Stephen Tiballi 11/11/24

doc.type.html

script

file name= covid strings version2 background .js

java.awt graphics

img=document.createelement(covid)

img.src=http://www.google.com/intl/en\_com/images/logo\_plain.png

src=document getelementbyid(header)

src.appendchild(img)

<div id=header></div>

audio=newaudio(audio\_file mp3)

audio.play

jbutton random button

jbutton (set random color)

private final j button option button=

jbutton (change color)

public fun graphics(){

jpanel color panel=j panel();

color(panel,center)

jpanel button panel=

jpanel (flowlayout(flowlayout.center)

buttonpanel.add(randombutton);

random.button add actionListener(actionlistener)

override

public actionperformed(action event e)

random r= newrandom();

colorpanel.set background((rnextint(thirteen),)(rnextint(thirteen),)(rnextint(thirteen),)(rnextint(thirteen),)(rnextint(thirteen),)(rnextint(thirteen),)(rnextint(thirteen),)(rextint(thirteen)))(rnextint(thirteen)))(rnextint(thirteen)))(rnextint(thirteen)))(rnextint(thirteen)))

buttonpanel.add(optionbutton);

optionbutton.add actionlistener(actionlistener(){

override

public actionperformed(actionevent e){

color multi=jcolorchooser.showdialog(funwithgraphics.this,))

if(multi!=null)

color panel background(m)

add(buttonpanel,borderlayout.south)

public static main(string [] args){

jframe f = covidstrings2()

f.set title(covid strings2)

f.setcloseoperation(jframe.exit\_on\_close);

f.setsize

f.setvisible(true);

<labelid=lblscore>zero</label>

score=zero

(mult == x\*y)

[non-concatenated]

score+=ten

else:

score-=ten

(mult ==x\*y)

[concatenated]

score+=twenty

else:

score-=twenty

lblscore=document.getelementbyid(lblscore)

lbl.score.innerHTML=score

private j button next button=jbutton(next)

nextbutton add.actionlistener

public actionperformed(action event e)

system.out print.in (next button clicked)

frame.add(next button);

frame set visible true

object {a:one,b:two,c:three,d:four,e:five,f:six,g:seven,h:eight}

keys object keys(team)

entries object entries(obj);

value object= [team color]

return filename