Ayron Monroe

Deliverable 1

For the first deliverable I will be setting up all of my classes (game, player, playerList, controller, and view). When the project is run there will be viewer window where the user can see their firstname, lastname, balance, and rating. Also, in this page the user will be able to input an action (select a JButton) to choose the game they would like to play. In response to the user input, the user will be taken to another window where he/she will be able to choose an opponent (JButton) and enter a wager value.

Once information is sent from the user input to the controller and then to the model to handle the data, the model sends data through the controller to the view class to create the fields for the next window being the choose opponent window. This shows all potential opponents (fullPlayerList) in an ArrayList as JButtons and a JTextArea for the wager amount input from the user.

The objects that will be instantiated for this deliverable are;

**GameBetting**(controller con) Controller con = new Controller();

**playerList**(player player1;player2)

addPlayersToList();

player player1 = new player("Ayron", "Monroe", 9.7, "Maryland", 3.7);

fullPlayerList.add(player1);

player player2 = new player("Murdoch", "Rain", 15.4, "Florida", 4.2);

fullPlayerList.add(player2);

addPlayer1ToGameList()

player player1 = new player("Ayron", "Monroe", 9.7, "Maryland", 3.7);

playerList.add(player1);

addPlayer2ToGameList()

player player2 = new player("Murdoch", "Rain", 15.4, "Florida", 4.2);

playerList.add(player2);

**game**(playerList playerList)

**Controller**(game game, playerList playerList, view view)

playerList = new playerList();

view = new view(this, STARTING\_INDEX\_OF\_DISPLAY);

view.setVisible(false);

game = new game();

getPlayer(int index)

return playerList.getPlayerList().get(index);

gameChosen()

fullPlayerList.addPlayersToList();

playerList.addPlayer1ToGameList();

view.that.setVisible(true);

**view**(Controller controller, JPanel jPanel1;playerPanel;buttonPanel, JLabel chooseGame;wagerAmount, JButton Madden19;NBA2K19;FortNite;SuperSmashBros;CallOfDuty;opponent, JTextArea wagerAmountInput, JFrame f)

view(Controller controller, int startingIndexOfDisplay)

this.chooseGame = new JLabel("Choose game");

this.buttonPanel = new JPanel(new FlowLayout(FlowLayout.CENTER));

this.playerPanel = new JPanel(new GridLayout(5, 1));

this.jPanel1 = new JPanel();

this.controller = controller;

indexOfElementToDisplay = startingIndexOfDisplay;

initComponents();

setSize(400, 300);

setLocationRelativeTo(null);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

JFrame f = new JFrame();

jPanel1.add(chooseGame);

chooseGame.setHorizontalAlignment(JLabel.CENTER);

chooseGame.setVerticalAlignment(JLabel.TOP);

chooseGame.setVisible(true);

JButton Madden19 = new JButton("Madden 19");

Madden19.addActionListener(event -> controller.gameChosen());

jPanel1.add(Madden19, BorderLayout.EAST);

JButton NBA2K19 = new JButton("NBA 2K19");

NBA2K19.addActionListener(event -> controller.gameChosen());

jPanel1.add(NBA2K19, BorderLayout.EAST);

JButton FortNite = new JButton("FortNite");

FortNite.addActionListener(event -> controller.gameChosen());

jPanel1.add(FortNite, BorderLayout.EAST);

JButton SuperSmashBros = new JButton("Super Smash Bros");

SuperSmashBros.addActionListener(event -> controller.gameChosen());

jPanel1.add(SuperSmashBros, BorderLayout.EAST);

JButton CallOfDuty = new JButton("Call Of Duty");

CallOfDuty.addActionListener(event -> controller.gameChosen());

jPanel1.add(CallOfDuty, BorderLayout.EAST);

f.setDefaultCloseOperation(WindowConstants.EXIT\_ON\_CLOSE);

f.add(jPanel1);

f.setVisible(true);

f.setSize(450, 230);

f.setTitle("Ayron Monroe" + " $9.7" + " (3.7)");

JButton opponent = new JButton(controller.fullPlayerList.getFullPlayerList().get(1).getFirstAndLastName() + " $" + controller.fullPlayerList.getFullPlayerList().get(1).getBalance() + " (" + controller.fullPlayerList.getFullPlayerList().get(1).getRating()+")");

JLabel wagerAmount = new JLabel("Wager amount:");

JTextArea wagerAmountInput = new JTextArea();

wagerAmountInput.setColumns(1);

wagerAmountInput.setRows(1);

wagerAmountInput.setEditable(true);

playerPanel.add(opponent, BorderLayout.PAGE\_START);

playerPanel.add(wagerAmount, BorderLayout.PAGE\_END);

playerPanel.add(wagerAmountInput, FlowLayout.RIGHT);

setContentPane(new JPanel(new BorderLayout()));

getContentPane().add(playerPanel, BorderLayout.CENTER);

getContentPane().add(buttonPanel, BorderLayout.SOUTH);

setFieldView();

setTitle("Choose Opponent");

play-java-starter-example

web: target/universal/stage/bin/{play-java-starter-example

} -Dhttp.port=${PORT} -

DapplyEvolutions.default=true

https://stark-refuge-40167.herokuapp.com/

