IBM
CAREER
EDUCATION

MAIN PROJECT

DOMAIN NAME: JAVA

GANPAT
UNIVERSITY
॥ विद्यया समाजोत्कर्षः ॥

IMAGE PUZZLE GAME

Submitted By,

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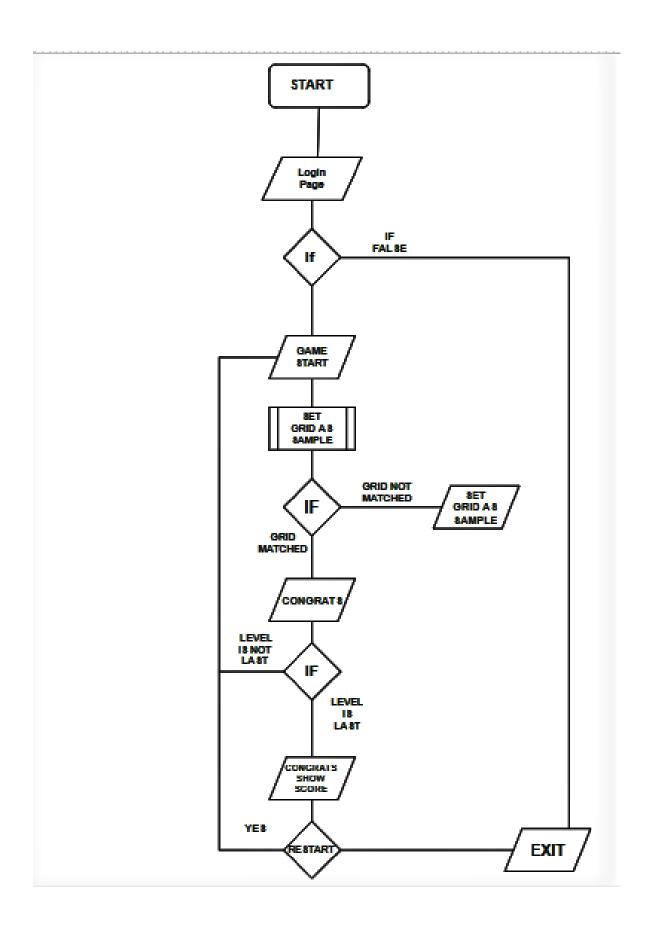
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FLOWCHART

```
                    ┌──────────────┐
                    │    START     │
                    └──────┬───────┘
                           │
                    ┌──────────────┐
                    │    Login     │
                    │    Page      │
                    └──────┬───────┘
                           │
                        ◇ If ◇ ─────────────── IF FALSE ──────┐
                           │                                   │
                    ┌──────────────┐                           │
                    │    GAME      │                           │
                    │    START     │                           │
                    └──────┬───────┘                           │
                           │                                   │
                    ┌──────────────┐                           │
                    │    SET       │                           │
                    │   GRID AS    │                           │
                    │   SAMPLE     │                           │
                    └──────┬───────┘                           │
                           │                                   │
                        ◇ IF ◇ ── GRID NOT MATCHED ── ┌──────────┐
                           │                          │   SET    │
                     GRID MATCHED                     │ GRID AS  │
                           │                          │ SAMPLE   │
                    ┌──────────────┐                  └──────────┘
                    │   CONGRATS   │
                    └──────┬───────┘
                           │
          LEVEL IS NOT LAST ── ◇ IF ◇
                           │
                      LEVEL IS LAST
                           │
                    ┌──────────────┐
                    │  CONGRATS    │
                    │    SHOW      │
                    │   SCORE      │
                    └──────┬───────┘
                           │
          YES ──── ◇ RESTART ◇ ──────────────── ┌──────────┐
                                                 │   EXIT   │
                                                 └──────────┘
```

SOFTWARE SPECIFICATIONS

- OPERATING SYSTEM : Linux / Windows / IOS
- ENVIRONMENT : IBM RAD Software

- JAVA VERSION : JAVA 8

HARDWARE SPECIFICATIONS

    ☐ PROCESSOR   :   INTEL i3 @2.30Ghz

    ☐ RAM   :   8GB DDR4

    ☐ MONITOR   :   15" COLOR

    ☐ HARD DISK   :   1 TB

    ☐ FLOPPY DRIVE   :   1.44 B

INTRODUCTION:

A puzzle is a game, problem, or toy that tests a person's ingenuity or knowledge. In a puzzle, the solver is expected to put pieces together in a logical way, in order to arrive at the correct or fun solution of the puzzle. There are different genres of puzzles, such as crossword puzzles, word-search puzzles, number puzzles, relational puzzles, or logic puzzles.

DESCRIPTION:

The main theme behind developing puzzle game using java is to provide a creative and competitive environment for the players who will use this system and where they can test their image identifying skills, IQ and logic to solve puzzles.

PROS:

- Develops IQ of a person to identify different image.
- Improves problem solving skills.
- Improves your attention
- Harnesses brain power
- Memory improvement

CONS:

- Addiction.
- Time-consuming.
- Distraction.
- Can lead to unbalanced lifestyle

- Responsibility shirking

- Can lead to anxiety

IMAGE PUZZLE GAME

PICTURES

LOGIN:-

Login page to game

GAME:-

Playing game

SCORECARD:-

Scoreboard

IMAGE PUZZLE GAME

AIM:

To create a picture puzzle game which:-

1. **Has a login page**
2. **Have multiple levels**
3. **Show score**

PROGRAM:

```
import java.awt.event.*;

import java.text.*;

import java.awt.*;

import javax.swing.*;

import java.lang.*;

class picpuzzle3 extends JFrame implements ActionListener{

JButton
b1,b2,b3,b4,b5,b6,b7,b8,b9,sample,starB,submit,vb1,vb2,vb3
,vb4,vb5,vb6,vb7,vb8,vb9;

Icon star;
```

```java
Icon ic0=new ImageIcon("pic/starB0.jpg");

Icon ic10=new ImageIcon("pic/starB10.jpg");
//for icons

Icon ic20=new ImageIcon("pic/starB20.jpg");

Icon samicon1=new ImageIcon("pic/main.jpg");          //for
sample pic

Icon samicon2=new ImageIcon("pic/main2.jpg");

Icon samicon3=new ImageIcon("pic/main3.jpg");


Icon veri1=new ImageIcon("pic/1.jpg");

Icon veri2=new ImageIcon("pic/2.jpg");

Icon veri3=new ImageIcon("pic/3.jpg");

Icon veri4=new ImageIcon("pic/4.jpg");

Icon veri5=new ImageIcon("pic/5.jpg");

Icon veri6=new ImageIcon("pic/6.jpg");

Icon veri7=new ImageIcon("pic/7.jpg");

Icon veri8=new ImageIcon("pic/8.jpg");

Icon veri9=new ImageIcon("pic/9.jpg");

Icon veri11=new ImageIcon("pic/11.jpg");

Icon veri12=new ImageIcon("pic/12.jpg");

Icon veri13=new ImageIcon("pic/13.jpg");
```

```java
Icon veri14=new ImageIcon("pic/14.jpg");

Icon veri15=new ImageIcon("pic/15.jpg");

Icon veri16=new ImageIcon("pic/16.jpg");

Icon veri17=new ImageIcon("pic/17.jpg");

Icon veri18=new ImageIcon("pic/18.jpg");

Icon veri19=new ImageIcon("pic/19.jpg");

Icon veri21=new ImageIcon("pic/21.jpg");

Icon veri22=new ImageIcon("pic/22.jpg");

Icon veri23=new ImageIcon("pic/23.jpg");

Icon veri24=new ImageIcon("pic/24.jpg");

Icon veri25=new ImageIcon("pic/25.jpg");

Icon veri26=new ImageIcon("pic/26.jpg");

Icon veri27=new ImageIcon("pic/27.jpg");

Icon veri28=new ImageIcon("pic/28.jpg");

Icon veri29=new ImageIcon("pic/29.jpg");




Icon ic1=new ImageIcon("pic/1.jpg");

Icon ic2=new ImageIcon("pic/5.jpg");
```

```java
Icon ic3=new ImageIcon("pic/2.jpg");

Icon ic4=new ImageIcon("pic/7.jpg");

Icon ic5=new ImageIcon("pic/4.jpg");

Icon ic6=new ImageIcon("pic/6.jpg");                //pictures
to insert

Icon ic7=new ImageIcon("pic/8.jpg");

Icon ic8=new ImageIcon("pic/9.jpg");

Icon ic9=new ImageIcon("pic/3.jpg");


Icon ic11=new ImageIcon("pic/12.jpg");

Icon ic12=new ImageIcon("pic/13.jpg");

Icon ic13=new ImageIcon("pic/16.jpg");

Icon ic14=new ImageIcon("pic/11.jpg");

Icon ic15=new ImageIcon("pic/14.jpg");

Icon ic16=new ImageIcon("pic/19.jpg");

Icon ic17=new ImageIcon("pic/17.jpg");

Icon ic18=new ImageIcon("pic/15.jpg");

Icon ic19=new ImageIcon("pic/18.jpg");


Icon ic21=new ImageIcon("pic/24.jpg");
```

```java
Icon ic22=new ImageIcon("pic/25.jpg");

Icon ic23=new ImageIcon("pic/21.jpg");

Icon ic24=new ImageIcon("pic/27.jpg");

Icon ic25=new ImageIcon("pic/23.jpg");

Icon ic26=new ImageIcon("pic/29.jpg");

Icon ic27=new ImageIcon("pic/28.jpg");

Icon ic28=new ImageIcon("pic/22.jpg");

Icon ic29=new ImageIcon("pic/26.jpg");

Icon Submit=new ImageIcon("pic/submit_button1.gif");

int i=60;

picpuzzle3(){

super("Picture Puzzle Game by PuzzleKings");

b1=new JButton(ic1);

b1.setBounds(10,80,100,100);

b2=new JButton(ic2);

b2.setBounds(110,80,100,100);

b3=new JButton(ic3);

b3.setBounds(210,80,100,100);

b4=new JButton(ic4);

b4.setBounds(10,180,100,100);
```

```
b5=new JButton(ic5);

b5.setBounds(110,180,100,100);

b6=new JButton(ic6);

b6.setBounds(210,180,100,100);

b7=new JButton(ic7);

b7.setBounds(10,280,100,100);

b8=new JButton(ic8);

b8.setBounds(110,280,100,100);

submit=new JButton(Submit);

submit.setBounds(260,400,200,50);

b9=new JButton(ic9);

b9.setBounds(210,280,100,100);

sample=new JButton(samicon1);

sample.setBounds(380,100,200,200);

vb1=new JButton(veri1);

vb2=new JButton(veri2);

vb3=new JButton(veri3);

vb4=new JButton(veri4);

vb5=new JButton(veri5);

vb6=new JButton(veri6);
```

```java
vb7=new JButton(veri7);

vb8=new JButton(veri8);

vb9=new JButton(veri9);


JLabel l2=new JLabel("Hint:Click one pic then enter position
to swap");

l2.setBounds(5,15,500,20);

JLabel l3=new JLabel("Acutal Image");

l3.setBounds(425,320,200,20);

l3.setForeground(Color.red);


starB=new JButton(ic0);

starB.setBounds(330,5,50,50);

star=b9.getIcon();


add(b1);add(b2);add(b3);add(b4);add(b5);add(b6);add(b7);ad
d(b8);add(b9);add(sample);add(l2);add(l3);add(submit);

b1.addActionListener(this); b2.addActionListener(this);
b3.addActionListener(this); b4.addActionListener(this);
b5.addActionListener(this); b6.addActionListener(this);
b7.addActionListener(this); b8.addActionListener(this);
b9.addActionListener(this);
```

```java
sample.addActionListener(this);submit.addActionListener(this);

setLayout(null);

setSize(600,500);

setVisible(true);

setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

}

int lvl=1;

int score=0;

public void actionPerformed(ActionEvent e)

{


if(e.getSource()==b1)

{

Icon s=b1.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");

if(result.equals("2"))

{

Icon s1=b2.getIcon();
```

```java
 b2.setIcon(s);

     b1.setIcon(s1);

}

else if(result.equals("3"))

{

Icon s1=b3.getIcon();

 b3.setIcon(s);

     b1.setIcon(s1);

}

else if(result.equals("4"))

{

Icon s1=b4.getIcon();

 b4.setIcon(s);

     b1.setIcon(s1);

}

else if(result.equals("5"))

{

Icon s1=b5.getIcon();

 b5.setIcon(s);

     b1.setIcon(s1);
```

```java
        }
        else if(result.equals("6"))
        {
        Icon s1=b6.getIcon();
         b6.setIcon(s);
             b1.setIcon(s1);
        }
        else if(result.equals("7"))
        {
        Icon s1=b7.getIcon();
         b7.setIcon(s);
             b1.setIcon(s1);
        }
        else if(result.equals("8"))
        {
        Icon s1=b8.getIcon();
         b8.setIcon(s);
             b1.setIcon(s1);
        }
        else if(result.equals("9"))
```

```java
{

Icon s1=b9.getIcon();

 b9.setIcon(s);

     b1.setIcon(s1);

}

}


else if(e.getSource()==b2)

{

Icon s=b2.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");

if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

     b2.setIcon(s1);

}

else if(result.equals("3"))
```

```java
{
Icon s1=b3.getIcon();
 b3.setIcon(s);
     b2.setIcon(s1);
}
else if(result.equals("4"))
{
Icon s1=b4.getIcon();
 b4.setIcon(s);
     b2.setIcon(s1);
}
else if(result.equals("5"))
{
Icon s1=b5.getIcon();
 b5.setIcon(s);
     b2.setIcon(s1);
}
else if(result.equals("6"))
{
Icon s1=b6.getIcon();
```

```java
 b6.setIcon(s);

      b2.setIcon(s1);

}

else if(result.equals("7"))

{

Icon s1=b7.getIcon();

 b7.setIcon(s);

      b2.setIcon(s1);

}

else if(result.equals("8"))                          //for button 2
from top

{

Icon s1=b8.getIcon();

 b8.setIcon(s);

      b2.setIcon(s1);

}

else if(result.equals("9"))

{

Icon s1=b9.getIcon();

 b9.setIcon(s);
```

```java
      b2.setIcon(s1);

}

}



 else if(e.getSource()==b3)

{

Icon s=b3.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");

 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

     b3.setIcon(s1);

}

   else if(result.equals("2"))

{

Icon s1=b2.getIcon();
```

```java
 b2.setIcon(s);
                                    //for button 3 from top

      b3.setIcon(s1);

}


else if(result.equals("4"))

{

Icon s1=b4.getIcon();

 b4.setIcon(s);

      b3.setIcon(s1);

}
else if(result.equals("5"))

{

Icon s1=b5.getIcon();

 b5.setIcon(s);

      b3.setIcon(s1);

}
else if(result.equals("6"))

{

Icon s1=b6.getIcon();
```

```java
 b6.setIcon(s);

    b3.setIcon(s1);

}

else if(result.equals("7"))

{

Icon s1=b7.getIcon();

 b7.setIcon(s);

    b3.setIcon(s1);

}

else if(result.equals("8"))

{

Icon s1=b8.getIcon();

 b8.setIcon(s);

    b3.setIcon(s1);

}

else if(result.equals("9"))

{

Icon s1=b9.getIcon();

 b9.setIcon(s);

    b3.setIcon(s1);
```

```java
}

}



    else if(e.getSource()==b4)

    {

Icon s=b4.getIcon();

JFrame frame = new JFrame();

    Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

     b4.setIcon(s1);

}


else if(result.equals("2"))

{
```

```java
Icon s1=b2.getIcon();

 b2.setIcon(s);

     b4.setIcon(s1);

}

else if(result.equals("3"))

{

Icon s1=b3.getIcon();

 b3.setIcon(s);

     b4.setIcon(s1);

}


else if(result.equals("5"))

{

Icon s1=b5.getIcon();

 b5.setIcon(s);

     b4.setIcon(s1);

}

else if(result.equals("6"))

{

Icon s1=b6.getIcon();
```

```java
 b6.setIcon(s);

     b4.setIcon(s1);
                //for button 4 from top

}

else if(result.equals("7"))

{

Icon s1=b7.getIcon();

 b7.setIcon(s);

     b4.setIcon(s1);

}

else if(result.equals("8"))

{

Icon s1=b8.getIcon();

 b8.setIcon(s);

     b4.setIcon(s1);

}

else if(result.equals("9"))

{

Icon s1=b9.getIcon();

 b9.setIcon(s);
```

```java
    b4.setIcon(s1);

}

}



else if(e.getSource()==b5)

{

Icon s=b5.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

     b5.setIcon(s1);

}


else if(result.equals("2"))
```

```java
{
Icon s1=b2.getIcon();
 b2.setIcon(s);
     b5.setIcon(s1);
}
else if(result.equals("3"))
{
Icon s1=b3.getIcon();
 b3.setIcon(s);
     b5.setIcon(s1);
}

else if(result.equals("4"))
{
Icon s1=b4.getIcon();
 b4.setIcon(s);
     b5.setIcon(s1);
}
else if(result.equals("6"))
{
```

```java
Icon s1=b6.getIcon();
 b6.setIcon(s);
     b5.setIcon(s1);
}
                              //for button 5 from top
else if(result.equals("7"))
{
Icon s1=b7.getIcon();
 b7.setIcon(s);
     b5.setIcon(s1);
}
else if(result.equals("8"))
{
Icon s1=b8.getIcon();
 b8.setIcon(s);
     b5.setIcon(s1);
}
else if(result.equals("9"))
{
Icon s1=b9.getIcon();
```

```java
 b9.setIcon(s);

    b5.setIcon(s1);

}

}


else if(e.getSource()==b6)

{

Icon s=b6.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

    b6.setIcon(s1);

}


else if(result.equals("2"))
```

```
{

Icon s1=b2.getIcon();

 b2.setIcon(s);

     b6.setIcon(s1);

}

else if(result.equals("3"))

{

Icon s1=b3.getIcon();

 b3.setIcon(s);

     b6.setIcon(s1);

}


else if(result.equals("4"))

{

Icon s1=b4.getIcon();

 b4.setIcon(s);

     b6.setIcon(s1);

}

else if(result.equals("5"))

{
```

```java
Icon s1=b5.getIcon();
 b5.setIcon(s);
                    //for button 6 ffrom top
     b6.setIcon(s1);
}
else if(result.equals("7"))
{
Icon s1=b7.getIcon();
 b7.setIcon(s);
     b6.setIcon(s1);
}
else if(result.equals("8"))
{
Icon s1=b8.getIcon();
 b8.setIcon(s);
     b6.setIcon(s1);
}
else if(result.equals("9"))
{
Icon s1=b9.getIcon();
```

```java
b9.setIcon(s);

    b6.setIcon(s1);

}

}


 else if(e.getSource()==b7)

{

Icon s=b7.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

    b7.setIcon(s1);

}


else if(result.equals("2"))
```

```java
{
Icon s1=b2.getIcon();
 b2.setIcon(s);
     b7.setIcon(s1);
}
else if(result.equals("3"))
{
Icon s1=b3.getIcon();
 b3.setIcon(s);
     b7.setIcon(s1);
}

else if(result.equals("4"))
{
Icon s1=b4.getIcon();
 b4.setIcon(s);
     b7.setIcon(s1);
}
else if(result.equals("5"))
{
```

```java
Icon s1=b5.getIcon();

 b5.setIcon(s);

     b7.setIcon(s1);

}

else if(result.equals("6"))

{

Icon s1=b6.getIcon();

 b6.setIcon(s);                                          //for
button 7 from top

     b7.setIcon(s1);

}

else if(result.equals("8"))

{

Icon s1=b8.getIcon();

 b8.setIcon(s);

     b7.setIcon(s1);

}

else if(result.equals("9"))

{

Icon s1=b9.getIcon();
```

```java
 b9.setIcon(s);

     b7.setIcon(s1);

}

}



  else if(e.getSource()==b8)

{

Icon s=b8.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

     b8.setIcon(s1);

}
```

```java
else if(result.equals("2"))

{

Icon s1=b2.getIcon();

 b2.setIcon(s);

     b8.setIcon(s1);

}

else if(result.equals("3"))

{

Icon s1=b3.getIcon();

 b3.setIcon(s);

     b8.setIcon(s1);

}


else if(result.equals("4"))

{

Icon s1=b4.getIcon();

 b4.setIcon(s);

     b8.setIcon(s1);

}

else if(result.equals("5"))
```

```java
{
Icon s1=b5.getIcon();
 b5.setIcon(s);
      b8.setIcon(s1);
}
else if(result.equals("6"))
{
Icon s1=b6.getIcon();
 b6.setIcon(s);
      b8.setIcon(s1);
       //for button 8 for top
}
else if(result.equals("7"))
{
Icon s1=b7.getIcon();
 b7.setIcon(s);
      b8.setIcon(s1);
}
else if(result.equals("9"))
{
```

```java
Icon s1=b9.getIcon();

 b9.setIcon(s);

    b8.setIcon(s1);

}

}




  else if(e.getSource()==b9)

{

Icon s=b9.getIcon();

JFrame frame = new JFrame();

   Object result = JOptionPane.showInputDialog(frame,
"Enter piece number:");


 if(result.equals("1"))

{

Icon s1=b1.getIcon();

 b1.setIcon(s);

    b9.setIcon(s1);

}
```

```java
else if(result.equals("2"))

{

Icon s1=b2.getIcon();

 b2.setIcon(s);

     b9.setIcon(s1);

}

else if(result.equals("3"))

{

Icon s1=b3.getIcon();

 b3.setIcon(s);

     b9.setIcon(s1);

}


else if(result.equals("4"))

{

Icon s1=b4.getIcon();

 b4.setIcon(s);

     b9.setIcon(s1);

}
```

```java
else if(result.equals("5"))

{

Icon s1=b5.getIcon();

 b5.setIcon(s);

     b9.setIcon(s1);

}

else if(result.equals("6"))

{

Icon s1=b6.getIcon();

 b6.setIcon(s);
//for button 9 from top

     b9.setIcon(s1);

}

else if(result.equals("7"))

{

Icon s1=b7.getIcon();

 b7.setIcon(s);

     b9.setIcon(s1);

}

else if(result.equals("8"))
```

```
{

Icon s1=b8.getIcon();

 b8.setIcon(s);

    b9.setIcon(s1);

}

}


else if(e.getSource()==submit)

{


if((b1.getIcon().toString().equals(vb1.getIcon().toString()))==
true&&(b2.getIcon().toString().equals(vb2.getIcon().toString(
)))==true&&(b3.getIcon().toString().equals(vb3.getIcon().toS
tring()))==true&&(b4.getIcon().toString().equals(vb4.getIcon
().toString()))==true&&(b5.getIcon().toString().equals(vb5.g
etIcon().toString()))==true&&(b6.getIcon().toString().equals(
vb6.getIcon().toString()))==true&&(b7.getIcon().toString().e
quals(vb7.getIcon().toString()))==true&&(b8.getIcon().toStri
ng().equals(vb8.getIcon().toString()))==true&&(b9.getIcon().
toString().equals(vb9.getIcon().toString()))==true)


{

    lvl=lvl+1;

score=score+25;
```

```java
JOptionPane.showMessageDialog(null,"CONGRAGULATI
ONS! Your Score is "+score);

    if(lvl==2)

    {

            sample.setIcon(samicon2);

b1.setIcon(ic11);

b2.setIcon(ic12);

b3.setIcon(ic13);

b4.setIcon(ic14);

b5.setIcon(ic15);

b6.setIcon(ic16);

b7.setIcon(ic17);

b8.setIcon(ic18);

b9.setIcon(ic19);

star=b6.getIcon();

starB.setIcon(ic10);


vb1.setIcon(veri11);

vb2.setIcon(veri12);

vb3.setIcon(veri13);
```

```
vb4.setIcon(veri14);

vb5.setIcon(veri15);

vb6.setIcon(veri16);

vb7.setIcon(veri17);

vb8.setIcon(veri18);

vb9.setIcon(veri19);

      }

else if(lvl==3){

sample.setIcon(samicon3);

b1.setIcon(ic21);

b2.setIcon(ic22);

b3.setIcon(ic23);

b4.setIcon(ic24);

b5.setIcon(ic25);

b6.setIcon(ic26);

b7.setIcon(ic27);

b8.setIcon(ic28);

b9.setIcon(ic29);

star=b6.getIcon();

starB.setIcon(ic20);
```

```
vb1.setIcon(veri21);

vb2.setIcon(veri22);

vb3.setIcon(veri23);

vb4.setIcon(veri24);

vb5.setIcon(veri25);

vb6.setIcon(veri26);

vb7.setIcon(veri27);

vb8.setIcon(veri28);

vb9.setIcon(veri29);


}
else
{
Object[] msg = {


};
int option2 = JOptionPane.showConfirmDialog(null,
msg,"Restart", JOptionPane.OK_CANCEL_OPTION);

if (option2 == JOptionPane.OK_OPTION) {
```

```java
new picpuzzle3();

}

else

{

System.exit(0);

}

}

}

else{

      JOptionPane.showMessageDialog(null,"FAIL : ");

      score=score-5;

}

}

}//end of actionPerformed

public static void main(String s[])

{

      JTextField username = new JTextField();

JTextField password = new JPasswordField();

Object[] message = {

   "Username:", username,
```

```
   "Password:", password

};


int option = JOptionPane.showConfirmDialog(null, message,
"Login", JOptionPane.OK_CANCEL_OPTION);

if (option == JOptionPane.OK_OPTION) {

try{

   if (username.getText().isEmpty() &&
password.getText().isEmpty()) {

     JOptionPane.showMessageDialog(null,"Login Fail");

System.exit(0);

   } else {

     JOptionPane.showMessageDialog(null,"Login
Success");

   }

}catch(NullPointerException l){}

} else {

   System.exit(0);


}

new picpuzzle3();
```

}

}

EXPLANATION ABOUT PROJECT:

1. **To make a Login page in Java**
   By making the login page a user can start solving the puzzle and play the game.
   If user do not enter anything then login fails and program closes.

2. **Make a level selection page**
   By making the level selection the user can start the game according to the level he/she wants to play.
   As the user completes a level, a new level comes up.
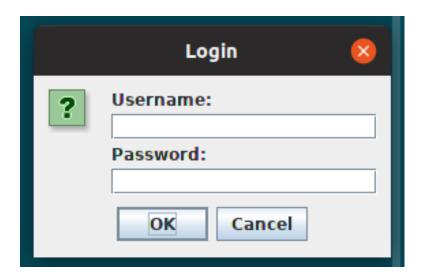
3. **Make a scoreboard**
   By making the scoreboard a user can know the score he/she had scored.
   The user get +25 score if he/she successfully completes level in a single try and -5 score if he/she fails to complete the level.
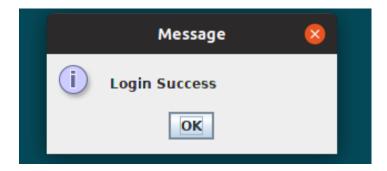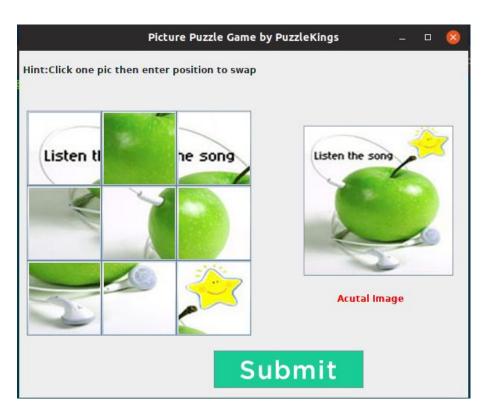
OUTPUT SCREENSHOTS:
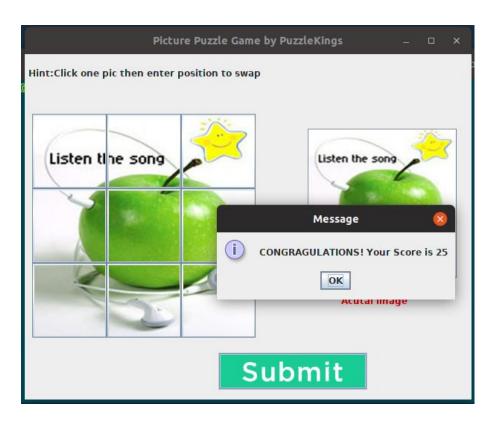
LOGIN PAGE:-
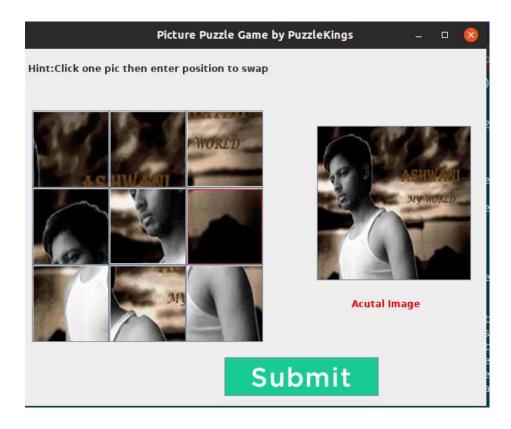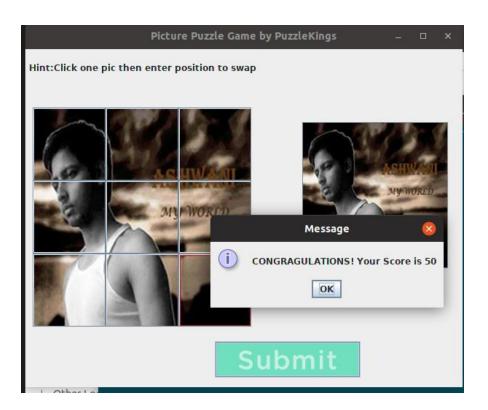
LEVEL 1:-
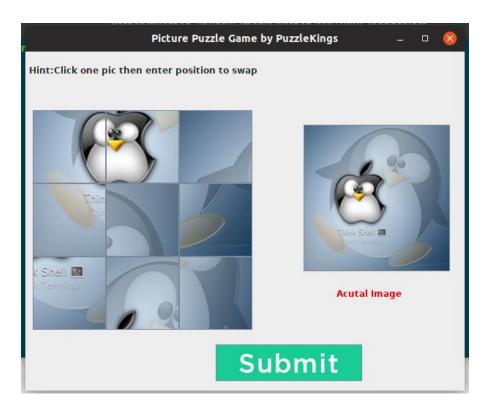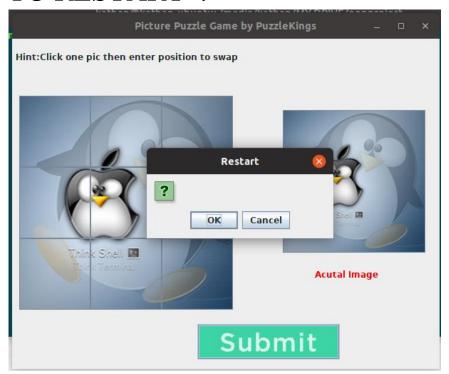
LEVEL 2:-

LEVEL 3:-

TO RESTART :-

REFERENCES:

1. https://www.javatpoint.com/Pic-Puzzle-Game

2. https://en.wikipedia.org/wiki/Puzzle_video_game

3. https://www.youtube.com/watch?v=F323md gscsc

CONCLUSION:

Thus we conclude thatThe main goal of the project was to build a system, which allows the interaction between the system and the canvas.