```
* 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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```
* 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;
```

Your Card is Ace of Hearts

```
* 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++;
 Applet Viewer: randomnumbers RandomNumb
 Applet
        Random Number 1 is 0.9354237995136323
        Random Number 2 is 0.05051472926097722
        Random Number 3 is 0.9029605141123672
        Random Number 4 is 0.16568357197809702
        Random Number 5 is 0.574067736464203
        Random Number 6 is 0.9876956342487528
        Random Number 7 is 0.7515330657093877
        Random Number 8 is 0.19963394237431986
        Random Number 9 is 0.9795684455727576
        Random Number 10 is 0.71325314486298
 Applet started.
```