package battleship;

import BreezySwing.\*;

import javax.swing.\*;

public class MyBoard extends GBFrame

{

private static JButton [][] buttons = new JButton[8][8]; // Array of spots

// Initialize pictures

static ImageIcon broomBH;static ImageIcon broomTH;static ImageIcon broomBV;static ImageIcon broomTV;

static ImageIcon carH1;static ImageIcon carH2;static ImageIcon carH3;static ImageIcon carV1;static ImageIcon carV2;static ImageIcon carV3;

static ImageIcon busH1;static ImageIcon busH2;static ImageIcon busH3;static ImageIcon busH4;static ImageIcon busV1;static ImageIcon busV2;static ImageIcon busV3;static ImageIcon busV4;

static ImageIcon trainH1;static ImageIcon trainH2;static ImageIcon trainH3;static ImageIcon trainH4;static ImageIcon trainH5;

static ImageIcon trainV1;static ImageIcon trainV2;static ImageIcon trainV3;static ImageIcon trainV4;static ImageIcon trainV5;

static ImageIcon spelled;static ImageIcon cross;

public MyBoard(GBFrame parent) //r,c,w,h

{

setTitle("My Board");

setSize(640,700);

setEnabled(false);

this.setLocation(parent.getX() + 1000, parent.getY());

for(int i = 0; i < 8; i++)

{

for(int x = 0; x < 8; x++)

{

buttons[i][x] = addButton("",i+1,x+1,1,1);

}

}

images();

}

public static void AIHit(int x, int y, int hitShip) // Method where AI is attacking player board

{

// System.out.println("FROM AIHIT: "+x+", "+y+", "+hitShip);

if(hitShip == 0) {// miss: no ship was hit

// System.out.println("here1");

buttons[x][y].setIcon(null);

buttons[x][y].setIcon(cross);

}else {

// System.out.println("here2");

buttons[x][y].setIcon(null);

buttons[x][y].setIcon(spelled);

}

}

public static void setShip(int x, int y, int size, String direction) // Ani's class will call this method for every ship

{

switch(size)

{

case 2: setBroom(x, y, direction);

break;

case 3: setCar(x, y, direction);

break;

case 4: setBus(x, y, direction);

break;

case 5: setTrain(x, y, direction);

break;

}

}

public static void setBroom(int x, int y, String direction) // 2 buttons

{

// buttons[x][y] is original coordinate, others are based off direction

if(direction.toLowerCase().equals("up"))

{

buttons[x][y].setIcon(broomBV);

buttons[x-1][y].setIcon(broomTV);

}

else if(direction.toLowerCase().equals("down"))

{

buttons[x+1][y].setIcon(broomBV);

buttons[x][y].setIcon(broomTV);

}

else if(direction.toLowerCase().equals("right"))

{

buttons[x][y].setIcon(broomBH);

buttons[x][y+1].setIcon(broomTH);

}

else if(direction.toLowerCase().equals("left"))

{

buttons[x][y-1].setIcon(broomBH);

buttons[x][y].setIcon(broomTH);

}

}

public static void setCar(int x, int y, String direction) // 3 buttons

{

// buttons[x][y] is original coordinate, others are based off direction

if(direction.toLowerCase().equals("up"))

{

buttons[x][y].setIcon(carV1);

buttons[x-1][y].setIcon(carV2);

buttons[x-2][y].setIcon(carV3);

}

else if(direction.toLowerCase().equals("down"))

{

buttons[x+2][y].setIcon(carV1);

buttons[x+1][y].setIcon(carV2);

buttons[x][y].setIcon(carV3);

}

else if(direction.toLowerCase().equals("right"))

{

buttons[x][y].setIcon(carH1);

buttons[x][y+1].setIcon(carH2);

buttons[x][y+2].setIcon(carH3);

}

else if(direction.toLowerCase().equals("left"))

{

buttons[x][y-2].setIcon(carH1);

buttons[x][y-1].setIcon(carH2);

buttons[x][y].setIcon(carH3);

}

}

public static void setBus(int x, int y, String direction) // 4 buttons

{

// buttons[x][y] is original coordinate, others are based off direction

if(direction.toLowerCase().equals("up"))

{

buttons[x][y].setIcon(busV1);

buttons[x-1][y].setIcon(busV2);

buttons[x-2][y].setIcon(busV3);

buttons[x-3][y].setIcon(busV4);

}

else if(direction.toLowerCase().equals("down"))

{

buttons[x+3][y].setIcon(busV1);

buttons[x+2][y].setIcon(busV2);

buttons[x+1][y].setIcon(busV3);

buttons[x][y].setIcon(busV4);

}

else if(direction.toLowerCase().equals("right"))

{

buttons[x][y].setIcon(busH1);

buttons[x][y+1].setIcon(busH2);

buttons[x][y+2].setIcon(busH3);

buttons[x][y+3].setIcon(busH4);

}

else if(direction.toLowerCase().equals("left"))

{

buttons[x][y-3].setIcon(busH1);

buttons[x][y-2].setIcon(busH2);

buttons[x][y-1].setIcon(busH3);

buttons[x][y].setIcon(busH4);

}

}

public static void setTrain(int x, int y, String direction) // 5 buttons

{

// buttons[x][y] is original coordinate, others are based off direction

if(direction.toLowerCase().equals("up"))

{

buttons[x][y].setIcon(trainV1);

buttons[x-1][y].setIcon(trainV2);

buttons[x-2][y].setIcon(trainV3);

buttons[x-3][y].setIcon(trainV4);

buttons[x-4][y].setIcon(trainV5);

}

else if(direction.toLowerCase().equals("down"))

{

buttons[x+4][y].setIcon(trainV1);

buttons[x+3][y].setIcon(trainV2);

buttons[x+2][y].setIcon(trainV3);

buttons[x+1][y].setIcon(trainV4);

buttons[x][y].setIcon(trainV5);

}

else if(direction.toLowerCase().equals("right"))

{

buttons[x][y].setIcon(trainH1);

buttons[x][y+1].setIcon(trainH2);

buttons[x][y+2].setIcon(trainH3);

buttons[x][y+3].setIcon(trainH4);

buttons[x][y+4].setIcon(trainH5);

}

else if(direction.toLowerCase().equals("left"))

{

buttons[x][y-4].setIcon(trainH1);

buttons[x][y-3].setIcon(trainH2);

buttons[x][y-2].setIcon(trainH3);

buttons[x][y-1].setIcon(trainH4);

buttons[x][y].setIcon(trainH5);

}

}

public void images() // initialize images

{

broomBH = new ImageIcon(getClass().getClassLoader().getResource("BroomBottomHoriz.png"));

broomTH = new ImageIcon(getClass().getClassLoader().getResource("BroomTopHoriz.png"));

broomBV = new ImageIcon(getClass().getClassLoader().getResource("BroomBottomVert.png"));

broomTV = new ImageIcon(getClass().getClassLoader().getResource("BroomTopVert.png"));

carH1 = new ImageIcon(getClass().getClassLoader().getResource("carH1.png"));

carH2 = new ImageIcon(getClass().getClassLoader().getResource("carH2.png"));

carH3 = new ImageIcon(getClass().getClassLoader().getResource("carH3.png"));

carV1 = new ImageIcon(getClass().getClassLoader().getResource("carV1.png"));

carV2 = new ImageIcon(getClass().getClassLoader().getResource("carV2.png"));

carV3 = new ImageIcon(getClass().getClassLoader().getResource("carV3.png"));

busH1 = new ImageIcon(getClass().getClassLoader().getResource("busH1.png"));

busH2 = new ImageIcon(getClass().getClassLoader().getResource("busH2.png"));

busH3 = new ImageIcon(getClass().getClassLoader().getResource("busH3.png"));

busH4 = new ImageIcon(getClass().getClassLoader().getResource("busH4.png"));

busV1 = new ImageIcon(getClass().getClassLoader().getResource("busV1.png"));

busV2 = new ImageIcon(getClass().getClassLoader().getResource("busV2.png"));

busV3 = new ImageIcon(getClass().getClassLoader().getResource("busV3.png"));

busV4 = new ImageIcon(getClass().getClassLoader().getResource("busV4.png"));

trainH1 = new ImageIcon(getClass().getClassLoader().getResource("trainH1.png"));

trainH2 = new ImageIcon(getClass().getClassLoader().getResource("trainH2.png"));

trainH3 = new ImageIcon(getClass().getClassLoader().getResource("trainH3.png"));

trainH4 = new ImageIcon(getClass().getClassLoader().getResource("trainH4.png"));

trainH5 = new ImageIcon(getClass().getClassLoader().getResource("trainH5.png"));

trainV1 = new ImageIcon(getClass().getClassLoader().getResource("trainV1.png"));

trainV2 = new ImageIcon(getClass().getClassLoader().getResource("trainV2.png"));

trainV3 = new ImageIcon(getClass().getClassLoader().getResource("trainV3.png"));

trainV4 = new ImageIcon(getClass().getClassLoader().getResource("trainV4.png"));

trainV5 = new ImageIcon(getClass().getClassLoader().getResource("trainV5.png"));

spelled = new ImageIcon(getClass().getClassLoader().getResource("star.jpg"));

cross = new ImageIcon(getClass().getClassLoader().getResource("x.png"));

}

public static void reset() {

for(int i = 0; i < 8; i++)

{

for(int x = 0; x < 8; x++)

{

// buttons[i][x];

}

}

}

}