final int SCREEN\_MENU = 0;  
final int SCREEN\_GAME = 1;  
final int SCREEN\_SCORES = 2;  
final int SCREEN\_ABOUT = 3;

final int BUTTON\_ID = 0;  
final int BUTTON\_SCREEN = 1;  
final int BUTTON\_X = 2;  
final int BUTTON\_Y = 3;  
final int BUTTON\_WIDTH = 4;  
final int BUTOTN\_HEIGHT = 5;  
final int BUTTON\_BGCOLOR = 6;  
final int BUTTON\_FGCOLOR = 7;

final int COL\_RED = color(228, 33, 31);  
final int COL\_BLUE = color(53, 76, 152);  
final int COL\_YELLOW = color(245, 230, 5);  
final int BG\_ORANGE = color(244, 150, 16);  
final int BG\_GREEN = color(79, 169, 45);  
final int BG\_PURPLE = color(107, 55, 138);  
final int BG\_NONE = color(200, 200, 200);

final char C\_COL\_RED = ‘R’;  
final char C\_COL\_BLUE = ‘B’;  
final char C\_COL\_YELLOW = ‘C’  
final char C\_SHAPE\_ELLIPSE = ‘E’;  
final char C\_SHAPE\_QUAD = ‘Q’;  
final char C\_SHAPE\_TRINAGLE = ‘T’;  
final char C\_AMOUNT\_1 = ‘1’;  
final char C\_AMOUNT\_2 = ‘2’;  
final char C\_AMOUNT\_3 = ‘3’;  
final char C\_BG\_ORANGE = ‘O’;  
final char C\_BG\_GREEN = ‘G’;  
final char C\_BG\_PURPLE = ‘P’;  
final char C\_BG\_NONE = ‘N’

int buttonAmount = 3;  
int backgroundColor = 0;  
int selectedScreen = SCREEN\_MENU;  
boolean forceScreenUpdate = true;

String[] cardStack = null;

String[][] buttonData = new buttonData[buttonAmount][8];

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Screen | X | Y | Width | Height | Background Color | Font Color |
| 1 | SCREEN\_MENU | 100 | 300 | 300 | 200 | # FFFFFF | # 00 |
| 2 | SCREEN\_MENU | 500 | 300 | 300 | 200 | # FFFFFF | # 00 |
| 101 | SCREEN\_MENU | 200 | 600 | 500 | 150 | # A00000 | # FFFAFF |
| NULL |  |  |  |  |  |  |  |

Als een row binnen buttonData null is, dan moet deze row genegeerd worden.

**void drawScreen(){** swich(selectedScreen){  
 case: SCREEN\_MENU: drawMenu(); break;  
 case: SCREEN\_ GAME: drawGame(); break;  
 case: SCREEN\_ SCORES: drawScores(); break;  
 case: SCREEN\_ ABOUT: drawAbout(); break;  
 } **}**