AnmieMusicClick 2.0

总结报告

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一、项目目的

通过对Java的学习，根据自己的想法做一个应用程序，作为对Java程序设计的总结。

二、项目要求

1.代码量不少于500行。

2.独立完成。

3.功能越丰富越好

4.要有图形界面

5.题目不限

三、项目过程

2.1想法的产生

其实也是一个偶然间的想法，当时正在健身，灵光一现就想到把动漫音乐和电脑键盘结合起来做一个游戏，通过键盘的敲击和音乐的配合让人们一边享受音乐一边打击键盘，享受这个过程。可能因为喜欢二次元的文化吧，所以就把音乐都选为二次元里火热的歌曲。即这就是这个程序的由来，若要说主要面向的对象的话，估计是属于二次元的人们或者喜欢音乐的人。

2.2素材准备

1.音乐下载并进行格式转换，由于Java不支持MP3且对音乐要求比较高，所以这里转换成wav格式。

(1)曲目：《恋》、《Brave Shine》、《轻吻钻石》、《前前前世》、《夕晖》、《再见月亮镇》（如有需要还可以扩充）

2.图片素材：用Photoshop进行图片素材的制作，由于制作的界面大小为1200\*800，所以一切作为背景的图片大小都为1200\*800。

(1)背景图片：StartBg

(2)选歌界面：SongChoiceBg

(3)歌曲背景：SongBg1—7

(4)标题图片：Title(1002\*913)

(5)初始界面效果图：BJ1—2

(6)键盘按键图：text1—6(40\*40)

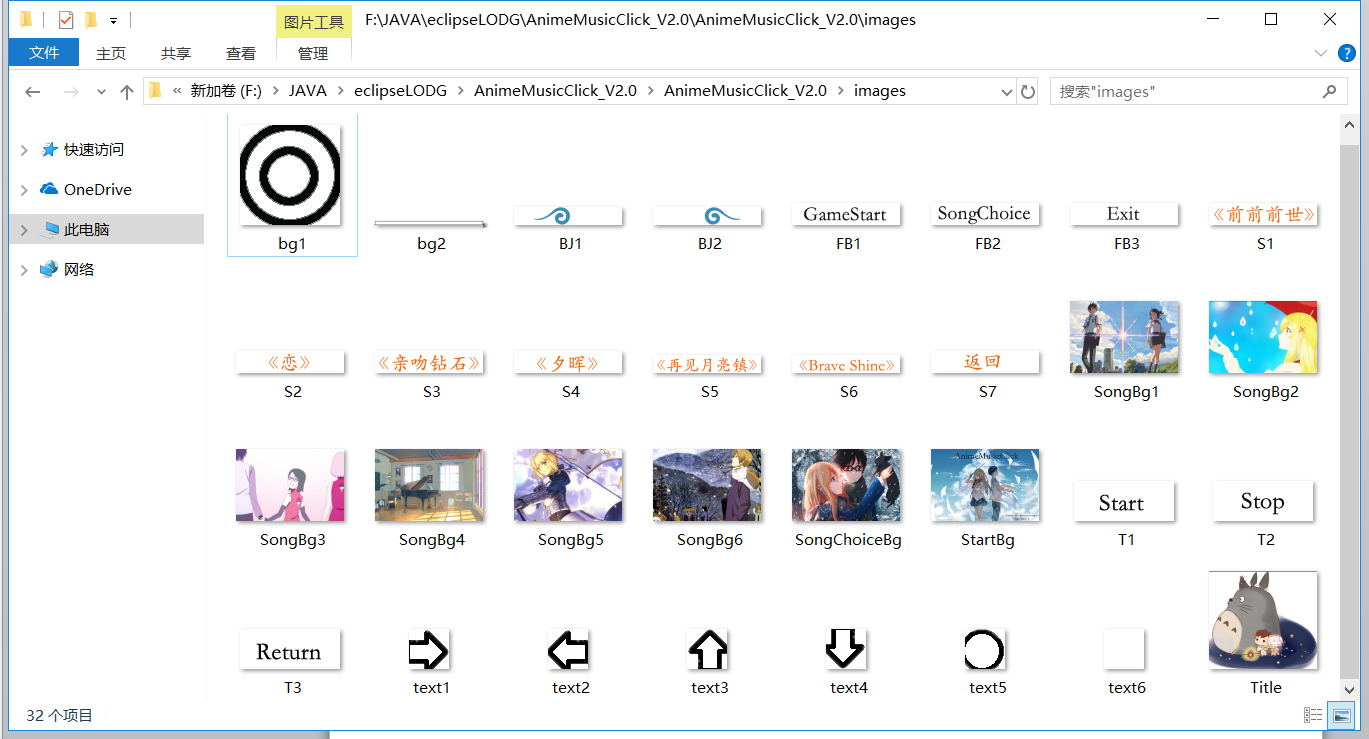
(7)运行界面小背景：bg1(100\*100),bg2(1200\*40)

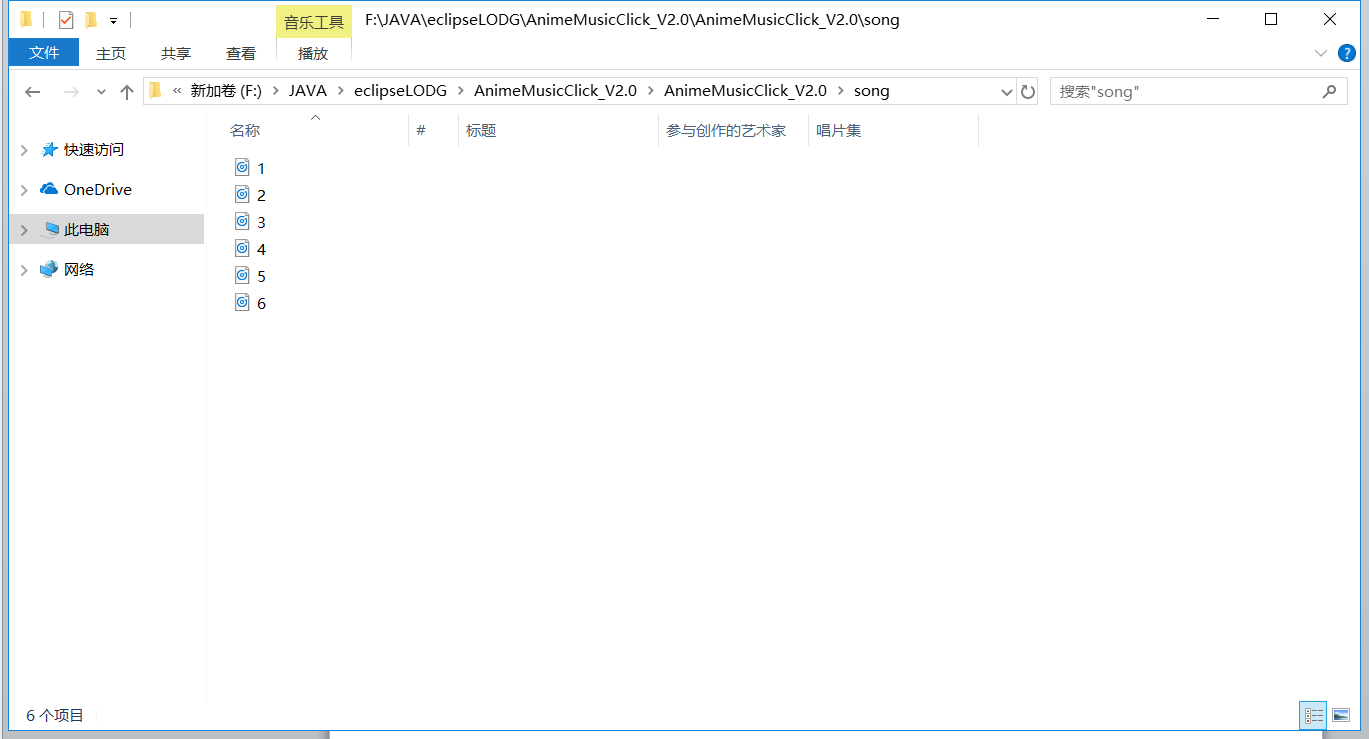
(8)选歌界面标签：S1—7(200\*40)

(9)初始界面按钮图片：FB1—3(200\*40)

(10)运行界面按钮图片：T1—3(100\*40)

3.显示：





2.3总体设计

这是一个Java JFrame应用程序，通过音乐播放的同时根据界面运行所显示的按键图形进行相应的按键敲击来完成得分（在相应的地方按下相应的键才会计分，否则无效），歌曲完成后进行总分显示和界面跳转。总体需要三个界面：初始界面、选歌界面、运行界面。同时还要有窗口菜单，与界面的按键进行配合使用。

2.3.1图片初始化

为了程序运行的流畅，先创建一个StaticValues.class对所有图片进行初始化。

(1)图片声明：

**public** **static** BufferedImage *StartBg*=**null**;//启动时的背景图片初始化

**public** **static** BufferedImage *Title*=**null**;//标题图

**public** **static** BufferedImage *SongChoice*=**null**;//选歌

**public** **static** List<BufferedImage> *Allbgs*=**new** ArrayList<BufferedImage>();//程序运行时的背景图片初始化

**public** **static** List<BufferedImage> *Allarrows*=**new** ArrayList<BufferedImage>();//所有事件控件初始化

**public** **static** List<BufferedImage> *Allsongs*=**new** ArrayList<BufferedImage>();//所有歌曲图片**public** **static** List<BufferedImage> *AllFirstPageButtons*=**new** ArrayList<BufferedImage>();//所有首页控件图片

**public** **static** List<BufferedImage> *AllSecondPageButtons*=**new** ArrayList<BufferedImage>();//所有选歌界面控件图片

**public** **static** List<BufferedImage> *AllThirdPageButtons*=**new** ArrayList<BufferedImage>();//所有运行界面控件图片

**public** **static** BufferedImage *BJL*=**null**;

**public** **static** BufferedImage *BJR*=**null**;

(2)读取图片路径：

**public** **static** String *imagePath* = System.*getProperty*("user.dir")+"/images/";//读取图片路径，use.dir到当前工作目录，即有CLASSPATH的目录

(3)图片初始化函数init()

**public** **static** **void** init() {

**try** {

*StartBg*=ImageIO.*read*(**new** File(*imagePath*+"StartBg.PNG"));

*Title*=ImageIO.*read*(**new** File(*imagePath*+"Title.PNG"));

*SongChoice*=ImageIO.*read*(**new** File(*imagePath*+"SongChoiceBg.PNG"));

*BJL*=ImageIO.*read*(**new** File(*imagePath*+"BJ1.PNG"));

*BJR*=ImageIO.*read*(**new** File(*imagePath*+"BJ2.PNG"));

//1.初始化bg

**for**(**int** i=1;i<=2;i++) {

*Allbgs*.add(ImageIO.*read*(**new** File(*imagePath*+"bg"+i+".PNG")));

}

//2.初始化arrows

**for**(**int** i=1;i<=6;i++) {

*Allarrows*.add(ImageIO.*read*(**new** File(*imagePath*+"text"+i+".PNG")));

}

//3.初始化songs

**for**(**int** i=1;i<=6;i++) {

*Allsongs*.add(ImageIO.*read*(**new** File(*imagePath*+"SongBg"+i+".PNG")));

}

//4.初始化FirstPageButtons

**for**(**int** i=1;i<=3;i++) {

*AllFirstPageButtons*.add(ImageIO.*read*(**new** File(*imagePath*+"FB"+i+".PNG")));

}

//5.初始化SecondPageButtons

**for**(**int** i=1;i<=7;i++) {

*AllSecondPageButtons*.add(ImageIO.*read*(**new** File(*imagePath*+"S"+i+".PNG")));

}

//6.初始化ThirdPageButtons

**for**(**int** i=1;i<=3;i++) {

*AllThirdPageButtons*.add(ImageIO.*read*(**new** File(*imagePath*+"T"+i+".PNG")));

}

} **catch** (IOException e) {

// **TODO** Auto-generated catch block

e.printStackTrace();

}

}

这样就完成了所有图片的初始化，之后在mainFrame中直接StaticValues.\_\_\_调用就可以了。

2.3.2首页界面设计

界面有窗口菜单，背景图片，背景音乐，以及三个按钮，GameStart—游戏开始、

SongChoice—选歌、Exit—退出。窗口菜单包括选项、游戏设置、音乐选择、帮助。各下拉菜单里的选项为：

1. 选项：开始、暂停、返回、退出
2. 游戏设置：打开背景音乐，关闭背景音乐，音量调整，速度调整
3. 音乐选择：跳转选择界面
4. 帮助：关于游戏

1.窗口设计：

创建一个大小为1200\*800的窗口位于屏幕中间，其标题为AnimeMusicClick V2.0，标题图片为Title。

(1)计算屏幕中间的函数为：

**int** width = Toolkit.*getDefaultToolkit*().getScreenSize().width;//获取屏幕宽度

**int** height = Toolkit.*getDefaultToolkit*().getScreenSize().height;//获取屏幕长度

**this**.setLocation((width-1200)/2, (height-800)/2);//计算屏幕正中间，将窗口显示在屏幕中间

(2)窗口代码;

**this**.setTitle("AnimeMusicClick V2.0");//标题

**this**.setSize(1200, 800);//窗口大小

**int** width = Toolkit.*getDefaultToolkit*().getScreenSize().width;//获取屏幕宽度

**int** height = Toolkit.*getDefaultToolkit*().getScreenSize().height;//获取屏幕长度

**this**.setLocation((width-1200)/2, (height-800)/2);//计算屏幕正中间，将窗口显示在屏幕中间

**this**.setResizable(**false**);//窗口设置为不可改变大小

**this**.setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);//关闭窗口

**this**.setVisible(**true**);//窗口可见

2.窗口菜单：

(1)声明窗体菜单控件bar,即菜单内容menu1—4，还有下拉菜单选项item1—10。

JMenuBar bar;//定义窗体控件，加入窗体选项栏（选项、游戏设置等）

JMenu menu1,menu2,menu3,menu4; //定义菜单

JMenuItem item1,item2,item3,item4,item5,item6,item7,item8,item9,item10;//定义菜单选项

(2)新建菜单选项

bar=**new** JMenuBar();//声明窗体标题栏

menu1=**new** JMenu(" 选项");//标题栏内容

item1= **new** JMenuItem(" 开始");//下拉菜单内容

(3)将下拉菜单选项和菜单内容加入窗口菜单中。

menu1.add(item1);//将下拉菜单选项加入menu

bar.add(menu1);//将menu添加到窗体

(4)窗体控件的调用

this.setJMenuBar(bar);//窗体控件调用

这样窗口菜单就显示出来了。

3.窗口内容：

(1)添加背景图片：

在面板容器AnimeMusicClick用paintComponent(Graphics g)进行添加背景图片。

//定义容器

AnimeMusicClick = **new** JPanel() {

**private** **static** **final** **long** ***serialVersionUID*** = 1L;

@Override

//导入背景图片

**protected** **void** paintComponent(Graphics g) {

**super**.paintComponent(g);//继承JComponent类

g.drawImage(**new** ImageIcon(StaticValues.*StartBg*).getImage(), 0,0, getWidth(), getHeight(), **null**);//添加图片

g.drawImage(**new** ImageIcon(StaticValues.*BJL*).getImage(), bjlx,BJLY, 350, 58, **null**);

g.drawImage(**new** ImageIcon(StaticValues.*BJR*).getImage(), bjrx,BJRY, 350, 58, **null**);

g.drawImage(**new** ImageIcon(StaticValues.*BJL*).getImage(), bjlx1,120, 350, 58, **null**);//520

g.drawImage(**new** ImageIcon(StaticValues.*BJR*).getImage(), bjrx1,120, 350, 58, **null**);//360

}

};

AnimeMusicClick.setBorder(**new** EmptyBorder(5, 5, 5, 5));//设置面板边界

setContentPane(AnimeMusicClick);//把contentPane设置为JFrame的内容面板

AnimeMusicClick.setLayout(**null**);//为了不影响其他控件的布局大小

**this**.setVisible(**true**);

(2)添加按钮;

定义按钮

**final** JButton GameStart = **new** JButton("");

**final** JButton SongChoice = **new** JButton("");

**final** JButton Exit = **new** JButton("");

将按钮加入面板容器

//导入选项按钮GameStart

GameStart.setBorder(**null**);//去边框

GameStart.setContentAreaFilled(**false**);//使Button透明

GameStart.setIcon(**new** ImageIcon(StaticValues.*AllFirstPageButtons*.get(3)));//3

GameStart.setBounds(100, 400, 200, 40);

AnimeMusicClick.add(GameStart);

4.运行显示：



2.3.3选歌界面设计

该界面有背景图片，七个按钮选项，其中包括六首歌曲选项S1—6,以及一个返回按钮。用来在该页面进行选歌及返回操作。

1.添加背景图片：

g.drawImage(new ImageIcon(StaticValues.SongChoice).getImage(), 0,0, getWidth(), getHeight(), null);//添加图片

2.添加按钮选项

//song1

SSong1.setBorder(**null**);//去边框

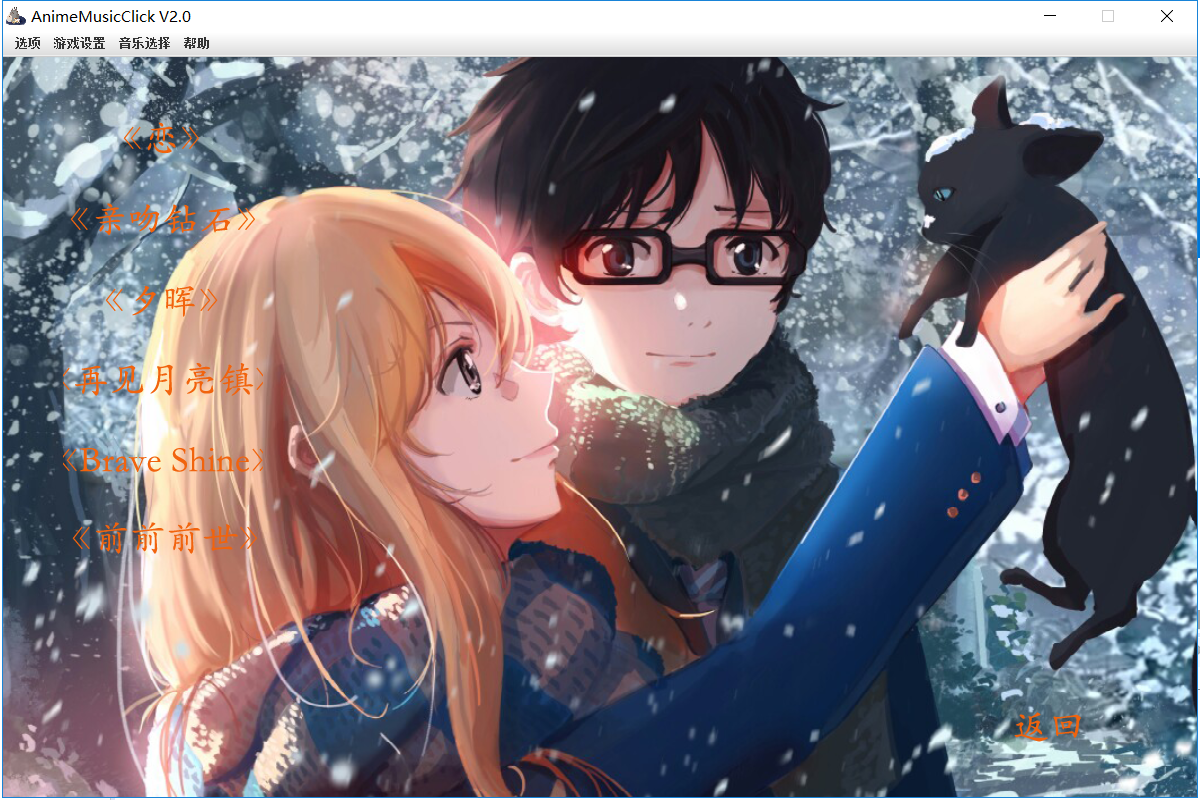
SSong1.setContentAreaFilled(**false**);//使Button透明

SSong1.setIcon(**new** ImageIcon(StaticValues.*AllSecondPageButtons*.get(1)));

SSong1.setBounds(60, 60, 200, 40);

AnimeMusicClick.add(SSong1);

3.运行显示



2.3.4运行界面设计

该界面显示程序运行，左上角有计分，右上角有返回按钮。在相应的背景图片下按键图片的移动主要靠x坐标的改变。同时，在相应的坐标范围内按下与之对应的按键，响应计分器。

1.运行界面背景及按键图片的添加（添加函数都是paintComponent）

g.drawImage(**new** ImageIcon(StaticValues.*Allsongs*.get(i)).getImage(), 0,0, getWidth(), getHeight(), **null**);//添加图片

g.drawImage(**new** ImageIcon(StaticValues.*Allbgs*.get(1)).getImage(), 0,600, 1200, 40, **null**);//添加图片背景长条

g.drawImage(**new** ImageIcon(StaticValues.*Allbgs*.get(2)).getImage(), 800,568, 100, 100, **null**);//添加图片背景圆环

//前奏

g.drawImage(**new** ImageIcon(StaticValues.*Allarrows*.get(4)).getImage(), movex-680,600, 40, 40, **null**);

2.return按钮用于返回首页

//TReturn

TReturn.setBorder(**null**);//去边框

TReturn.setContentAreaFilled(**false**);//使Button透明

TReturn.setIcon(**new** ImageIcon(StaticValues.*AllThirdPageButtons*.get(2)));

TReturn.setBounds(1100, 0, 100, 40);

AnimeMusicClick.add(TReturn);

3.计分器通过按下不同的键积不同的分，通过setText显示在界面上

//计分器

//左上角的Score标注

Scoretext.setBorder(**null**);//去边框

Scoretext.setContentAreaFilled(**false**);//使Button透明

Scoretext.setFont(**new** Font("黑体",Font.***BOLD***,30));

Scoretext.setForeground(Color.***BLACK***);

Scoretext.setBounds(0, 0, 120, 60);

AnimeMusicClick.add(Scoretext);

str=String.*valueOf*(score0+score1);

Score.setBorder(**null**);//去边框

Score.setContentAreaFilled(**false**);//使Button透明

Score.setText(str);

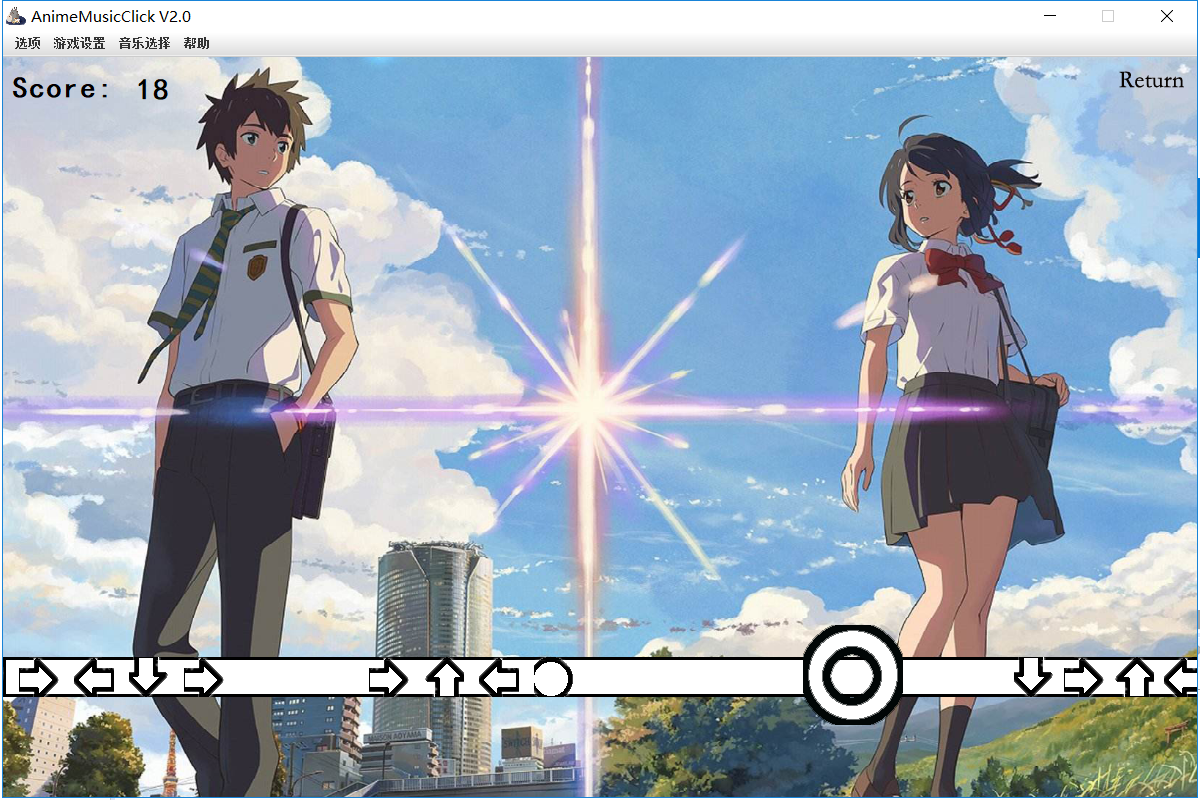
Score.setFont(**new** Font("黑体",Font.***BOLD***,30));

Score.setForeground(Color.***BLACK***);

Score.setBounds(120,0, 60, 65);

AnimeMusicClick.add(Score);

3.运行显示：



2.4功能设计

2.4.1窗口界面功能设计

1.窗口菜单事件响应

当单机窗口菜单中的选项，响应相应的事件，此时就要为这些选项添加监听者（我这里用的是匿名类），当监听者监听到事件对象，则执行事件。（这里举一个例子，其他相似）

//开始

item1.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) {

GameStart.doClick();

}

});

2.界面按钮事件响应

与上面相似，只不过监听对象为JButton,监听者同样是匿名类。

//1.GameStart监听

GameStart.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) {

item5.doClick();

choice=1;

t.start();

}

});

2.4.2按键图片移动设计

1.图片移动控制函数，这里用的是将关于MoveX的get方法内的while循环放入run方法中每次x坐标加3，控制图片移动。同时，在run方法中通过while循环可使线程多次调用，以及switch中参数getChoice()来控制程序不同的模式。

get方法：

**public** **int** getMoveX() {

**do** {

MoveX+=3;

**if**(MoveX==48990) {//48990

t.~~stop~~();

flag=**false**;

}

**return** MoveX;

}**while**(flag);

}

run方法:

**public** **void** run() {

// **TODO** Auto-generated method stub

StaticValues.*init*();

//

**while**(**true**) {

**switch**(getChoice()) {

**case** 1:

**try** {

file = **new** File(*songPath*+1+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.*newAudioClip*(url);

aau.play(); //播放一次

} **catch** (Exception e) {

// **TODO** Auto-generated catch block

e.printStackTrace();

}

**while**(flag) {

s+=3;

**if**(s==48990) {

Score.doClick();

}

GameStartAction(6,getMoveX());

**try** {

Thread.*sleep*(15);//15

} **catch** (InterruptedException e) {

// **TODO** Auto-generated catch block

e.printStackTrace();

}

}

**break**;

2.4.3音乐设置

1.程序执行时的背景音乐

由于不知程序何时进入开始运行界面，所以背景音乐设置为无限循环.loop,当作为运行时配合按键只需要一遍就可以了，所以用.play。当关闭背景音乐时就调用.stop。

//加入背景音乐所需

File file;

URI uri;

URL url;

**private** AudioClip aau; //歌曲开关

file = **new** File(*songPath*+"4"+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau = Applet.*newAudioClip*(url);

aau.loop(); //循环播放

item5.addActionListener(**new** ActionListener() {//关闭背景音乐

**public** **void** actionPerformed(ActionEvent e) {

aau.stop();

}

});

2.4.4按键事件响应

为JFrame加入KeyListener接口，来应用键盘响应事件，这里主要用的是Keypress()。

1.为界面加入焦点

setFocusable(**true**);

**this**.addKeyListener(**this**);//键盘相应事件

2.按下按键响应事件及条件

条件是：坐标在背景圆环内按下相应的键。

响应的事件：当在有效范围内安下上下左右键时计2分，space键按下计1分

**public** **void** keyPressed(KeyEvent e) {

// **TODO** Auto-generated method stub

**if**(e.getKeyCode()==KeyEvent.***VK\_SPACE***&&(MoveX>1480&&MoveX<1580)) {

score0++;

}}

2.4.5其他设计

1.起始界面效果设计

通过控制图片的移动和停止（x坐标的变化和run()结合），来完成页面效果的变化。

**public** **int** getBJLX1() {

**do** {

BJLX1+=2;

**try** {

Thread.*sleep*(5);

} **catch** (InterruptedException e) {

// **TODO** Auto-generated catch block

e.printStackTrace();

}

**if**(BJLX1==520) {

text=**false**;

}

**return** BJLX1;

}**while**(text);

}

**case** 7:

**while**(flag) {

paintbackground(getBJLX(),getBJRX(),getBJLX1(),getBJRX1());

}

**break**;

2.时间控制及其响应事件

设计一个计时器，当歌曲结束，弹出对话框显示得分。

计时：

s+=3;

**if**(s==48990) {

Score.doClick();

}

弹出对话框：

JOptionPane.showMessageDialog(mainFrame.this, "你获得的分数："+str,"结果",JOptionPane.PLAIN\_MESSAGE);

四、结果显示



五、项目总结

通过这次应用程序设计，让我了解了如何创建Java的窗口应用程序，以及窗口菜单的设计，事件的响应，线程是如何运作的，以及如何在程序中添加音乐，还有如何响应KeyListener事件。总之来说，是一次不错的经历。

六、附件

1.StaticValues.class

package text;

import java.awt.image.BufferedImage;

import java.io.File;

import java.io.IOException;

import java.util.ArrayList;

import java.util.List;

import javax.imageio.ImageIO;

public class StaticValues {

public static BufferedImage StartBg=null;//启动时的背景图片初始化

public static BufferedImage Title=null;//标题图

public static BufferedImage SongChoice=null;//选歌

public static List<BufferedImage> Allbgs=new ArrayList<BufferedImage>();//程序运行时的背景图片初始化

public static List<BufferedImage> Allarrows=new ArrayList<BufferedImage>();//所有事件控件初始化

public static List<BufferedImage> Allsongs=new ArrayList<BufferedImage>();//所有歌曲图片

public static List<BufferedImage> AllFirstPageButtons=new ArrayList<BufferedImage>();//所有首页控件图片

public static List<BufferedImage> AllSecondPageButtons=new ArrayList<BufferedImage>();//所有选歌界面控件图片

public static List<BufferedImage> AllThirdPageButtons=new ArrayList<BufferedImage>();//所有运行界面控件图片

public static BufferedImage BJL=null;

public static BufferedImage BJR=null;

public static String imagePath = System.getProperty("user.dir")+"/images/";//读取图片路径，use.dir到当前工作目录，即有CLASSPATH的目录

public static void init() {

try {

StartBg=ImageIO.read(new File(imagePath+"StartBg.PNG"));

Title=ImageIO.read(new File(imagePath+"Title.PNG"));

SongChoice=ImageIO.read(new File(imagePath+"SongChoiceBg.PNG"));

BJL=ImageIO.read(new File(imagePath+"BJ1.PNG"));

BJR=ImageIO.read(new File(imagePath+"BJ2.PNG"));

//1.初始化bg

for(int i=1;i<=2;i++) {

Allbgs.add(ImageIO.read(new File(imagePath+"bg"+i+".PNG")));

}

//2.初始化arrows

for(int i=1;i<=6;i++) {

Allarrows.add(ImageIO.read(new File(imagePath+"text"+i+".PNG")));

}

//3.初始化songs

for(int i=1;i<=6;i++) {

Allsongs.add(ImageIO.read(new File(imagePath+"SongBg"+i+".PNG")));

}

//4.初始化FirstPageButtons

for(int i=1;i<=3;i++) {

AllFirstPageButtons.add(ImageIO.read(new File(imagePath+"FB"+i+".PNG")));

}

//5.初始化SecondPageButtons

for(int i=1;i<=7;i++) {

AllSecondPageButtons.add(ImageIO.read(new File(imagePath+"S"+i+".PNG")));

}

//6.初始化ThirdPageButtons

for(int i=1;i<=3;i++) {

AllThirdPageButtons.add(ImageIO.read(new File(imagePath+"T"+i+".PNG")));

}

} catch (IOException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

}

2.mainFrame.class

package text;

import java.applet.Applet;

import java.applet.AudioClip;

import java.awt.Color;

import java.awt.Font;

import java.awt.Graphics;

import java.awt.Toolkit;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.awt.event.KeyEvent;

import java.awt.event.KeyListener;

import java.io.File;

import java.net.URI;

import java.net.URL;

import javax.swing.ImageIcon;

import javax.swing.JButton;

import javax.swing.JFrame;

import javax.swing.JMenu;

import javax.swing.JMenuBar;

import javax.swing.JMenuItem;

import javax.swing.JOptionPane;

import javax.swing.JPanel;

import javax.swing.border.EmptyBorder;

@SuppressWarnings("serial")

public class mainFrame extends JFrame implements KeyListener,Runnable {

private JPanel AnimeMusicClick;//定义容器

JMenuBar bar;//定义窗体控件，加入窗体选项栏（选项、游戏设置等）

JMenu menu1,menu2,menu3,menu4; //定义菜单

JMenuItem item1,item2,item3,item4,item5,item6,item7,item8,item9,item10;//定义菜单选项

final JButton GameStart = new JButton("");

final JButton SongChoice = new JButton("");

final JButton Exit = new JButton("");

final JButton TStart = new JButton("");

final JButton TStop = new JButton("");

final JButton TReturn = new JButton("");

final JButton SSong1 = new JButton("");

final JButton SSong2 = new JButton("");

final JButton SSong3 = new JButton("");

final JButton SSong4 = new JButton("");

final JButton SSong5 = new JButton("");

final JButton SSong6 = new JButton("");

final JButton SReturn = new JButton("");

final JButton Score=new JButton("");

final JButton Scoretext=new JButton("Score:");

//final JButton BJL=new JButton();

//final JButton BJR=new JButton();

Thread t=new Thread(this);//创建线程

Thread bj=new Thread(this);

//Thread t1=new Thread(this);

//Thread t2=new Thread(this);

//Thread t3=new Thread(this);

//Thread t4=new Thread(this);

//Thread t5=new Thread(this);

private int s=0;//控制输出分数的时间

private int MoveX=0;//横向移动

private int BJLX1=-350;

private int BJLY=70;

private int BJRX1=1200;

private int BJRY=70;

private int BJLX=-250;

private int BJRX=1100;

boolean text=true;

@SuppressWarnings("deprecation")

public int getBJLX() {

do {

BJLX+=2;

try {

Thread.sleep(5);

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

if(BJLX==950) {

bj.stop();

flag=false;

}

return BJLX;

}while(flag);

}

@SuppressWarnings("deprecation")

public int getBJRX() {

do{

BJRX-=2;

try {

Thread.sleep(5);

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

if(BJRX==0) {

bj.stop();

flag=false;

}

return BJRX;

}while(flag);

}

public int getBJLX1() {

do {

BJLX1+=2;

try {

Thread.sleep(5);

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

if(BJLX1==520) {

text=false;

}

return BJLX1;

}while(text);

}

public int getBJRX1() {

do {

BJRX1-=2;

try {

Thread.sleep(5);

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

if(BJRX1==360) {

text=false;

}

return BJRX1;

}while(text);

}

@SuppressWarnings("deprecation")//t.stop加的

public int getMoveX() {

do {

MoveX+=3;

if(MoveX==48990) {//48990

t.stop();

flag=false;

}

return MoveX;

}while(flag);

}

private int choice;//switch 选择

private boolean flag=true;//while判断

String str;

private int score0=0;

private int score1=0;

//加入背景音乐所需

File file;

URI uri;

URL url;

private AudioClip aau; //歌曲开关

public static String songPath=System.getProperty("user.dir")+"/song/";//song的路径

public static void main(String[] args) {

new mainFrame();

}

public mainFrame() {

bar=new JMenuBar();//声明窗体标题栏

menu1=new JMenu(" 选项");//标题栏内容

menu2=new JMenu("游戏设置");

menu3=new JMenu("音乐选择");

menu4=new JMenu("帮助");

item1=new JMenuItem(" 开始");//下拉菜单内容

item2=new JMenuItem(" 暂停");

item3=new JMenuItem(" 返回");

item4=new JMenuItem(" 退出");

item5=new JMenuItem("关闭背景音乐");

item6=new JMenuItem("打开背景音乐");

item7=new JMenuItem("音量调整");

item8=new JMenuItem("速度调整");

item9=new JMenuItem("跳转选择界面");

item10=new JMenuItem("关于游戏");

menu1.add(item1);//将下拉菜单选项加入menu

menu1.add(item2);

menu1.add(item3);

menu1.add(item4);//将下拉菜单选项加入menu1

menu2.add(item5);//将下拉菜单选项加入menu2

menu2.add(item6);

menu2.add(item7);

menu2.add(item8);

menu3.add(item9);

menu4.add(item10);

bar.add(menu1);//将menu添加到窗体

bar.add(menu2);

bar.add(menu3);

bar.add(menu4);

this.setJMenuBar(bar);//窗体控件调用

this.setTitle("AnimeMusicClick V2.0");//标题

this.setSize(1200, 800);//窗口大小

int width = Toolkit.getDefaultToolkit().getScreenSize().width;//获取屏幕宽度

int height = Toolkit.getDefaultToolkit().getScreenSize().height;//获取屏幕长度

this.setLocation((width-1200)/2, (height-800)/2);//计算屏幕正中间，将窗口显示在屏幕中间

this.setResizable(false);//窗口设置为不可改变大小

StaticValues.init();//初始化图片

choice=7;

bj.start();

this.setIconImage(StaticValues.Title);

ItemAction();//标题栏事件响应

BackGroundMusic();//播放背景音乐

SongChoiceButtonAction();//选歌界面事件响应

StartGameButton();//运行界面事件响应

setFocusable(true);

this.addKeyListener(this);//键盘相应事件

this.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);//关闭窗口

this.setVisible(true);//窗口可见

}

//绘制背景图片

public void paintbackground(int bjlx,int bjrx,int bjlx1,int bjrx1) {

//初始化所有静态变量

//StaticValues.init();

//定义容器

AnimeMusicClick = new JPanel() {

private static final long serialVersionUID = 1L;

@Override

//导入背景图片

protected void paintComponent(Graphics g) {

super.paintComponent(g);//继承JComponent类

g.drawImage(new ImageIcon(StaticValues.StartBg).getImage(), 0,0, getWidth(), getHeight(), null);//添加图片

g.drawImage(new ImageIcon(StaticValues.BJL).getImage(), bjlx,BJLY, 350, 58, null);

g.drawImage(new ImageIcon(StaticValues.BJR).getImage(), bjrx,BJRY, 350, 58, null);

g.drawImage(new ImageIcon(StaticValues.BJL).getImage(), bjlx1,120, 350, 58, null);//520

g.drawImage(new ImageIcon(StaticValues.BJR).getImage(), bjrx1,120, 350, 58, null);//360

}

};

AnimeMusicClick.setBorder(new EmptyBorder(5, 5, 5, 5));//设置面板边界

setContentPane(AnimeMusicClick);//把contentPane设置为JFrame的内容面板

AnimeMusicClick.setLayout(null);//为了不影响其他控件的布局大小

this.setVisible(true);

//导入选项按钮GameStart

GameStart.setBorder(null);//去边框

GameStart.setContentAreaFilled(false);//使Button透明

GameStart.setIcon(new ImageIcon(StaticValues.AllFirstPageButtons.get(3)));//3

GameStart.setBounds(100, 400, 200, 40);

AnimeMusicClick.add(GameStart);

//导入选项按钮SongChoice

SongChoice.setBorder(null);//去边框

SongChoice.setContentAreaFilled(false);//使Button透明

SongChoice.setIcon(new ImageIcon(StaticValues.AllFirstPageButtons.get(1)));//1

SongChoice.setBounds(100, 500, 200, 40);

AnimeMusicClick.add(SongChoice);

//导入退出按钮Exit

Exit.setBorder(null);//去边框

Exit.setContentAreaFilled(false);//使Button透明

Exit.setIcon(new ImageIcon(StaticValues.AllFirstPageButtons.get(2)));//2

Exit.setBounds(100, 600, 200, 40);

AnimeMusicClick.add(Exit);

}

public void ItemAction() {

//开始

item1.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

GameStart.doClick();

}

});

//暂停

item2.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

}

});

//返回

item3.addActionListener(new ActionListener() {

@SuppressWarnings("deprecation")//t.stop加的

public void actionPerformed(ActionEvent e) {

item5.doClick();//关闭背景音乐

t.stop();

//t1.stop();

//t2.stop();

// t3.stop();

// t4.stop();

// t5.stop();

new mainFrame();

}

});

//退出

item4.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

System.exit(0);

}

});

//关闭背景音乐

/\*item5.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

}

});\*/

//打开背景音乐

/\*item6.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

}

});\*/

//音量调整

item7.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

}

});

//速度调整

item8.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

}

});

//跳转选择界面

item9.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

SongChoice.doClick();

}

});

//关于游戏

item10.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

JOptionPane.showMessageDialog(mainFrame.this, "这是一个通过上下左右Space来控制的键盘音乐游戏！(AnimeMusicClick\_V2.0)","关于游戏",JOptionPane.PLAIN\_MESSAGE);

}

});

//1.GameStart监听

GameStart.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=1;

t.start();

}

});

//2.SongChoice监听

SongChoice.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

SongChoiceAction();

}

});

//3.Exit监听

Exit.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

System.exit(0);//退出

}

});

//结果输出

Score.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

JOptionPane.showMessageDialog(mainFrame.this, "你获得的分数："+str,"结果",JOptionPane.PLAIN\_MESSAGE);

new mainFrame();

}

});

}

//GameStart响应事件

public void GameStartAction(int i,int movex) {

//定义容器

AnimeMusicClick = new JPanel() {

private static final long serialVersionUID = 1L;

@Override

//导入背景图片

protected void paintComponent(Graphics g) {

super.paintComponent(g);//继承JComponent类

g.drawImage(new ImageIcon(StaticValues.Allsongs.get(i)).getImage(), 0,0, getWidth(), getHeight(), null);//添加图片

g.drawImage(new ImageIcon(StaticValues.Allbgs.get(1)).getImage(), 0,600, 1200, 40, null);//添加图片背景长条

g.drawImage(new ImageIcon(StaticValues.Allbgs.get(2)).getImage(), 800,568, 100, 100, null);//添加图片背景圆环

//前奏

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-680,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-720,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-760,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-840,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-880,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-935,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-985,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-1035,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-1085,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-1135,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-1185,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-1235,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-1285,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-1335,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-1385,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-1435,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-1485,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-1535,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-1585,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-1635,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-1685,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-1735,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-1785,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-1835,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-1885,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-1935,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-1985,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-2035,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-2085,600, 40, 40, null);

//下一段///////////////////////

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-2565,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-2620,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-2675,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-2730,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-2915,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-2970,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-3025,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-3080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-3135,600, 40, 40, null);

//下一段

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-3335,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-3390,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3690,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3730,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3770,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3810,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3850,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-3890,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-3930,600, 40, 40, null);

//下一段

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-4400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-4440,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-4480,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-4520,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-4700,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-4750,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-4800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-4850,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-5260,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-5310,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-5360,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-5410,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-5700,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-5750,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-5800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-5850,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-6600,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-6650,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-6700,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-7180,600, 40, 40, null);//你的头发

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-7230,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-7280,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-7330,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-7380,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-7430,600, 40, 40, null);//你的头发

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-7480,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-7530,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-7580,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-7630,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-7690,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-8000,600, 40, 40, null);//同时

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-8050,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-8100,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-8150,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-8200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-8250,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-8300,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-8350,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-8400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-8450,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-8510,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-9800,600, 40, 40, null);//生

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-9850,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-9900,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-9950,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-10000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-10050,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-10100,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-10150,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-11140,600, 40, 40, null);//从你的前前前世

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-11180,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-11220,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11260,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11300,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11340,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11380,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11420,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11460,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11500,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11540,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11660,600, 40, 40, null);//找你

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11700,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11740,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11780,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11820,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11860,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11900,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11940,600, 40, 40, null);

//g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11980,600, 40, 40, null);

//g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-12020,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-12700,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-12740,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-12780,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-12820,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-12990,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13030,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13070,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13110,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13150,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13190,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13230,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13270,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13310,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-13350,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-13450,600, 40, 40, null);//激励激励

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-13490,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-13530,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-13570,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-17600,600, 40, 40, null);//多嘎啦

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-17650,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-17700,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-17800,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-17840,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-17880,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-17920,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-17960,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18200,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18300,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18340,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18440,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18480,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18520,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18700,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18750,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18850,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18900,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-18950,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-19020,600, 40, 40, null);//何亿

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-19070,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-19130,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-19180,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-19230,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-19280,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-19330,600, 40, 40, null);

//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-20000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-20050,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-20100,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-20150,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-20200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-20250,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-20300,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-20350,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-20400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-20450,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-20500,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-20550,600, 40, 40, null);

//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-21000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-21550,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-22200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-22800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-23500,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-23600,600, 40, 40, null);//从你的前前前世

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-23640,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-23680,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23720,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23760,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23800,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23840,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23880,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23920,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-23960,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24140,600, 40, 40, null);//找你

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24180,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24220,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24260,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24300,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24340,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24380,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-24420,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-26000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-27000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-28000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-29000,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-30000,600, 40, 40, null);

//daozhe

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-30040,600, 40, 40, null);//从你的前前前世

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-30080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-30120,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30160,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30240,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30280,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30320,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30360,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30440,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30540,600, 40, 40, null);//找你

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30580,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30620,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30660,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30700,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30740,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30780,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-30820,600, 40, 40, null);

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

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-39000,600, 40, 40, null);//从你的前前前世

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-39040,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-39080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39120,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39160,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39240,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39280,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39320,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39360,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-39400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40000,600, 40, 40, null);//找你

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40040,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40120,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40160,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40240,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-40280,600, 40, 40, null);

//g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-11980,600, 40, 40, null);

//g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-12020,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-41000,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-41040,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-41080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41120,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41160,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41240,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41280,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41320,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41360,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41400,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41440,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41480,600, 40, 40, null);

//g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-41830,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-41700,600, 40, 40, null);//激励激励

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-41740,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-41780,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-41820,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-45000,600, 40, 40, null);//多嘎啦

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-45040,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-45080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-45120,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-45160,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-45200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-45240,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-45280,600, 40, 40, null);

/\*g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46000,600, 40, 40, null);//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46040,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46080,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46120,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46160,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46200,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46240,600, 40, 40, null);\*/

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46500,600, 40, 40, null);//

/\*g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46540,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46580,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46620,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46660,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-46700,600, 40, 40, null);\*/

/\*g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-46740,600, 40, 40, null);//何亿

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-46780,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-46820,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(3)).getImage(), movex-46860,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(2)).getImage(), movex-46900,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(1)).getImage(), movex-46940,600, 40, 40, null);

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(6)).getImage(), movex-46980,600, 40, 40, null);

//

g.drawImage(new ImageIcon(StaticValues.Allarrows.get(4)).getImage(), movex-47020,600, 40, 40, null);\*/

}

};

AnimeMusicClick.setBorder(new EmptyBorder(5, 5, 5, 5));//设置面板边界

setContentPane(AnimeMusicClick);//把contentPane设置为JFrame的内容面板

AnimeMusicClick.setLayout(null);//为了不影响其他控件的布局大小

this.setVisible(true);

//计分器

//左上角的Score标注

Scoretext.setBorder(null);//去边框

Scoretext.setContentAreaFilled(false);//使Button透明

Scoretext.setFont(new Font("黑体",Font.BOLD,30));

Scoretext.setForeground(Color.BLACK);

Scoretext.setBounds(0, 0, 120, 60);

// getRootPane().setDefaultButton(Scoretext);

AnimeMusicClick.add(Scoretext);

str=String.valueOf(score0+score1);

Score.setBorder(null);//去边框

Score.setContentAreaFilled(false);//使Button透明

Score.setText(str);

Score.setFont(new Font("黑体",Font.BOLD,30));

Score.setForeground(Color.BLACK);

Score.setBounds(120,0, 60, 65);

AnimeMusicClick.add(Score);

//TStart

/\* TStart.setBorder(null);//去边框

TStart.setContentAreaFilled(false);//使Button透明

TStart.setIcon(new ImageIcon(StaticValues.AllThirdPageButtons.get(3)));

TStart.setBounds(1100, 0, 100, 40);

AnimeMusicClick.add(TStart);

//TStop

TStop.setBorder(null);//去边框

TStop.setContentAreaFilled(false);//使Button透明

TStop.setIcon(new ImageIcon(StaticValues.AllThirdPageButtons.get(1)));

TStop.setBounds(1100, 30, 100, 40);

AnimeMusicClick.add(TStop);\*/

//TReturn

TReturn.setBorder(null);//去边框

TReturn.setContentAreaFilled(false);//使Button透明

TReturn.setIcon(new ImageIcon(StaticValues.AllThirdPageButtons.get(2)));

TReturn.setBounds(1100, 0, 100, 40);

AnimeMusicClick.add(TReturn);

}

//

//SongChoice选歌界面

public void SongChoiceAction() {

//初始化图片

//StaticValues.init();

//定义容器

AnimeMusicClick = new JPanel() {

private static final long serialVersionUID = 1L;

@Override

//导入背景图片

protected void paintComponent(Graphics g) {

super.paintComponent(g);//继承JComponent类

g.drawImage(new ImageIcon(StaticValues.SongChoice).getImage(), 0,0, getWidth(), getHeight(), null);//添加图片

}

};

AnimeMusicClick.setBorder(new EmptyBorder(5, 5, 5, 5));//设置面板边界

setContentPane(AnimeMusicClick);//把contentPane设置为JFrame的内容面板

AnimeMusicClick.setLayout(null);//为了不影响其他控件的布局大小

this.setVisible(true);

//song1

SSong1.setBorder(null);//去边框

SSong1.setContentAreaFilled(false);//使Button透明

SSong1.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(1)));

SSong1.setBounds(60, 60, 200, 40);

AnimeMusicClick.add(SSong1);

//song2

SSong2.setBorder(null);//去边框

SSong2.setContentAreaFilled(false);//使Button透明

SSong2.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(2)));

SSong2.setBounds(60, 140, 200, 40);

AnimeMusicClick.add(SSong2);

//song3

SSong3.setBorder(null);//去边框

SSong3.setContentAreaFilled(false);//使Button透明

SSong3.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(3)));

SSong3.setBounds(60, 220, 200, 40);

AnimeMusicClick.add(SSong3);

//song4

SSong4.setBorder(null);//去边框

SSong4.setContentAreaFilled(false);//使Button透明

SSong4.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(4)));

SSong4.setBounds(60, 300, 200, 40);

AnimeMusicClick.add(SSong4);

//song5

SSong5.setBorder(null);//去边框

SSong5.setContentAreaFilled(false);//使Button透明

SSong5.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(5)));//2

SSong5.setBounds(60, 380, 200, 40);

AnimeMusicClick.add(SSong5);

//song6

SSong6.setBorder(null);//去边框

SSong6.setContentAreaFilled(false);//使Button透明

SSong6.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(7)));//2

SSong6.setBounds(60, 460, 200, 40);

AnimeMusicClick.add(SSong6);

//return

SReturn.setBorder(null);//去边框

SReturn.setContentAreaFilled(false);//使Button透明

SReturn.setIcon(new ImageIcon(StaticValues.AllSecondPageButtons.get(6)));//2

SReturn.setBounds(950, 650, 200, 40);

AnimeMusicClick.add(SReturn);

}

//背景音乐

public void BackGroundMusic() {

try {

file = new File(songPath+"4"+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau = Applet.newAudioClip(url);

aau.loop(); //循环播放

item5.addActionListener(new ActionListener() {//关闭背景音乐

public void actionPerformed(ActionEvent e) {

aau.stop();

}

});

item6.addActionListener(new ActionListener() {//打开背景音乐

public void actionPerformed(ActionEvent e) {

aau.loop();

}

});

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

//选歌事件响应

public void SongChoiceButtonAction() {

SSong1.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=2;

t.start();

}

});

SSong2.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=3;

t.start();

}

});

SSong3.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=4;

t.start();

}

});

SSong4.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=5;

t.start();

}

});

SSong5.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

choice=6;

t.start();

}

});

SSong6.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

//GameStartAction(6);//

item5.doClick();

choice=1;

t.start();

}

});

SReturn.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

item5.doClick();

new mainFrame();

}

});

}

//游戏开始后界面上的按钮事件响应

public void StartGameButton() {

/\*TStart.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

//MoveX=0;

choice=1;

t1.start();

}

});

TStop.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent e) {

t.stop();

}

});\*/

TReturn.addActionListener(new ActionListener() {

@SuppressWarnings("deprecation")

public void actionPerformed(ActionEvent e) {

t.stop();

item5.doClick();

new mainFrame();

}

});

}

//游戏运行方法

@Override

public void run() {

// TODO Auto-generated method stub

StaticValues.init();

//

while(true) {

switch(getChoice()) {

case 1:

try {

file = new File(songPath+1+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(6,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 2://恋

try {

file = new File(songPath+2+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(3,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 3://请问钻石

try {

file = new File(songPath+3+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(1,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 4://夕晖

try {

file = new File(songPath+4+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(5,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 5://月亮

try {

file = new File(songPath+5+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(2,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 6://brave

try {

file = new File(songPath+6+".wav"); //绝对路径

uri = file.toURI(); //解析路径

url = uri.toURL();

aau= Applet.newAudioClip(url);

aau.play(); //播放一次

} catch (Exception e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

while(flag) {

s+=3;

if(s==48990) {

Score.doClick();

}

GameStartAction(4,getMoveX());

try {

Thread.sleep(15);//15

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

}

break;

case 7:

while(flag) {

paintbackground(getBJLX(),getBJRX(),getBJLX1(),getBJRX1());

}

break;

}

}

}

@Override

public void keyTyped(KeyEvent e) {

// TODO Auto-generated method stub

}

@Override

public void keyPressed(KeyEvent e) {

// TODO Auto-generated method stub

if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1480&&MoveX<1580)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1520&&MoveX<1600)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1560&&MoveX<1600)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1600&&MoveX<1640)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1640&&MoveX<1700)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>1680&&MoveX<1740)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>1735&&MoveX<1795)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>1785&&MoveX<1845)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>1835&&MoveX<1895)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>1885&&MoveX<1945)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>1935&&MoveX<1995)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>1985&&MoveX<2045)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>2035&&MoveX<2095)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>2085&&MoveX<2145)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>2135&&MoveX<2195)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>2185&&MoveX<2245)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>2235&&MoveX<2295)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>2285&&MoveX<2345)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>2335&&MoveX<2395)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>2385&&MoveX<2445)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>2435&&MoveX<2495)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>2485&&MoveX<2545)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>2535&&MoveX<2595)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>2585&&MoveX<2645)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>2635&&MoveX<2695)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>2685&&MoveX<2745)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>2735&&MoveX<2795)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>2785&&MoveX<2845)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>2835&&MoveX<2895)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>2885&&MoveX<2945)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>3365&&MoveX<3425)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>3420&&MoveX<3480)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>3475&&MoveX<3535)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>3530&&MoveX<3590)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>3715&&MoveX<3775)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>3770&&MoveX<3830)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>3825&&MoveX<3885)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>3880&&MoveX<3940)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>3935&&MoveX<3995)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>4135&&MoveX<4195)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>4190&&MoveX<4250)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4490&&MoveX<4550)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4530&&MoveX<4590)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4570&&MoveX<4630)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4610&&MoveX<4670)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4650&&MoveX<4710)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>4690&&MoveX<4750)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>4730&&MoveX<4790)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>5200&&MoveX<5260)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>5240&&MoveX<5300)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>5280&&MoveX<5340)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>5320&&MoveX<5380)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>5500&&MoveX<5560)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>5550&&MoveX<5610)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>5600&&MoveX<5660)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>5650&&MoveX<5710)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>6060&&MoveX<6120)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>6110&&MoveX<6170)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>6160&&MoveX<6220)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>6210&&MoveX<6270)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>6500&&MoveX<6560)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>6550&&MoveX<6610)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>6600&&MoveX<6660)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>6650&&MoveX<6710)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>7400&&MoveX<7460)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>7450&&MoveX<7510)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>7500&&MoveX<7560)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>7980&&MoveX<8040)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>8030&&MoveX<8090)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>8080&&MoveX<8140)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>8130&&MoveX<8190)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>8180&&MoveX<8240)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>8230&&MoveX<8290)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>8280&&MoveX<8340)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>8330&&MoveX<8390)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>8380&&MoveX<8440)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>8430&&MoveX<8490)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>8490&&MoveX<8550)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>8800&&MoveX<8860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>8850&&MoveX<8910)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>8900&&MoveX<8960)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>8950&&MoveX<9010)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>9000&&MoveX<9060)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>9050&&MoveX<9110)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>9100&&MoveX<9160)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>9150&&MoveX<9210)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>9200&&MoveX<9260)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>9250&&MoveX<9310)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>9310&&MoveX<9370)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>10600&&MoveX<10660)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>10650&&MoveX<10710)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>10700&&MoveX<10760)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>10750&&MoveX<10810)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>10800&&MoveX<10860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>10850&&MoveX<10910)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>10900&&MoveX<10960)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>10950&&MoveX<11010)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>11940&&MoveX<12000)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>11980&&MoveX<12040)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>12020&&MoveX<12080)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12040&&MoveX<12120)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12080&&MoveX<12140)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12140&&MoveX<12200)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12180&&MoveX<12240)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12220&&MoveX<12280)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12260&&MoveX<12320)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12300&&MoveX<12360)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12340&&MoveX<12400)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12460&&MoveX<12520)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12500&&MoveX<12560)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12540&&MoveX<12600)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12580&&MoveX<12640)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12620&&MoveX<12680)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12660&&MoveX<12720)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12700&&MoveX<12760)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>12740&&MoveX<12800)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>13500&&MoveX<13560)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>13540&&MoveX<13600)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>13580&&MoveX<13640)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13620&&MoveX<13680)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13790&&MoveX<13850)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13830&&MoveX<13890)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13870&&MoveX<13930)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13910&&MoveX<13970)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13950&&MoveX<14010)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>13990&&MoveX<14050)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>14030&&MoveX<14090)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>14070&&MoveX<14130)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>14110&&MoveX<14170)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>14150&&MoveX<14210)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>14250&&MoveX<14310)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>14250&&MoveX<14310)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>14290&&MoveX<14350)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>14330&&MoveX<14390)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>14370&&MoveX<14430)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>18400&&MoveX<18460)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>18450&&MoveX<18510)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>18500&&MoveX<18560)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>18600&&MoveX<18660)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>18640&&MoveX<18700)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>18680&&MoveX<18740)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>18720&&MoveX<18780)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>18760&&MoveX<18820)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19000&&MoveX<19060)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19100&&MoveX<19160)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19140&&MoveX<19200)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19200&&MoveX<19260)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19240&&MoveX<19300)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19280&&MoveX<19340)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19320&&MoveX<19380)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19500&&MoveX<19560)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19550&&MoveX<19610)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19600&&MoveX<19660)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19650&&MoveX<19710)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19800&&MoveX<19860)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>19850&&MoveX<19910)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>19820&&MoveX<19880)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>19870&&MoveX<19930)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>19930&&MoveX<19990)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>19980&&MoveX<20040)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>20030&&MoveX<20090)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>20080&&MoveX<20140)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>20130&&MoveX<20190)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>20800&&MoveX<20860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>20850&&MoveX<20910)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>20900&&MoveX<20960)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>20950&&MoveX<20110)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>21000&&MoveX<21060)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>21050&&MoveX<21110)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>21100&&MoveX<21160)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>21150&&MoveX<21210)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>21200&&MoveX<21260)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>21250&&MoveX<21310)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>21300&&MoveX<21360)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>21350&&MoveX<21410)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>21800&&MoveX<21860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>22350&&MoveX<22410)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>23000&&MoveX<23060)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>23600&&MoveX<23660)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>24300&&MoveX<24360)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>24400&&MoveX<24460)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>24440&&MoveX<24500)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>24480&&MoveX<24540)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24520&&MoveX<24580)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24560&&MoveX<24620)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24600&&MoveX<24660)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24640&&MoveX<24700)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24680&&MoveX<24740)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24720&&MoveX<24780)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24760&&MoveX<24820)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24940&&MoveX<25000)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>24980&&MoveX<25040)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25020&&MoveX<25080)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25060&&MoveX<25120)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25100&&MoveX<25160)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25140&&MoveX<25200)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25180&&MoveX<25240)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>25220&&MoveX<25280)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>26800&&MoveX<26860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>27800&&MoveX<27860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>28800&&MoveX<28860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>29800&&MoveX<29860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>30800&&MoveX<30860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>30840&&MoveX<30900)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>30880&&MoveX<30940)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>30920&&MoveX<30980)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>30960&&MoveX<31020)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31000&&MoveX<31060)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31040&&MoveX<31100)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31080&&MoveX<31140)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31120&&MoveX<31180)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31160&&MoveX<31220)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31200&&MoveX<31260)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31240&&MoveX<31300)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31340&&MoveX<31400)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31380&&MoveX<31440)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31420&&MoveX<31480)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31460&&MoveX<31520)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31500&&MoveX<31560)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31540&&MoveX<31600)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31580&&MoveX<31640)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>31620&&MoveX<31680)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>39800&&MoveX<39860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>39840&&MoveX<39900)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>39880&&MoveX<39940)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>39920&&MoveX<39980)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>39960&&MoveX<40020)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40000&&MoveX<40060)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40040&&MoveX<40100)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40080&&MoveX<40140)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40120&&MoveX<40180)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40160&&MoveX<40220)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40200&&MoveX<40260)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40800&&MoveX<40860)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40840&&MoveX<40900)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40880&&MoveX<40940)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40920&&MoveX<40980)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>40960&&MoveX<41020)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>41000&&MoveX<41060)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>41040&&MoveX<41100)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>41080&&MoveX<41140)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>41800&&MoveX<41860)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>41840&&MoveX<41900)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>41880&&MoveX<41940)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>41920&&MoveX<41980)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>41960&&MoveX<42020)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42000&&MoveX<42060)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42040&&MoveX<42100)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42080&&MoveX<42140)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42120&&MoveX<42180)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42160&&MoveX<42220)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42200&&MoveX<42260)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42240&&MoveX<42300)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>42280&&MoveX<42340)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>42500&&MoveX<42560)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>42540&&MoveX<42600)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>42580&&MoveX<42640)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>42620&&MoveX<52680)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>45800&&MoveX<45860)) {

score0++;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>45840&&MoveX<45900)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>45880&&MoveX<45940)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>45920&&MoveX<45980)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_RIGHT&&(MoveX>45960&&MoveX<46020)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_LEFT&&(MoveX>46000&&MoveX<46060)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_UP&&(MoveX>46040&&MoveX<46100)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_DOWN&&(MoveX>46080&&MoveX<46140)) {

score0+=2;

}else if(e.getKeyCode()==KeyEvent.VK\_SPACE&&(MoveX>47300&&MoveX<47360)) {

score0++;

}//

}

@Override

public void keyReleased(KeyEvent e) {

// TODO Auto-generated method stub

}

public int getChoice() {

return choice;

}

}