package l2;  
  
import java.awt.\*;  
import java.awt.event.ActionEvent;  
import java.awt.event.ActionListener;  
import java.awt.image.BufferedImage;  
import java.io.\*;  
import java.util.Random;  
import javax.imageio.ImageIO;  
import javax.swing.\*;  
  
public class DemoThread extends JFrame {  
 static Thread *firstBombThread*;  
 static Thread *GunThread*;  
 static Thread *AimThread*;  
 static Thread *BoomThread*;  
 static boolean *bool1* = false;  
  
  
 public DemoThread() {  
 setTitle("GUN");  
 setSize(new Dimension(750, 500));  
 setLocationRelativeTo(null);  
 setVisible(false);  
 setDefaultCloseOperation(*EXIT\_ON\_CLOSE*);  
  
 JPanel content = new JPanel(new BorderLayout());  
 setContentPane(content);  
  
 Gun g = new Gun();  
 content.add(g,BorderLayout.*LINE\_START*);  
 Aim a = new Aim();  
 Bomb1 b = new Bomb1();  
 content.add(b,BorderLayout.*CENTER*);  
 Boom boom = new Boom();  
 //content.add(boom,BorderLayout.LINE\_END);  
  
 final JButton button = new JButton("Start");  
 button.setSize(100, 50);  
 content.add(button,BorderLayout.*NORTH*);  
 final JButton fire = new JButton("Fire");  
 fire.setSize(30, 50);  
 content.add(fire,BorderLayout.*SOUTH*);  
  
  
  
  
 button.addActionListener(new ActionListener() {  
 private boolean pulsing = false;  
 @Override  
 public void actionPerformed(ActionEvent e) {  
 if (pulsing) {  
 *AimThread*.suspend();  
 *firstBombThread*.suspend();  
 content.remove(a);  
 pulsing = false;  
 button.setText("Start");  
  
  
 } else {  
 pulsing = true;  
 content.add(a,BorderLayout.*LINE\_END*);  
  
 *AimThread*.resume();  
 button.setText("Stop");  
  
 }  
 }  
 });  
  
 fire.addActionListener(new ActionListener() {  
 private boolean pulsing2 = true;  
 @Override  
 public void actionPerformed(ActionEvent e) {  
 if (pulsing2) {  
 *firstBombThread*.resume();  
  
 }  
 }  
 });  
  
  
  
  
  
  
 setBackground(Color.*WHITE*);  
 *firstBombThread*.suspend();  
  
 *AimThread*.suspend();  
  
 }  
  
  
  
 public class Gun extends JPanel implements Runnable{  
 boolean bool = true;  
  
 public Gun() {  
 setPreferredSize(new Dimension(100, 100));  
 try {  
 buffImg1 = ImageIO.*read*(new File("/Users/apple/Downloads/Gun.png"));  
 }  
 catch (IOException exc) {  
 };  
 *GunThread* = new Thread(this);  
 *GunThread*.start();}  
  
 public void run() {  
 while (bool){  
  
 repaint();  
 try {  
 Thread.*sleep*(150);  
 } catch (Exception exc) {  
 };  
 }  
 }  
  
 @Override  
 protected void paintComponent(Graphics g) {  
 super.paintComponent(g);  
 Graphics2D graphics2D = (Graphics2D)g;  
 graphics2D.drawImage(buffImg1, 0, 160, buffImg1Width, buffImg1Height, this);  
 }  
 }  
  
 public class Bomb1 extends JPanel implements Runnable{  
 public Bomb1() {  
 setPreferredSize(new Dimension(100, 100));  
 try {  
 buffImg3 = ImageIO.*read*(new File("/Users/apple/Downloads/Ball.png"));  
 }  
 catch (IOException exc) {};  
 *firstBombThread* = new Thread(this);  
 *firstBombThread*.start();  
 }  
  
  
  
 public void run() {  
 while (buffImg1Width != 0) {  
  
  
 if(x<510) {  
 x+=30;  
 repaint();  
  
 try {  
 Thread.*sleep*(100);  
 }  
 catch (Exception exc) {};  
 }  
  
 /\* else {  
 x=-60 ;  
 repaint();  
 try {  
 Thread.sleep(100);  
 }  
 catch (Exception exc) {};  
 }\*/  
 }  
 }  
  
 @Override  
 protected void paintComponent(Graphics g) {  
 super.paintComponent(g);  
 Graphics2D graphics2D = (Graphics2D)g;  
  
 graphics2D.drawImage(buffImg3, x , 160,buffImg3Width, buffImg3Height, this);  
 }  
 }  
  
  
  
  
  
  
  
 public class Aim extends JPanel implements Runnable{  
 public Aim() {  
 setPreferredSize(new Dimension(200, 200));  
 try {  
 buffImg2 = ImageIO.*read*(new File("/Users/apple/Downloads/target.png"));  
  
 }  
 catch (IOException exc) {};  
 *AimThread* = new Thread(this);  
 *AimThread*.start();}  
  
  
  
 public void run() {  
 while (buffImg1Width!=0) {  
 repaint();  
  
 try {  
 Thread.*sleep*(150);  
 }  
 catch (Exception exc) {};  
 }  
 }  
  
 @Override  
 protected void paintComponent(Graphics g) {  
 super.paintComponent(g);  
 Graphics2D graphics2D = (Graphics2D)g;  
 graphics2D.drawImage(buffImg2, 0, 130, buffImg2Width, buffImg2Height, this);  
 }  
 }  
 public class Boom extends JPanel implements Runnable{  
 public Boom() {  
 setPreferredSize(new Dimension(200, 200));  
 try {  
 buffImg4 = ImageIO.*read*(new File("/Users/apple/Downloads/target.png"));  
  
 }  
 catch (IOException exc) {};  
 *AimThread* = new Thread(this);  
 *AimThread*.start();}  
  
  
  
 public void run() {  
 while (buffImg1Height!=0) {  
 buffImg4Width+=30;  
 buffImg4Height+=30;  
 repaint();  
 try {  
 Thread.*sleep*(150);  
 }  
 catch (Exception exc) {};  
 }  
 }  
  
 @Override  
 protected void paintComponent(Graphics g) {  
 super.paintComponent(g);  
 Graphics2D graphics2D = (Graphics2D)g;  
 graphics2D.drawImage(buffImg4, 0, 130, buffImg4Width, buffImg4Height, this);  
 }  
 }  
  
  
 private BufferedImage buffImg1, buffImg2,buffImg3,buffImg4;  
 private int x=-60,buffImg1Width = 100, buffImg1Height = 80, buffImg2Width = 80, buffImg2Height = 80,  
 buffImg3Width = 25, buffImg3Height=25,buffImg4Width = 0, buffImg4Height=0;  
  
  
  
  
  
 public static void main(String[] args) {  
 new DemoThread().setVisible(true);  
 }  
}