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/*
 * Chris Tjon - Wed 4pm - Ex 7.9 - Elevator Program
 */
package elevator;

import java.awt.*;
import java.applet.Applet;
import java.awt.event.*;

public class Elevator extends Applet implements ActionListener
{
    private Button upButton;
    private Button downButton;
    private boolean up;
    private boolean down;

    public void init ()
    {
        upButton = new Button("Up");
        add(upButton);
        upButton.addActionListener(this);
        downButton = new Button("Down");
        add(downButton);
        downButton.addActionListener(this);
    }

    public void paint (Graphics g)
    {
        if (up) // Up Button Pressed
        {
            showStatus("Going Up!");
            g.drawRect(40, 80, 60, 100);
        }
        else if (down) // Down Button Pressed
        {
            showStatus("Going Down!");
            g.drawRect(40, 180, 60, 100);
        }
        else // Initial Starting Position - Down
            g.drawRect(40, 180, 60, 100);
    }

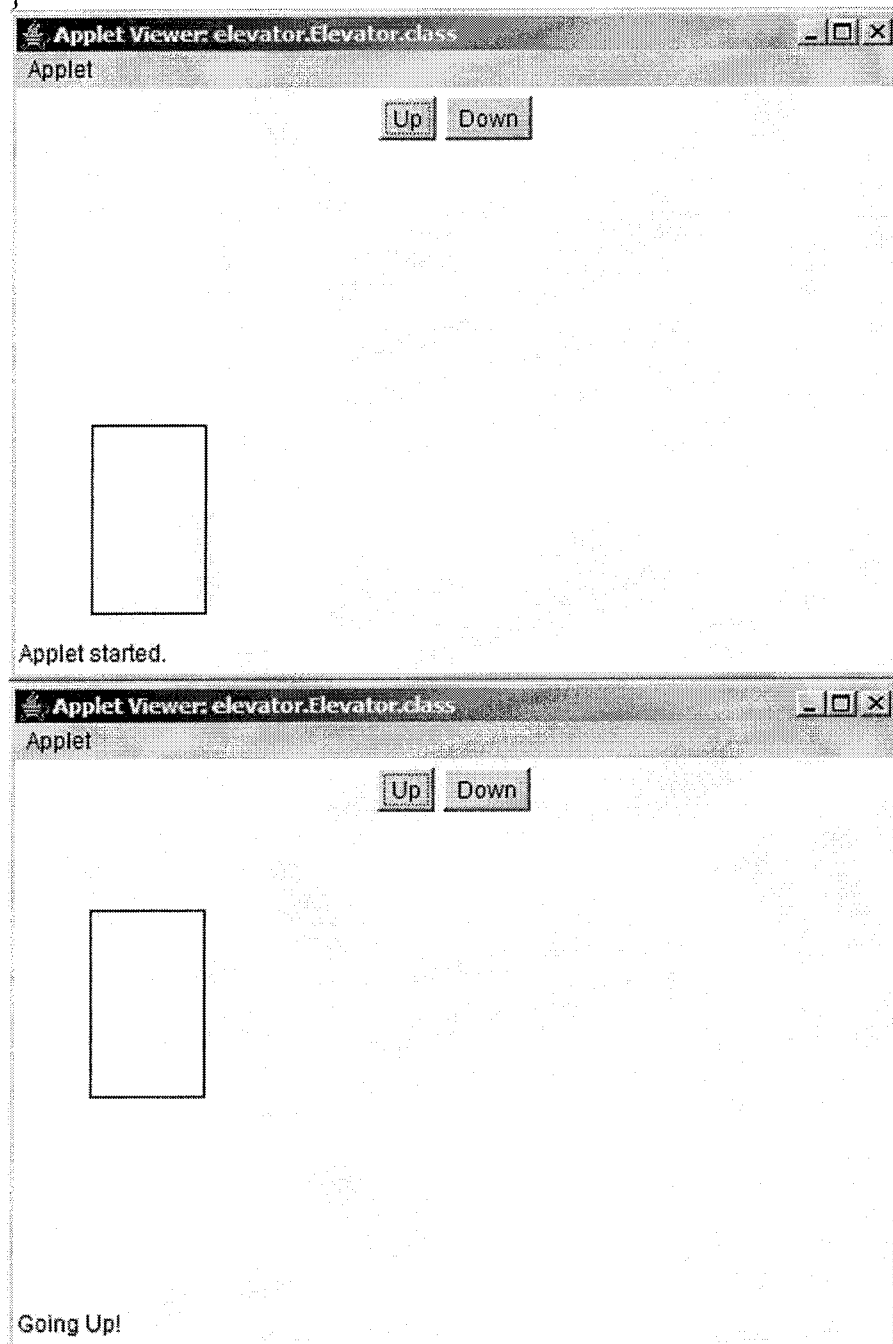
    public void actionPerformed(ActionEvent event)
    {
        // Determine which button was pressed & repaint
        if (event.getSource() == upButton)
        {
            up = true;
            down = false;
        }
        if (event.getSource() == downButton)
        {
            up = false;
            down = true;
        }
    }
}

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}  
    repaint();  
}  
}
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/*
 * Chris Tjon - Wed 4pm - Ex 7.2 - Card Dealer
 */
package dealer;

import java.awt.*;
import java.applet.Applet;
import java.awt.event.*;

public class Dealer extends Applet implements ActionListener
{
    private Button dealButton;
    private String card;
    private String suit; // Spades, Diamonds, Hearts, Clubs
    private String value; // A,2,3,4,5,6,7,8,9,10,J,Q,K

    public void init ()
    {
        dealButton = new Button("Deal");
        add(dealButton);
        dealButton.addActionListener(this);
    }

    public void paint (Graphics g)
    {
        if ((value != null) && (suit != null))
            showStatus("Your Card is " + value + " of " + suit);
    }

    public void actionPerformed(ActionEvent event)
    {
        int suitNum = (int)((Math.random() * 4) + 1);
        int valueNum = (int)((Math.random() * 13) + 1);

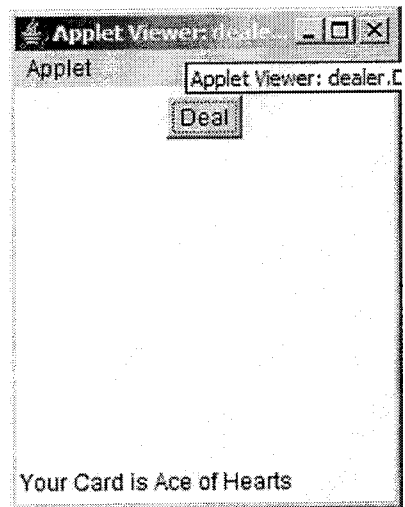
        switch (suitNum)
        {
            case 1: suit = "Hearts"; break;
            case 2: suit = "Diamonds"; break;
            case 3: suit = "Spades"; break;
            case 4: suit = "Clubs"; break;
        }

        switch (valueNum)
        {
            case 1: value = "Ace"; break;
            case 2: value = "2"; break;
            case 3: value = "3"; break;
            case 4: value = "4"; break;
            case 5: value = "5"; break;
            case 6: value = "6"; break;
            case 7: value = "7"; break;
            case 8: value = "8"; break;
            case 9: value = "9"; break;
            case 10: value = "10"; break;
            case 11: value = "Jack"; break;
            case 12: value = "Queen"; break;
        }
    }
}

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        case 13: value = "King"; break;
    }
    repaint();
}
```



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/*
 * Chris Tjon - Wed 4pm - Ex 8.2 - Random Numbers in While Loop
 */
package randomnumbers;

import java.awt.*;
import java.applet.*;

public class RandomNumbers extends Applet
{
    public void paint (Graphics g)
    {
        int numCount = 0;
        double randomNum;

        while (numCount < 10)
        {
            randomNum = Math.random();
            g.drawString("Random Number "
                + (numCount + 1)
                + " is "
                + randomNum,
                50, (50 + (numCount * 20)));
            numCount++;
        }
    }
}

```

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