] 扫雷 (java图形界面好例题)\_寻找、发现、追求、获得——这就是狼的 ...

addActionListener(this); mine[i][j].addMouseListener(new MouseAdapter() { public void mouseClicked(MouseEvent e) { if (e.getButton(MouseEvent.BUTTON3)) { int

문장표절률: 0%

```
isInGame = false; isGame Over = true;
JOptionPane.showMessageDialog(p1, "오락", "결과",
JOptionPane.INFORMATION_MESSAGE); } else { open(); }
```

문장표절률: 0%

```
boolean isWin = true;
for (MyButton b : buttons) {
    if (!b.isMine & & !b.isOpen) {
        isWin = false;
    }
}
if (isWin == true) {
    isInGame = false; isGame Over = true;
    JOptionPane.showMessageDialog(p1, "나이스", "결과",
    JOptionPane.INFORMATION_MESSAGE); }
```

문장표절률: 0%

```
for (MyButton b : buttons) {
    if (b.isMine & & !b.isFlag) {
        b.isFlag = true;
        b.setBackground(Color.blue);
        minesView.setText("남은 지뢰: " + --REMAIN_MINES_NUM);
    }
}
else if (SwingUtilities.isRightMouseButton(e)) {
    if (!isOpen & & !isGame Over) {
        if (!isFlag) {
            isFlag = true;
            setBackground(Color.blue);
            minesView.setText("남은 지뢰: " + --REMAIN_MINES_NUM);
        }
        else {
            isFlag = false;
            setBackground(null);
            minesView.setText("남은 지뢰: " + ++REMAIN_MINES_NUM);
        }
    }
}
```

문장표절률: 0%

```
void open() {
    if (!isOpen & & !isFlag) {
        if (!isInGame) {
            isInGame = true;
            Thread timerThread = new Thread(new Timer());
            timerThread.start();
        }
        isOpen = true;
    }
}
```

문장표절률: 0%

```
if (isMine) {
    setBackground(Color.red);
} else {
    String nearMinesNumText = viewNearMinesNum().toString();
    if (nearMinesNumText.equals("0")) {
        setBackground(Color.gray);
    }
}
```

문장표절률: 0%

```
for (int col = currentCol - 1; col <= currentCol + 1; ++col) {
    for (int row = currentRow - 1; row <= currentRow + 1; ++row) {
        try {
            if (row >= 0 & & row < BUTTON_ROW) {
                buttons.get(row + col * BUTTON_ROW).open();
            }
        } catch (Exception e) {
            continue;
        }
    }
}
else {
    setBackground(Color.white);
    setText(nearMinesNumText);
}
```

문장표절률: 0%

```
Integer viewNearMinesNum() {
    Integer nearMinesNum = 0;
    for (int col = currentCol - 1; col <= currentCol + 1; ++col) {
        for (int row = currentRow - 1; row <= currentRow + 1; ++row) {
            try {
                if (row >= 0 & & row < BUTTON_ROW & & buttons.get(row + col * BUTTON_ROW).isMine) {
                    ++nearMinesNum;
                }
            } catch (Exception e) {
                continue;
            }
        }
    }
    return nearMinesNum;
}
public static void main(String[] args) {
    new Minesweeper();
}
```