

```

// FroggerFrame.java
/*
 * Implements the Frogger window.
 */

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class FroggerFrame extends JFrame implements
                                   KeyListener, ActionListener
{
    public static final int DELAY = 400;    // milliseconds

    public static final String WORLD = "world1.txt";

    private javax.swing.Timer myTimer;
    private FroggerComponent frogger;
    JButton new_game;
    JLabel label;

    int level = 1;
    int round = 0;

    public FroggerFrame()
    {
        setTitle("Frogger");
        Container content = getContentPane();
        content.setLayout(new BorderLayout());

        frogger = new FroggerComponent(WORLD);
        content.add(frogger, BorderLayout.CENTER);
        frogger.addKeyListener(this);
        frogger.setFocusable(true);

        JPanel panel = new JPanel();

        new_game = new JButton("New Game");
        panel.add(new_game);
        new_game.addActionListener(this);
        new_game.setFocusable(false);

        label = new JLabel("level " + level);
        panel.add(label);

        content.add(panel, BorderLayout.SOUTH);

        myTimer = new javax.swing.Timer(DELAY, this);
        frogger.reset();
        myTimer.start();
    }
}

```

```

        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        pack();
        frogger.requestFocusInWindow();
        setVisible(true);
    }

    public void keyTyped(KeyEvent e) { }

    public void keyReleased(KeyEvent e) { }

    public void keyPressed(KeyEvent e)
    {
        frogger.key(e.getKeyCode());
    }

    public void actionPerformed(ActionEvent e)
    {
        if (e.getSource().equals(new_game))
        {
            frogger.reset();
            myTimer.setDelay((int) (DELAY));
            myTimer.start();
            level = 1;
            label.setText("Level " + level);
            frogger.requestFocusInWindow();
        }

        if (e.getSource().equals(myTimer))
        {
            frogger.tick(round);
            round++;
            if (frogger.iswin())
            {
                level++;
                label.setText("Level "+level);
                myTimer.setDelay((int)(DELAY*0.85));
                frogger.reset();
            }
        }
    }

    public static void main(String[] args)
    {
        FroggerFrame frame = new FroggerFrame();
    }
}

```