// Appearing an image randomly at the Frame – similar to the sustaining random point at the OS

import java.awt.Color;

import java.awt.Cursor;

import java.awt.Dimension;

import java.awt.Font;

import java.awt.Graphics;

import java.awt.Image;

import java.awt.Point;

import java.awt.Toolkit;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.util.Random;

import javax.swing.ImageIcon;

import javax.swing.JButton;

import javax.swing.JPanel;

import javax.swing.JTextField;

public class Rand extends JPanel implements Runnable {

public String status = "active";

private Thread thread;

public int random(int min, int max) {

int range = (max - min) + 1;

return (int)(Math.random() \* range) + min;

}

public void paintComponent(Graphics g) {

super.paintComponent(g);

g.drawImage(achtergrond, 0, 0, this.getWidth(), this.getHeight(), null);

g.drawImage(muisje, 10, 10, null);

g.drawImage(muisje, random(0, this.getWidth()), random(0, this.getHeight()), null);

}

private static final long serialVersionUID = 1L;

Image achtergrond, muisje;

JTextField invoer;

JButton raden;

JButton menu;

venster() {

setLayout(null);

ImageIcon icon = new ImageIcon(this.getClass().getResource("C:/achtergrondspel.png"));

achtergrond = icon.getImage();

ImageIcon icon2 = new ImageIcon(this.getClass().getResource("C:/muisje.png"));

muisje = icon2.getImage();

Toolkit toolkit = Toolkit.getDefaultToolkit();

Image image = toolkit.getImage("src/assets/hand.png");

Point hotSpot = new Point(0,0);

Cursor cursor = toolkit.createCustomCursor(image, hotSpot, "Hand");

setCursor(cursor);

invoer = new JTextField(10);

invoer.setLayout(null);

invoer.setBounds(150, 474, 290, 60);

raden = new JButton("Raden");

raden.setLayout(null);

raden.setBounds(10, 474, 130, 60);

raden.setFont(new Font("Dialog", 1, 20));

raden.setForeground(Color.white);

raden.setBackground(new Color(46, 204, 113));

raden.setPreferredSize(new Dimension(130, 60));

menu = new JButton("Menu");

menu.setLayout(null);

menu.setBounds(450, 474, 130, 60);

menu.setFont(new Font("Dialog", 1, 20));

menu.setForeground(Color.white);

menu.setBackground(new Color(46, 204, 113));

menu.setPreferredSize(new Dimension(130, 60));

add(invoer);

add(menu);

menu.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

String i = invoer.getText();

System.out.println("Er is gedrukt! " + i);

}

});

}

public void start(){

thread = new Thread(this,"spelloop");

thread.start();

}

public void run() {

while(status=="active"){

System.out.println("loop werkt");

}

}

}