TEAM 14

**IMPLEMENTATION OF THE PROJECT:**

***THIS IS MORE THAN HALF OF THE IMPLEMENTATION***

import java.awt.\*; //CHANGE THE scrollSpeed value

if

it

import java.awt.event.\*; //to run the thread with more

speed

import java.util.\*;

import java.io.\*;

class HighSc

{

int hsc;

BufferedReader br;

FileInputStream fis;

String sths;

public String getHighScore() throws IOException

{

fis = new FileInputStream("highscore.txt");

br = new BufferedReader(new InputStreamReader(fis));

sths = br.readLine();

fis.close();

return sths;

}

}

class GameFrame extends Frame implements Runnable, KeyListener

,ActionListener

{

MenuBar mb;

Menu m1;

MenuItem mi1,mi2,mi3,mi4,mi5,mi6;

Button b1,b2,b3;

Button ball;

Button oneUp;

final int TOPLINE = 50;

final int BOTTOMLINE = 350;

final int LEFTLINE = 20;

final int RIGHTLINE = 350 ;

int scrollSpeed = 25;

int x=50, y=300;

int x2=125,y2=200;

int x3 = 90,y3=100;

int bx = 80;

int by = 239;

int ox = 0;

int oy = 0;

int score = 0;

int oneUpCount = 1;

int t1,t2,t3;

int chances=3;

int a,b,c;

int diff = 65;

String msg = "";

String chns = "";

String st = "";

char ch;

int kcode;

boolean flagLKey = true;

boolean flagRKey = true;

boolean flagTop1 = false;

boolean flagTop2 = false;

boolean flagTop3 = false;

boolean flagDrop = true;

boolean flagMove = true;

boolean flagBetween = true;

boolean flagOnx = true;

boolean flagOnx2 = false;

boolean flagOnx3 = false;

boolean flagJump = true;

boolean flagNew1 = false;

boolean flagOneUp = false;

Thread t;

GameFrame()

{

mb = new MenuBar();

m1 = new Menu("File");

mi1 = new MenuItem("New Game");

mi2 = new MenuItem("HighScores");

mi3 = new MenuItem("Exit");

setMenuBar(mb);

mb.add(m1);

m1.add(mi1);

m1.add(mi2);

m1.add(mi3);

setTitle("PDC Project");

setSize(400,350);

setLayout(null);

b1 = new Button("");

b2 = new Button("");

b3 = new Button("");

ball = new Button("o");

oneUp = new Button("0");

add(ball);

add(b1);

add(b2);

add(b3);

add(oneUp);

b1.setBounds(x,y,70,20);

b2.setBounds(x2,y2,70,20);

b3.setBounds(x3,y3,70,20);

ball.setBounds(bx,by,10,10);

oneUp.setBounds(bx-5,by,5,5);

setBackground(Color.blue);

setForeground(Color.white);

ball.addKeyListener(this);

mi1.addActionListener(this);

mi2.addActionListener(this);

mi3.addActionListener(this);

addWindowListener(new WindowAdapter()

{

public void windowClosing(WindowEvent we)

{

closeAll();

}

});

t = new Thread(this,"game");

t.start();

} //end of constructor

public void actionPerformed(ActionEvent ae)

{

st = ae.getActionCommand();

if(st.equals("New Game"))

{

stop();this.setVisible(false);

Frame ng = new GameFrame();

ng.setVisible(true);

}

else if(st.equals("HighScores"))

{

HighSc hs = new HighSc();

try

{

msg = "";

msg = hs.getHighScore(); repaint();

}

catch(IOException ie)

{

System.out.println(ie);

}

}

else if(st.equals("Exit"))

{

closeAll();

}

}

public void closeAll()

{

stop();

t = null;

System.exit(0);

}

public void keyPressed(KeyEvent ke)

{

kcode = ke.getKeyCode();

switch(kcode)

{

case KeyEvent.VK\_LEFT:

if(flagDrop)

bx -= 4;

if(ox<=bx+2&&ox>=bx&&(oy>=by&&oy<=by+6))

{

chances++;ox = 0;oy = 0;

repaint(); flagOneUp = false;

}

while(flagLKey)

{

if(((bx>=x&&bx<=x+70)&&(by<y&&by>=y-11))

||((bx>=x2&&bx<=x2+70)&&(by<y2&&by>=y2-11))

||((bx>=x3&&bx<=x3+70)&&(by<y3&&by>=y3-11)))

{

flagBetween = true;

bx -= 2; flagDrop = false;

}

else

{

flagDrop = true;

flagBetween = false;

if(flagOnx)

flagOnx = false;

else if(flagOnx2)

flagOnx2 = false;

else if(flagOnx3)

flagOnx3 = false;

break;

}

repaint(); break;

}

break;

case KeyEvent.VK\_RIGHT:

if(flagDrop)

bx +=4;

if(ox<=bx+2&&ox>=bx&&(oy>=by&&oy<=by+6))

{

chances++; ox = 0; oy = 0;

repaint(); flagOneUp = false;

}

while(flagRKey)

{

if(((bx>=x&&bx<=x+70)&&(by<y&&by>=y-11))

||((bx>=x2&&bx<=x2+70)&&(by<y2&&by>=y2-11))

||((bx>=x3&&bx<=x3+70)&&(by<y3&&by>=y3-11)))

{

bx += 2;

flagBetween = true;

flagDrop = false;

repaint(); break;

}

else

{

flagBetween = false;

flagDrop = true;

if(flagOnx)

flagOnx = false;

else if(flagOnx2)

flagOnx2 = false;

else if(flagOnx3)

flagOnx3 = false;

break;

}

}

break;

}

}

public void keyReleased(KeyEvent ke)

{

if(bx<LEFTLINE)

{

flagLKey = false;

flagRKey = true;

}

else if(bx>BOTTOMLINE)

{

flagRKey = false;

flagLKey = true;

}

else

{

flagLKey = true;

flagRKey = true;

}

}

public void keyTyped(KeyEvent ke)

{

}

public void flagDropFun()

{

while(flagDrop)

{

by += 1;

if(((bx>=x&&bx<=x+70)&&(by<y&&by>=y-11))

||((bx>=x2&&bx<=x2+70)&&(by<y2&&by>=y2-11))

||((bx>=x3&&bx<=x3+70)&&(by<y3&&by>=y3-11)))

{

flagDrop = false;

flagBetween = true;