import java.awt.\*;

import java.awt.event.\*;

import java.util.Random;

import javax.swing.\*;

public class colorhunt extends WindowAdapter implements ActionListener

{

JFrame intro=new JFrame ("Color Hunt");

Random r=new Random ();

JFrame f=new JFrame ("Color Hunt");

Button b[]=new Button[9];

Button start=new Button ("Start");

int score=0;

//String sco = Integer.toString(score);

JLabel l=new JLabel (""),sc=new JLabel ("Score : "+score);

int ran[]=new int[7],mv=-1;

int delay=700;

Color c,tc;

String lose="Opps, You made lost the game. Better luck next time...";

public void seq ()

{

//b[4].setVisible (false);

for (int i=0;i<7;i++)

{

c=b[ran[i]].getBackground ();

try

{

b[ran[i]].setBackground(Color.white);

Thread.sleep (100);

b[ran[i]].setBackground(Color.black);

Thread.sleep (delay-100);

}

catch (Exception e) {}

b[ran[i]].setBackground (c);

}

}

public void win ()

{

if (mv==6)

{

l.setText ("Hurray, You made it...");

mv=-1;

score+=50;

sc.setText ("Score : "+score);

//b[4].setEnabled (true);

}

}

colorhunt ()

{

//Graphics g = f.getGraphics();

//Frame 1 background

JLabel background=new JLabel(new ImageIcon("background.jpg"));

background.setBounds(0,0,1366,768);

background.setLayout(new FlowLayout());

//Frame 2 background

JLabel background2=new JLabel(new ImageIcon("background.jpg"));

background2.setBounds(0,0,1366,768);

background2.setLayout(new FlowLayout());

start.setBounds (640,500,100,50);

intro.add (start);

Font fo = new Font("TimesRoman", Font.BOLD, 72);

JLabel il=new JLabel ("Color Hunt");

il.setFont (fo);

il.setBounds (500,200,600,100);

il.setForeground (Color.white);

intro.add (il);

for (int i=0;i<9;i++)

{

if (i==4) {}

else

{

b[i]=new Button ();

f.add (b[i]);

b[i].addActionListener (this);

}

}

b[4]=new Button ("Play");

b[4].setBounds (600,500,100,35);

b[4].addActionListener (this);

f.add (b[4]);

l.setForeground (Color.white);

l.setBounds (550,550,300,20);

f.add (l);

b[0].setBounds(550,250,100,100);

b[1].setBounds(650,250,100,100);

b[2].setBounds(550,350,100,100);

b[3].setBounds(650,350,100,100);

c=new Color(255,0,0);

b[0].setBackground (c);

//c=b[0].getBackground ();

c=new Color(0,0,255);

b[1].setBackground (c);

c=new Color(0,255,51);

b[2].setBackground (c);

c=new Color(255,255,0);

b[3].setBackground (c);

//f.setSize (1000,500);

sc.setForeground (Color.white);

sc.setBounds (900,100,100,20);

f.add (sc);

start.addActionListener (this);

f.add(background2);

f.setLayout (null);

f.setVisible (true);

f.setExtendedState(f.getExtendedState() | JFrame.MAXIMIZED\_BOTH);

intro.add(background);

intro.setLayout (null);

intro.setVisible (true);

intro.setExtendedState(intro.getExtendedState() | JFrame.MAXIMIZED\_BOTH);

}

public void actionPerformed (ActionEvent e)

{

if (e.getSource ()==b[4]) //play button

{

for (int i=0;i<7;i++)

{

ran[i]=r.nextInt ()%4;

if (ran[i]<0) ran[i]=-ran[i];

System.out.print (ran[i]+" ");

}

System.out.print ("\n");

seq ();

//b[4].setEnabled (false);

//b[4].setDisabledIcon(button.getIcon());

l.setText ("");

mv=-1;

}

if (e.getSource ()==b[0])

{

if (ran[++mv]!=0) {l.setText (lose);mv=-1;}

win ();

}

if (e.getSource ()==b[1])

{

if (ran[++mv]!=1) {l.setText (lose);mv=-1;}

win ();

}

if (e.getSource ()==b[2])

{

if (ran[++mv]!=2) {l.setText (lose);mv=-1;}

win ();

}

if (e.getSource ()==b[3])

{

if (ran[++mv]!=3) {l.setText (lose);mv=-1;}

win ();

}

if (e.getSource ()==start)

{

intro.dispose ();

}

}

/\*

public void windowClosing(WindowEvent we)

{

System.exit(0);

}

\*/

public static void main (String args[])

{

new colorhunt ();

}

}





