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1 import javax.swing.*;
2 import java.awt.*;
3 import java.awt.event.ActionEvent;
4 import java.awt.event.ActionListener;
5
6 public class DiceGame extends JFrame implements ActionListener {
7
8
9     JLabel nb = new JLabel("Welcome To The High Rollers Game");
10    //JButton sb = new JButton("South Button");
11    //JButton eb = new JButton("East Button");
12    //JButton wb = new JButton("West Button");
13    //JButton cb = new JButton("Center Button");
14
15    //west
16    JPanel WBbuttonsPanel = new JPanel();
17    JLabel availableDisplay = new JLabel("Cash Available");
18    int money = 1000;
19    JTextField available = new JTextField("$" + money);
20
21    //center
22    JPanel CBbuttonsPanel = new JPanel();
23    JButton dice1 = new JButton("D1");
24    JButton dice2 = new JButton("D2");
25    JButton dice3 = new JButton("D3");
26    JLabel betDisplay = new JLabel("Place Your Bet");
27    JTextField bet = new JTextField(12);
28
29    //east
30    JPanel EBbuttonsPanel = new JPanel();
31    JButton cashOut = new JButton("Cash Out");
32    String [] quickBetOptions = {"Quick Bet", "$100", "$350", "$500"};
33    JComboBox quickBet = new JComboBox(quickBetOptions);
34
35    //south
36    JPanel SBbuttonsPanel = new JPanel();
37    JLabel outcome = new JLabel();
38    JButton roll = new JButton("Roll Dice");
39    JLabel luck = new JLabel();
40
41    public DiceGame() {
42        super("Casino Simulator");
43
44        setSize(450,200);
45        setLayout(new BorderLayout());
46        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
47
48        nb.setFont(new Font("Arial", Font.BOLD, 26));
49        availableDisplay.setFont(new Font("Arial", Font.BOLD,18));
50
51        available.setEditable(false);
52

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53     cashOut.addActionListener(this);
54     dice1.addActionListener(this);
55     quickBet.addActionListener(this);
56     roll.addActionListener(this);
57
58     add(nb, BorderLayout.NORTH);
59     add(WBbuttonsPanel, BorderLayout.WEST);
60     add(CBbuttonsPanel, BorderLayout.CENTER);
61     add(EBbuttonsPanel, BorderLayout.EAST);
62     add(SBbuttonsPanel, BorderLayout.SOUTH);
63
64
65     //west
66     WBbuttonsPanel.setLayout(new GridLayout(2,1,5,5));
67     WBbuttonsPanel.add(availableDisplay);
68     WBbuttonsPanel.add(available);
69     //center
70     CBbuttonsPanel.setLayout(new FlowLayout());
71     CBbuttonsPanel.add(dice1);
72     CBbuttonsPanel.add(dice2);
73     CBbuttonsPanel.add(dice3);
74     CBbuttonsPanel.add(betDisplay);
75     CBbuttonsPanel.add(bet);
76     //east
77     EBbuttonsPanel.setLayout(new GridLayout(2,1,5,5));
78     EBbuttonsPanel.add(cashOut);
79     EBbuttonsPanel.add(quickBet);
80     //south
81     SBbuttonsPanel.setLayout(new GridLayout(1,3,5,5));
82     SBbuttonsPanel.add(outcome);
83     SBbuttonsPanel.add(roll);
84     SBbuttonsPanel.add(luck);
85 }
86
87
88 @Override
89 public void actionPerformed(ActionEvent e) {
90     // TODO Auto-generated method stub
91
92     if(e.getSource() == cashOut) {
93         super.dispose();
94     }
95
96     else if(e.getSource() == quickBet) {
97         int positionOfSelection = quickBet.getSelectedIndex();
98         if(positionOfSelection == 1) {
99             bet.setText("100");
100         }
101         else if(positionOfSelection == 2) {
102             bet.setText("350");
103         }
104         else if(positionOfSelection == 3) {

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105         bet.setText("500");
106     }
107 }
108 else if(e.getSource() == roll) {
109     dice1.setText(Integer.toString((int)(Math.random() * 6 + 1)));
110     dice2.setText(Integer.toString((int)(Math.random() * 6 + 1)));
111     dice3.setText(Integer.toString((int)(Math.random() * 6 + 1)));
112
113     if(bet.getText().equals(null)) {
114         outcome.setText("");
115         luck.setText("");
116     }
117     else if(Integer.parseInt(bet.getText()) > money) {
118         outcome.setText("Insufficient Funds");
119         luck.setText("");
120     }
121     else {
122         if(dice1.getText().equals(dice2.getText()) && dice2.getText().equals(dice3.getText()))
123             outcome.setText("WINNER");
124             luck.setText("You triple your bet!");
125             money += Integer.parseInt(bet.getText())*3;
126         }
127         else if(dice1.getText().equals(dice2.getText()) || dice2.getText().equals(
128             dice3.getText()) || dice1.getText().equals(dice3.getText())) {
129             outcome.setText("WINNER");
130             luck.setText("You double your bet!");
131             money += Integer.parseInt(bet.getText())*2;
132         }
133         else {
134             outcome.setText("LOSER");
135             luck.setText("Better luck next time.");
136             money -= Integer.parseInt(bet.getText());
137             if(money == 0) {
138                 cashOut.setText("Exit");
139             }
140         }
141         available.setText("$" + money);
142     }
143 }
144 }
145 }
146 }
147 }

```

```

1
2 public class labtwelve {
3
4     public static void main(String[] args) {
5         DiceGame a = new DiceGame();
6         a.setVisible(true);
7     }
8
9 }
10

```



Casino Simulator

## Welcome To The High Rollers Ga...

**Cash Available**

\$750

2 2 2

Place Your Bet

50

Cash Out

Quick Bet ▼

**WINNER**

Roll Dice

You triple your bet!

Casino Simulator

## Welcome To The High Rollers Ga...

**Cash Available**

\$0

5 3 6

Place Your Bet

3000

Exit

Quick Bet ▼

**LOSER**

Roll Dice

Better luck next time.