package battleship;

import BreezySwing.\*;

import javax.swing.\*;

public class OpponentBoard extends GBFrame

{

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

// Initialize pictures

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

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

public OpponentBoard(GBFrame parent)

{

setTitle("Opponent Board");

setSize(640,700);

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

{

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

{

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

}

}

}

public void spellSpot(JButton buttonObj) // Player hits a ship

{

buttonObj.setDisabledIcon(spelled);

buttonObj.setIcon(spelled);

}

public void missSpot(JButton buttonObj) // Player misses a ship

{

buttonObj.setDisabledIcon(cross);

buttonObj.setIcon(cross);

}

public void buttonClicked(JButton buttonObj) // Player fires at AI

{

Master.print();

// fire, decide if win, ai plays

// click a button, disable button, send coordinates to ?? class and then change picture based on information returned

buttonObj.setEnabled(false);

int hit = 0;

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

{

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

{

if(buttons[i][x] == buttonObj) {

hit = Master.passPlayerHit(x, i);

if (hit>10) {

messageBox("You sunk the "+(hit-9)+"-long ship!");

}

break;

}

}

}

if(hit!=0)

{

spellSpot(buttonObj);

// messageBox("Success");

}

else

{

missSpot(buttonObj);

// messageBox("Failure");

}

Master.doAIHit();

if (Master.whoWon()!=0) {

if (Master.whoWon()==1) {

messageBox("You win!");

} else {

messageBox("You lost, you scrub!");

}

}

}

}