Image Direction

Properties and Attributes Used:

**JFrame frame** : used as a canvas in the code

**JButton up**: The Up button

**JButton right**: Right button

**JButton left**: Left button

**JButton back**: Back Button

**Container container**: This holds the Frame contents such as JLabels.

**ImageIcon firstStage**: Holds the Address of the first stage (Entrance) picture

**ImageIcon secondStage**: Holds the address of second stage(Main Stage)

**ImageIcon thirdStage:** Holds the address of the third stage

**JLabel helper**: Holds the ImageIcon in itself at once and then added into the frame container.

**JLabel text:** The local variable that holds the text that is to be printed with the stage image on every frames.

**JFrame callConstructor()**: this method is used to return the current frame object this creates the replicant Frame of the firstStage having a different JLabel as per requirements and the flow of the program(Since the text on firstStage at first is different than the text after some iterations).

**beginGame():** this method is same method as above but it returns nothing.

When we want the replica of the firstStage but don’t want to apply it.

**ImageGame():** The constructor that creates and maintains the flow of the whole program, It sets the FirstStage first and then add different buttons on the Frame having their on click actions within the constructor. On a particular button a particular action is performed depending upon the current frame (if it’s Pausenhalle then by clicking back the callConstructor() method will be invoked which will create the replica of first stage with a different text Label)

The constructor is the whole gateway of the program, whole the logic of the game and the design of the interface is within the constructor, different if conditions are used to avoid discrimination in the program, The **Sleep** method of thread is used to make the program wait so that the user can clearly read the Label Text Message, the sleep method is used within the **loop** to keep the wait little longer.

**JOptionPanes** are used to instruct the user about their current state (i-e Win or Lose) along with Game Over Dialogg Boxes.

**setTextEmpty()**: this method sets the JLabel’s text empty first to avoid the duplication of the texts(Labels).