**MainMenu class**

**package** test;

**import** org.newdawn.slick.gui.MouseOverArea;

**import** org.lwjgl.input.Mouse;

**import** org.newdawn.slick.GameContainer;

**import** org.newdawn.slick.Graphics;

**import** org.newdawn.slick.Image;

**import** org.newdawn.slick.SlickException;

**import** org.newdawn.slick.state.BasicGameState;

**import** org.newdawn.slick.state.StateBasedGame;

**import** org.newdawn.slick.\*;

**import** org.newdawn.slick.state.\*;

**public** **class** MainMenu **extends** BasicGameState {

Image world;

**public** MainMenu(**int** startmenu) {

}

**public** **void** init(GameContainer gc, StateBasedGame sbg)

**throws** SlickException {

world= **new** Image("libraries/resim.jpg");

}

**public** **void** render(GameContainer gc, StateBasedGame sbg, Graphics g)

**throws** SlickException {

world.draw(0,0,700,700);

g.drawString("Play", 500, 400);

g.drawString("Exit", 500, 500);

}

**public** **void** update(GameContainer gc, StateBasedGame sbg, **int** delta)

**throws** SlickException {

**int** posX = Mouse.*getX*();

**int** posY = Mouse.*getY*();

//System.out.println("x:"+posX+"y:"+posY);

//playbutton

**if**((posX>500 && posX<541)&&(posY>278&& posY<300)){

**if**(Mouse.*isButtonDown*(0)){

sbg.enterState(1);

}

}

//exitbutton

**if**((posX>500 && posX<541)&&(posY>180&& posY<195)){

**if**(Mouse.*isButtonDown*(0)){

System.*exit*(0);

}

}

}

**public** **int** getID() {

**return** 0;

}

}

///////////////////////////////////////////////////

**Game class**

**package** test;

**import** org.newdawn.slick.\*;

**import** org.newdawn.slick.state.\*;

**public** **class** Game **extends** StateBasedGame{

**public** **static** **final** String *gameName*=" bilkent ...";

**public** **static** **final** **int** *startMenu*=0;

**public** **static** **final** **int** *worldMap*=1;

**public** Game(String gameName){

**super**(gameName);

**this**.addState(**new** MainMenu(*startMenu*));

**this**.addState(**new** WorldMap(*worldMap*));

}

**public** **void** initStatesList(GameContainer gc) **throws** SlickException{

**this**.getState(*startMenu*).init(gc,**this**);

**this**.getState(*worldMap*).init(gc,**this**);

**this**.enterState(*startMenu*);

}

**public** **static** **void** main(String[] args) **throws** SlickException{

AppGameContainer agc;

**try**{

agc= **new** AppGameContainer(**new** Game(*gameName*));

agc.setDisplayMode(700, 700, **false**);

agc.start();

}**catch**(SlickException e){

e.printStackTrace();

}

}

}

///////////////////////////////////////////

**WorldMap class**

**package** test;

**import** org.newdawn.slick.\*;

**import** org.newdawn.slick.state.BasicGameState;

**import** org.newdawn.slick.state.StateBasedGame;

**public** **class** WorldMap **extends** BasicGameState {

**public** WorldMap(**int** worldmap) {

}

**public** **void** init(GameContainer gc, StateBasedGame sbg)

**throws** SlickException {

}

**public** **void** render(GameContainer gc, StateBasedGame sbg, Graphics g)

**throws** SlickException {

}

**public** **void** update(GameContainer gc, StateBasedGame sbg, **int** delta)

**throws** SlickException {

}

**public** **int** getID() {

**return** 1;

}

}