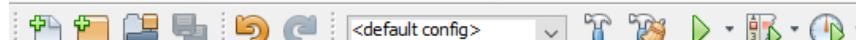


Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

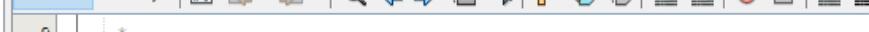
Search (Ctrl+I)



Projects X
Files
ConverterBeans
Maze
SportsDay

Start Page X Maze.java X Config.java X

Source History |



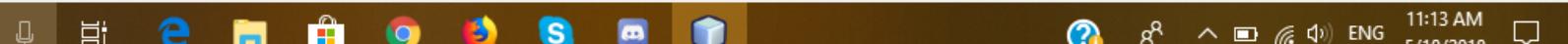
```
9  *
10 * @author vogia
11 */
12 public class Maze {
13
14     /**
15      * @param args the command line arguments
16     */
17     public static void main(String[] args) {
18         // TODO code application logic here
19         new Maze();
20     }
21     public Maze() {
22         JFrame frame = new JFrame();
23         frame.setTitle("Maze Game");
24     }
25
26 }
27 }
```

Full-screen Snip

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 2 seconds)
```

Type here to search

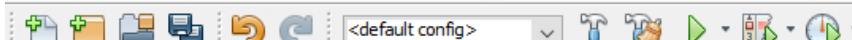


1 23:37 INS
11:13 AM
5/18/2018

Maze - NetBeans IDE 8.2

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Projects X
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Start Page X Maze.java X Config.java X

Source History



```
9  *
10 * @author vogia
11 */
12 public class Maze {
13
14     /**
15      * @param args the command line arguments
16     */
17     public static void main(String[] args) {
18         // TODO code application logic here
19         new Maze();
20     }
21     public Maze() {
22         JFrame frame = new JFrame();
23         frame.setTitle("Maze Game");
24         //frame.add(new board());
25         frame.setSize(200,100);
26         frame.setLocationRelativeTo(null);
27         frame.setVisible(true);
28         frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
29     }
}
```

Output - Maze (run) X

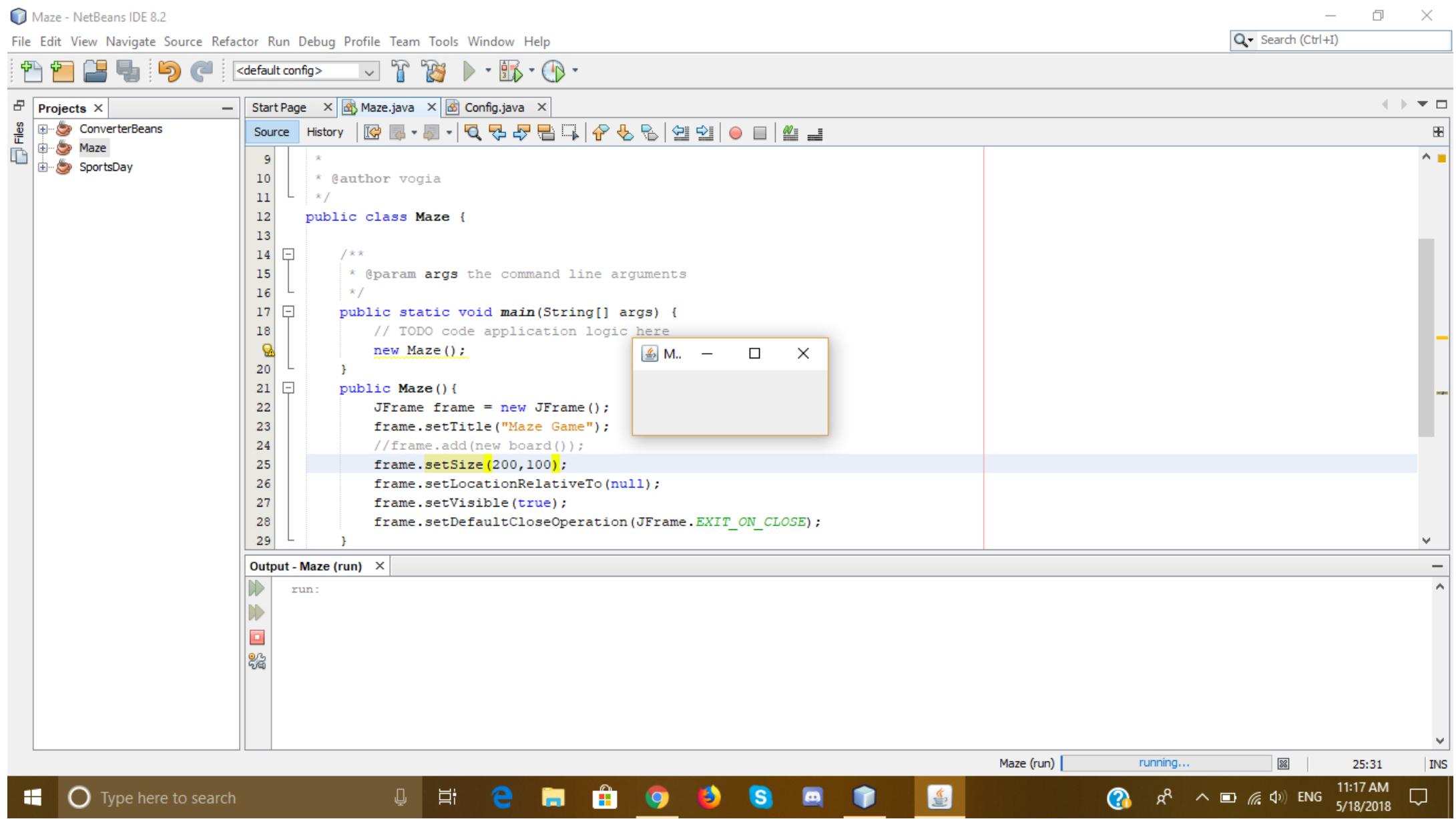
```
run:
BUILD SUCCESSFUL (total time: 2 seconds)
```



Type here to search



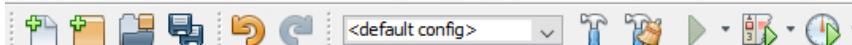
ENG 11:17 AM
5/18/2018



Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects

- ConverterBeans
- Maze
- SportsDay

Files

Maze.java

```
9  *
10 * @author vogia
11 */
12 public class Maze {
13
14     /**
15      * @param args the command line arguments
16     */
17     public static void main(String[] args) {
18         // TODO code application logic here
19         new Maze();
20     }
21     public Maze() {
22         JFrame frame = new JFrame();
23         frame.setTitle("Maze Game");
24         //frame.add(new board());
25         frame.setSize(900,600);
26         frame.setLocationRelativeTo(null);
27         frame.setVisible(true);
28         frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
29     }
}
```

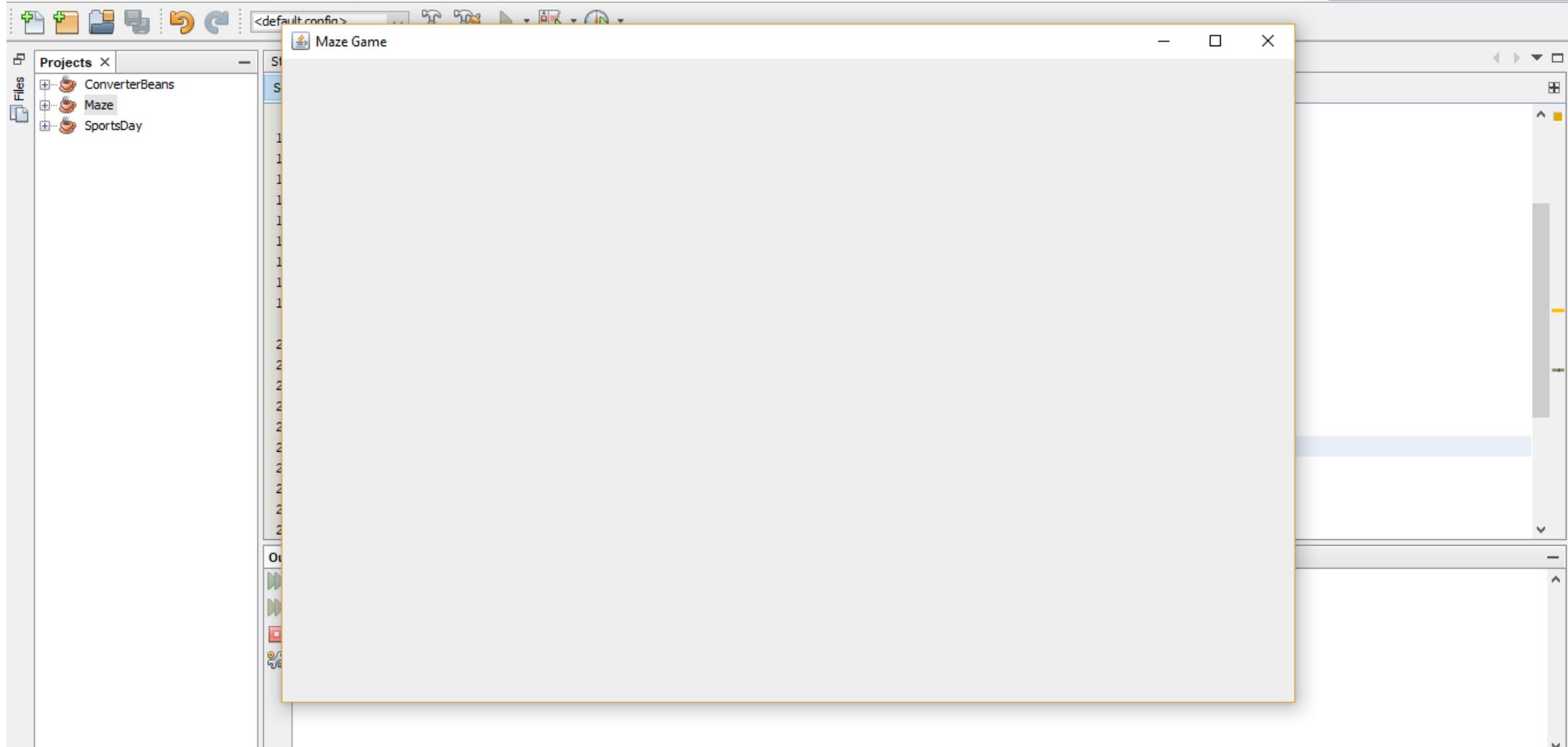
Output - Maze (run) ×

```
run:
```

Maze - NetBeans IDE 8.2

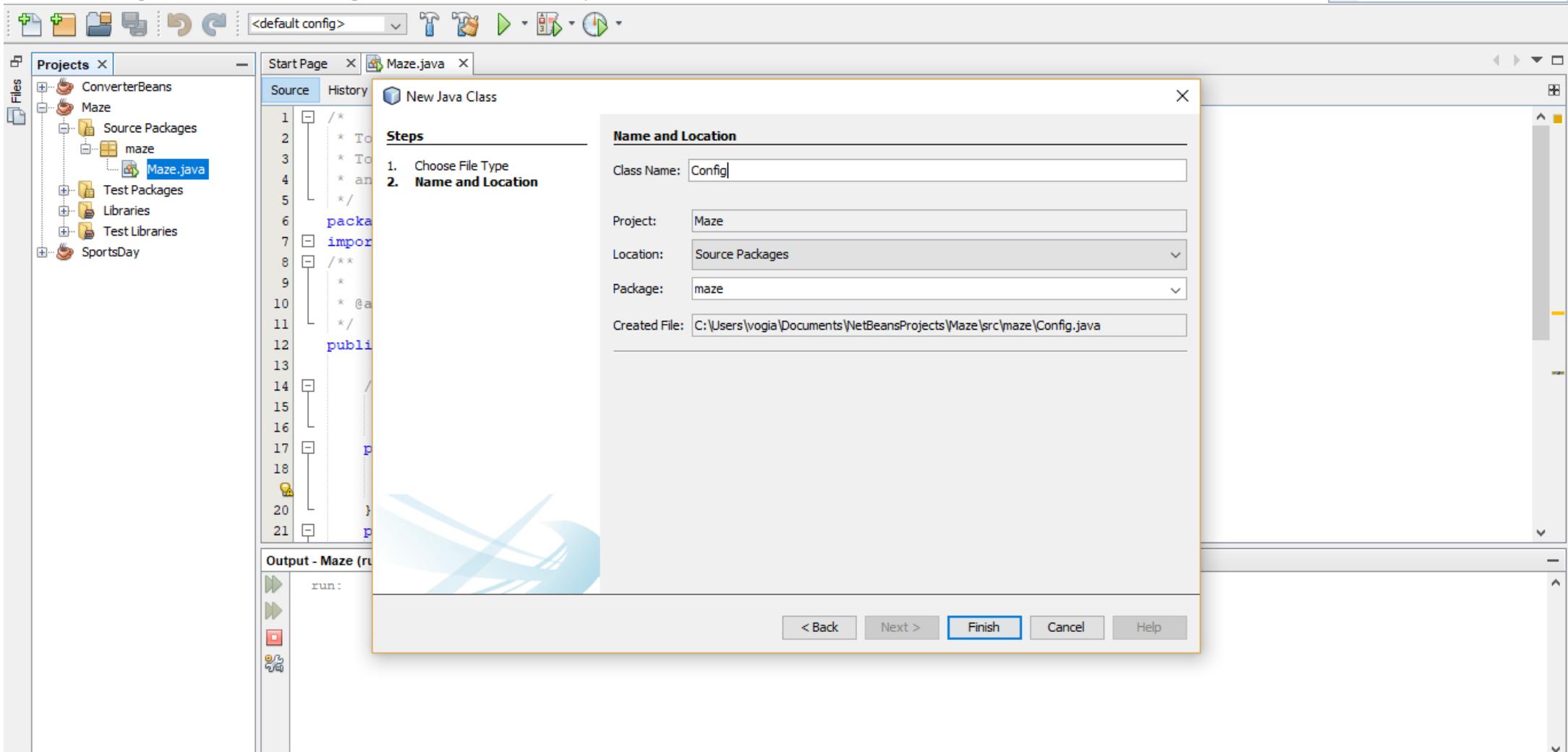
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Type here to search

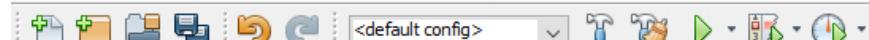




Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X
+ ConverterBeans
Maze
Source Packages
maze
Config.java
Maze.java
Test Packages
Libraries
Test Libraries
SportsDay

Start Page X Maze.java X Config.java X

Source History | |

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6 package maze;
7
8 /**
9 *
10 * @author vogia
11 */
12 public class Config extends JPanel implements ActionListener{
13
14 }
15
```

Output - Maze (run) X

```
run:  
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)
```



Type here to search



12:61 ENG
5/18/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

Source History

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6 package maze;
7
8 import java.awt.event.*;
9 import javax.swing.*;
10
11 /**
12  *
13  * @author vogia
14  */
15 public class Config extends JPanel implements ActionListener{
16 }
17
18 }
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)
```



Type here to search



11:28 AM
ENG
5/18/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X
+ ConverterBeans
Maze
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+ maze
+ Config.java
+ Maze.java
Test Packages
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Source History | 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

```
    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        // TODO code application logic here
        new Maze();
    }
    public Maze() {
        JFrame frame = new JFrame();
        frame.setTitle("Maze Game");

        frame.add(new Config());

        frame.setSize(900,600);
        frame.setLocationRelativeTo(null);
        frame.setVisible(true);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    }
}
```

Output - Maze (run) X

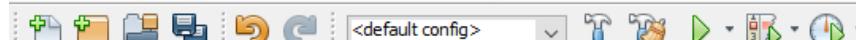
run:
 BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)

1 25:33 INS
Type here to search ENG 11:29 AM
5/18/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X
+ ConverterBeans
Maze
Source Packages
maze
Config.java
Maze.java
Test Packages
Libraries
Test Libraries
SportsDay

Source History |
6 package maze;
7
8 import java.awt.event.*;
9 import javax.swing.*;
10
11 /**
12 *
13 * @author vogia
14 */
15 public class Config extends JPanel implements ActionListener{
16
17 public Config(){
18 timer = new Timer(25, this);
19 }
20 public void actionPerformed(ActionEvent e) {
21 }
22 }
23
24 }

Output - Maze (run) X
 run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)

Type here to search

18:36 | INS

11:33 AM
5/18/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

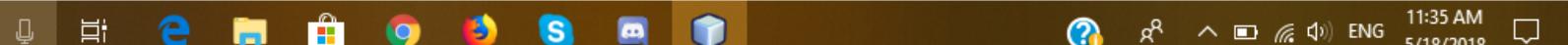
Source History

```
6 package maze;
7
8 import java.awt.event.*;
9 import javax.swing.*;
10
11 /**
12 *
13 * @author vogia
14 */
15 public class Config extends JPanel implements ActionListener{
16
17     private Timer timer;
18
19     public Config(){
20         timer = new Timer(25, this);
21     }
22
23     public void actionPerformed(ActionEvent e) {
24
25     }
26 }
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)
```

Type here to search



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

Source History

```
16     private Timer timer;
17
18
19     public Config(){
20         timer = new Timer(25, this);
21         timer.start();
22     }
23     public void ActionPerform(ActionEvent e) {
24
25     }
26
27     public void paint(Graphics g) {
28         super.paint(g);
29     }
30 }
31 }
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)
```

cannot find symbol symbol: class Graphics location: class Config

27:31

INS

Type here to search

27:31 11:39 AM ENG 5/18/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

Source History

/* To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.

*/
package maze;

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

/*
 * @author vogia
 */
public class Config extends JPanel implements ActionListener{

 private Timer timer;

 public Config(){
 timer = new Timer(25, this);
 }
}

Output - Maze (run) X

run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)



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8:25 11:39 AM
ENG 5/18/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X Start Page X Maze.java X Config.java X

Source History

/* To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.

*/
package maze;

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

/*
 * @author vogia
 */
public class Config extends JPanel implements ActionListener{

 private Timer timer;

 public Config(){
 timer = new Timer(25, this);
 }
}

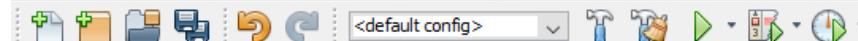
Output - Maze (run) X

run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X
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Maze
+ Source Packages
+ maze
+ Config.java
+ Maze.java
+ Test Packages
+ Libraries
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SportsDay

Source History |

```
19  
20     public Config(){  
21         timer = new Timer(25, this);  
22         timer.start();  
23     }  
24     public void ActionPerform(ActionEvent e) {  
25     }  
26  
27     public void paint(Graphics g) {  
28         super.paint(g);  
29         g.fillRect(0,0,32,32);  
30     }  
31 }  
32 }  
33 }
```

Output - Maze (run) X

run:
 BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)

30:31 | INS
Type here to search | 11:42 AM
5/18/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

Source History

19
20 public Config(){
21 timer = new Timer(25, this);
22 timer.start();
23 }
24 public void ActionPerform(ActionEvent e) {
25
26 }
27
28 public void paint(Graphics g) {
29 super.paint(g);
30 g.fillColor(Color green);
31 g.fillRect(0, 0, 32, 32);
32 }
33 }
34 }

Output - Maze (run) X

run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)

Type here to search

30:34 11:43 AM 5/18/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X

Source History

```
19
20     public Config(){
21         timer = new Timer(25, this);
22         timer.start();
23     }
24     public void ActionPerform(ActionEvent e) {
25
26     }
27
28     public void paint(Graphics g) {
29         super.paint(g);
30         g.setColor(Color.green);
31         g.fillRect(0, 0, 32, 32);
32     }
33
34 }
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 5 minutes 37 seconds)
```



Type here to search



11:43 AM
ENG
5/18/2018

Projects X Start Page X Maze.java X Config.java X

Source History

```
13 *  
14 * @author vogia  
15 */  
16 public class Config extends JPanel implements ActionListener{  
17  
18     private Timer timer;  
19  
20     public Config(){  
21         timer = new Timer(25);  
22         timer.start();  
23     }  
24     public void actionPerformed(ActionEvent e){  
25         repaint();  
26     }  
27  
28     public void paint(Graphics g){  
29         super.paint(g);  
30  
31         g.setColor(Color.green);  
32         g.fillRect(0,0,32,32);  
33     }  
34 }
```

Run Project

One or more projects were compiled with errors.
Application you are running may end unexpectedly.

Always run without asking

Run Anyway Cancel

Output - Maze (run) X

run:

Maze - NetBeans IDE 8.2

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Projects X Start Page X Maze.java X Config.java X

Source History

```
13 * @author vogia
14 */
15 public class Config extends JPanel implements ActionListener{
16
17     private Timer timer;
18
19     public Config(){
20         timer = new Timer(25, this);
21         timer.start();
22     }
23
24     public void actionPerformed(ActionEvent e) {
25
26     }
27
28     public void paint(Graphics g) {
29         super.paint(g);
30
31         g.setColor(Color.green);
32         g.fillRect(0,0,32,32);
33     }
}
```

Output - Maze (run) X

```
run:
C:\Users\vogia\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:48:
Cancelled by user.
BUILD FAILED (total time: 23 seconds)
```

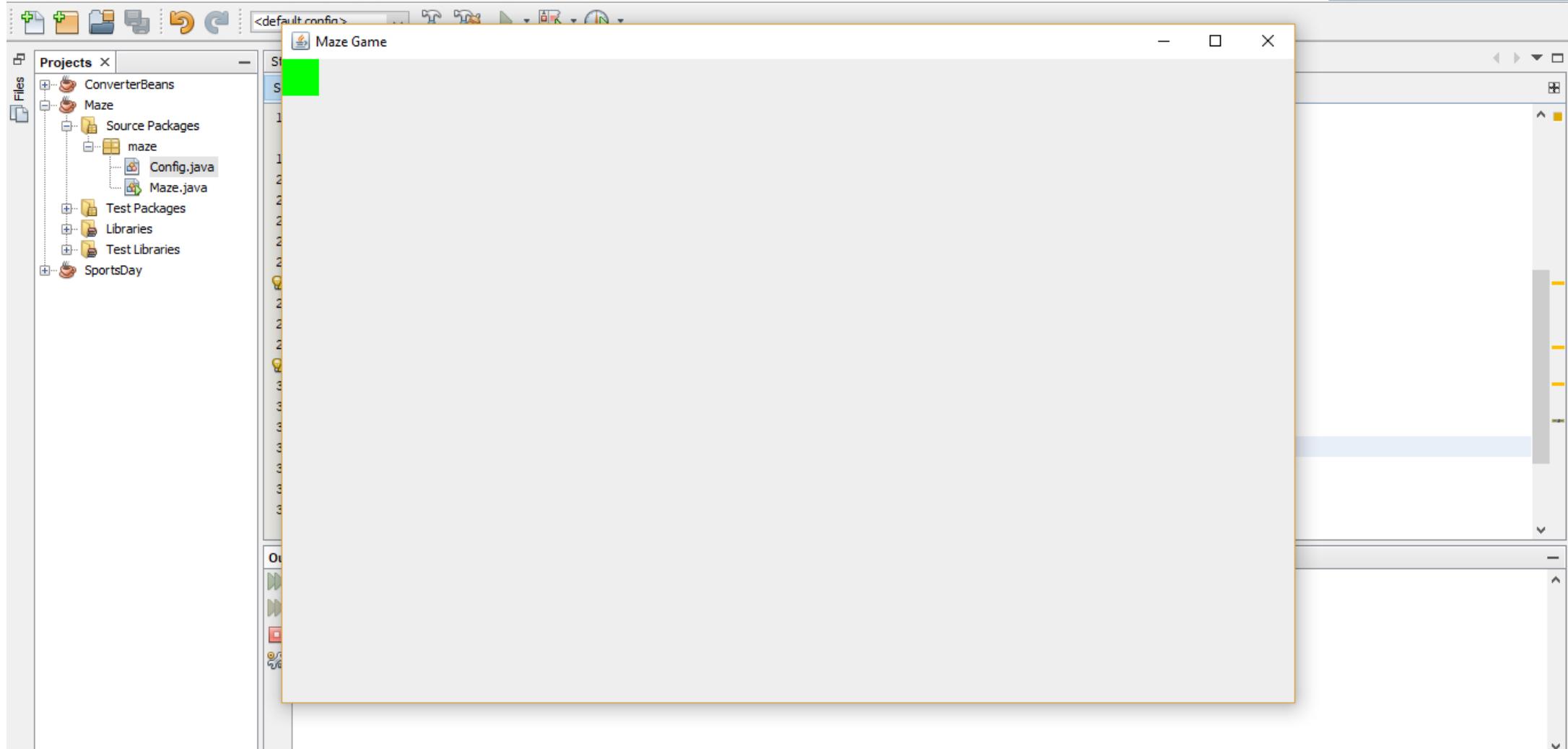
Missing javadoc.

① | 24:32 | INS
ENG 11:45 AM
5/18/2018

Maze - NetBeans IDE 8.2

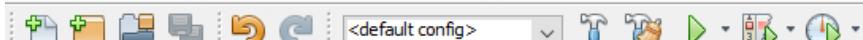
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



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Projects X

- + ConverterBeans
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 - maze
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 - Maze.java
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SportsDay

Files

<default config>

Start Page X Maze.java X Config.java X

Source History

New Java Class

Steps

1. Choose File Type
2. Name and Location

```
7 import ...
8 import ...
9 import ...
10 /**
11 */
12 /**
13 */
14 /**
15 */
16 public ...
17 ...
18 ...
19 ...
20 ...
21 ...
22 ...
23 ...
24 ...
25 ...
26 ...
27 }
```

Output - Maze (run)

run:
BUILD SUCCESSFUL

Name and Location

Class Name: Map

Project: Maze

Location: Source Packages

Package: maze

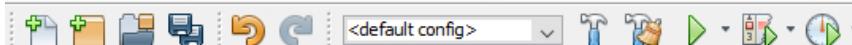
Created File: C:\Users\vogia\Documents\NetBeansProjects\Maze\src\maze\Map.java

< Back Next > Finish Cancel Help

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

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Start Page X Maze.java X Config.java X Map.java X

Source History | |

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6 package maze;
7
8 /**
9 *
10 * @author vogia
11 */
12 public class Map {
13     public Map(){
14         openFile();
15         readFile();
16         closeFile();
17     }
18
19 }
20
21 }
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 8 minutes 31 seconds)
```



Type here to search

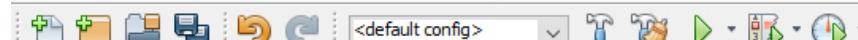


11:59 AM
ENG
5/18/2018

Maze - NetBeans IDE 8.2

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Projects X
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Map.java
Maze.java
Test Packages
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Start Page X Maze.java X Config.java X Map.java X

Source History |

```
11 */  
12     public class Map {  
13         public Map(){  
14             openFile();  
15             readFile();  
16             closeFile();  
17         }  
18  
19         public void openFile(){  
20     }  
21  
22         public void readFile(){  
23     }  
24  
25         public void closeFile(){  
26     }  
27  
28     }  
29  
30  
31 }
```

Output - Maze (run) X

```
run:  
BUILD SUCCESSFUL (total time: 8 minutes 31 seconds)
```



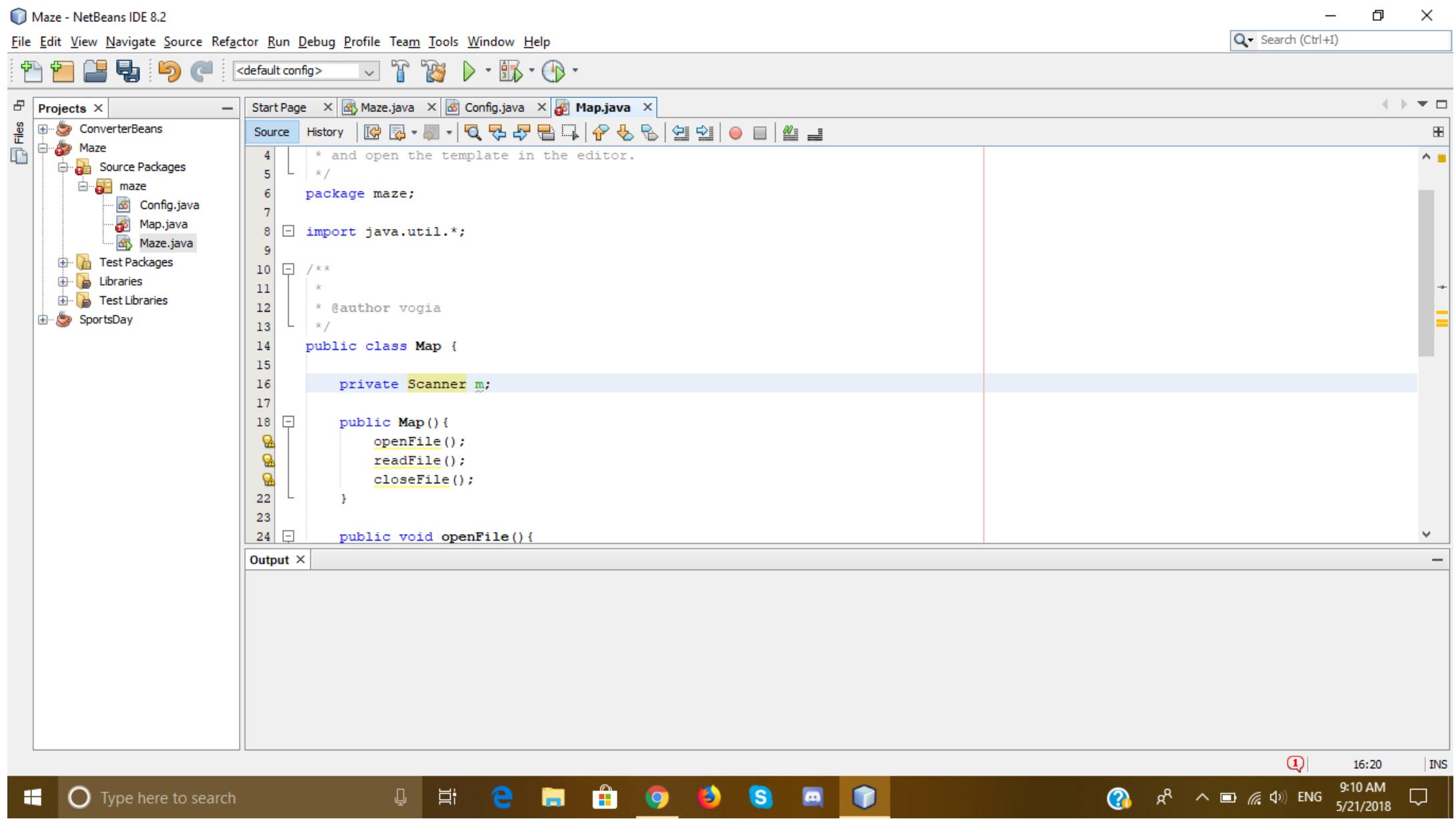
Type here to search



12:00 PM

ENG

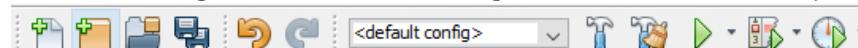
5/18/2018



Maze - NetBeans IDE 8.2

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 - Config.java
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Start Page X Maze.java X Config.java X Map.java X

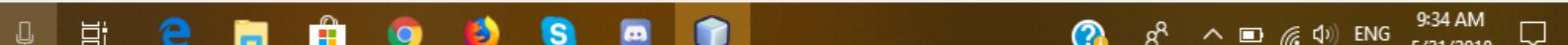
Source History

```
7 import java.io.*;
8 import java.util.*;
9
10 /**
11 *
12 * @author vogia
13 */
14
15 public class Map {
16
17     private Scanner m;
18
19     public Map() {
20         openFile();
21         readFile();
22         closeFile();
23     }
24
25     public void openFile() {
26         m = new Scanner(new File("m"));
27     }

```

Output X

Type here to search

8:17 | INS
9:34 AM
5/21/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

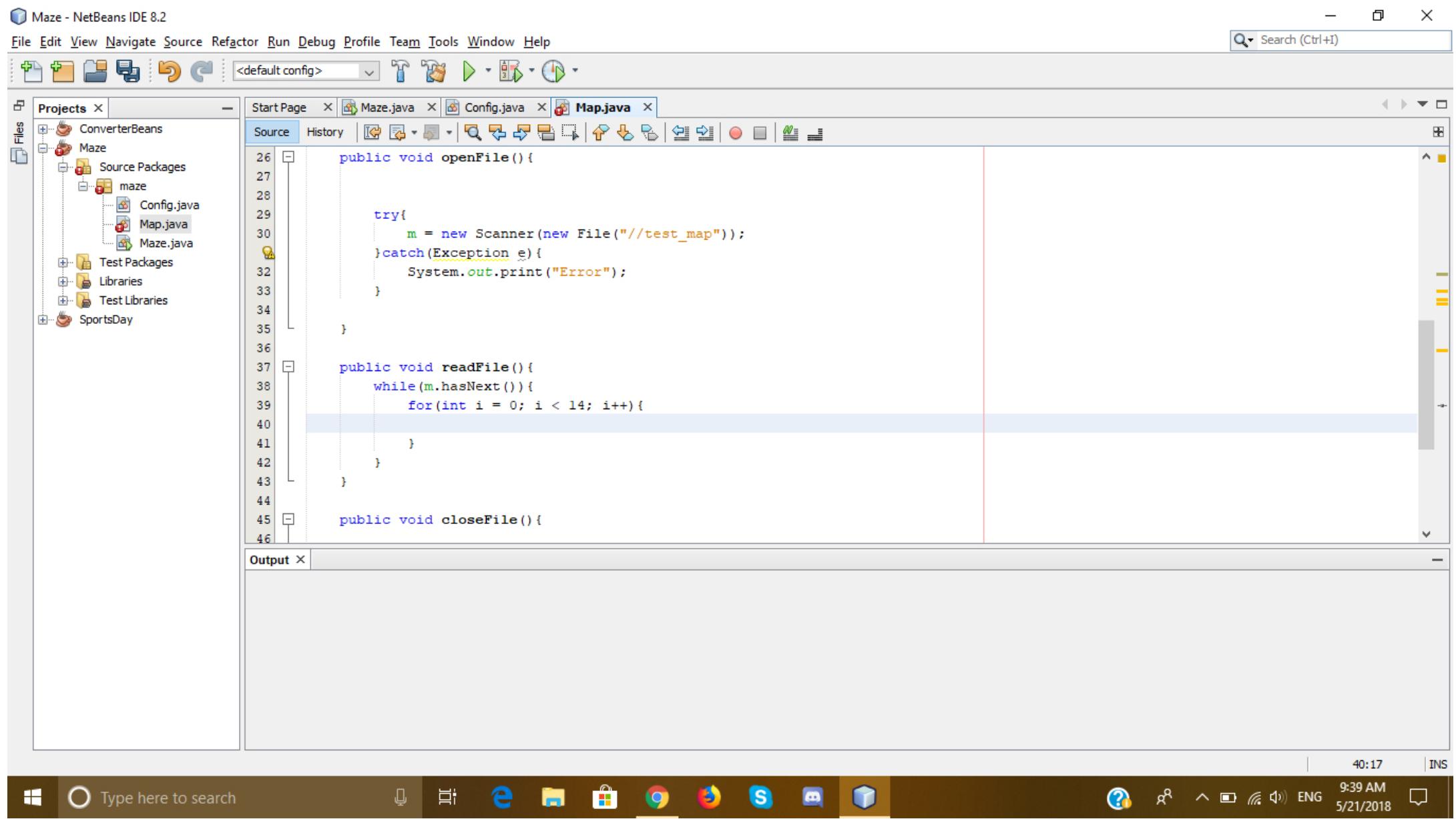
Source History

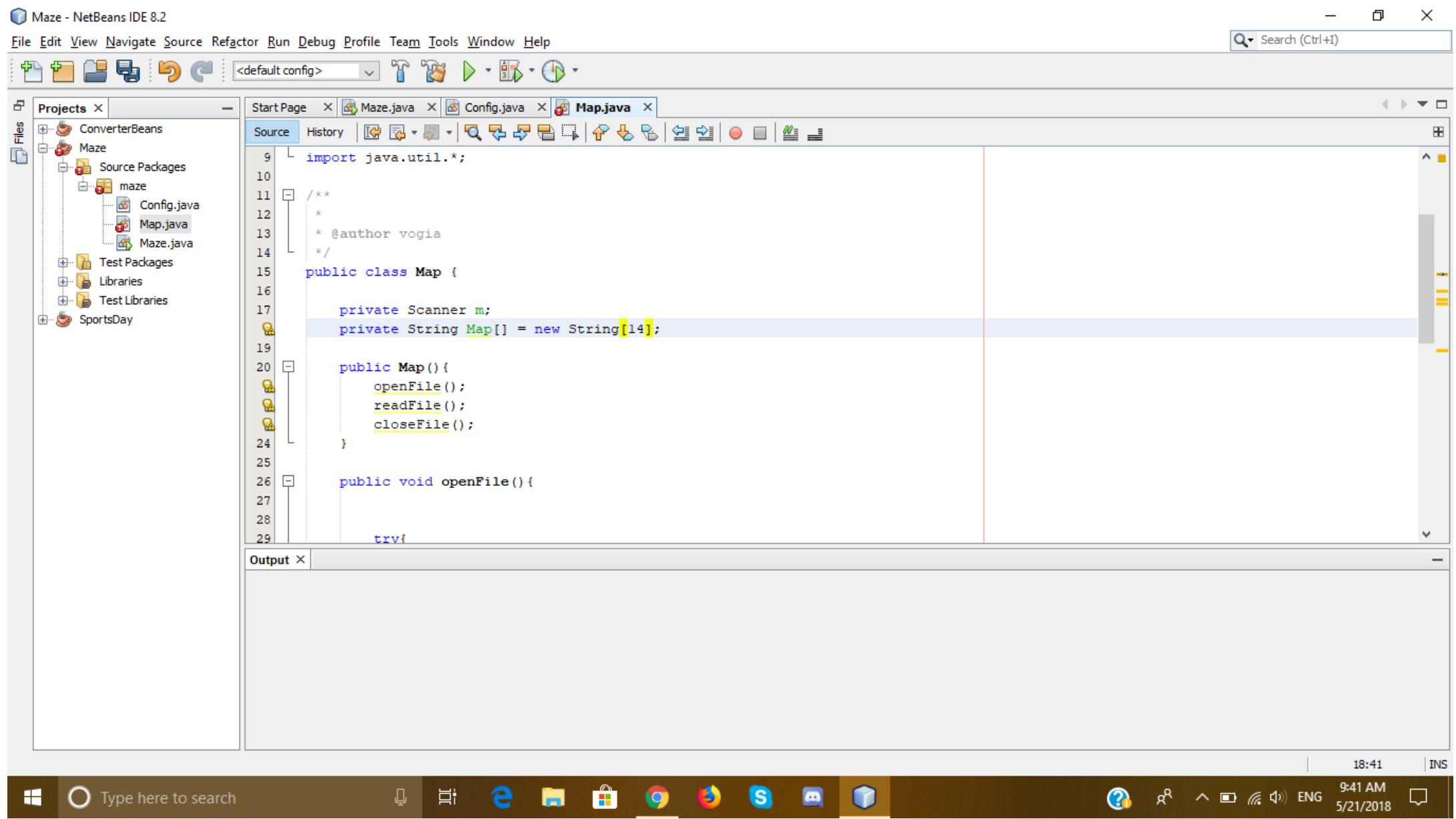
```
19 public Map () {  
20     openFile();  
21     readFile();  
22     closeFile();  
23 }  
24  
25 public void openFile () {  
26  
27     try{  
28         m = new Scanner(new File("//test_map"));  
29     }catch(Exception e){  
30         System.out.print("Error");  
31     }  
32 }  
33  
34 }  
35  
36 public void readFile () {  
37  
38 }  
39 }
```

Output X

Type here to search

31:39 9:36 AM 5/21/2018





Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

Source History

```
15 public class Map {  
16     private Scanner m;  
17     private String Map[] = new String[14];  
18  
19     public Map(){  
20         openFile();  
21         readFile();  
22         closeFile();  
23     }  
24  
25     public String getMap(int x, int y){  
26         String index = Map[y].substring(x, x + 1);  
27         return index;  
28     }  
29  
30     public void openFile(){  
31         try{  
32             m = new Scanner(new File("//test map"));  
33         }  
34     }  
35 }
```

Output X



Type here to search



28:22

INS

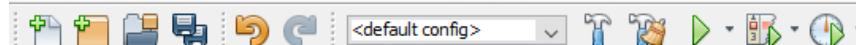
9:47 AM

5/21/2018

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X

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 - maze
 - Config.java
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 - Test Libraries
- + SportsDay

Start Page X Maze.java X Config.java X Map.java X

Source History

```
8 import java.awt.*;
9 import java.awt.event.*;
10 import javax.swing.*;
11
12 /**
13 *
14 * @author vogia
15 */
16 public class Config extends JPanel implements ActionListener{
17
18     private Timer timer;
19     private Map m;
20
21     public Config(){
22         m = new Map();
23
24         timer = new Timer(25, this);
25         timer.start();
26     }
27
28     public void actionPerformed(ActionEvent e) {

```

Output X



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22:23

INS

9:49 AM
5/21/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

Source History

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6 package maze;
7
8 import java.io.*;
9 import java.util.*;
10
11 /**
12 *
13 * @author vogia
14 */
15 public class Map {
16
17     private Scanner m;
18     private String Map[] = new String[14];
19     private Image floor;
20     private Image wall;
21
22     public Map(){
23         openFile();
24         readFile();
25         closeFile();
26     }
27
28     public String getMap(int x, int y){
29         String index = Map[y].substring(x,x + 1);
30         return index;
31     }
32 }
```

Windows Type here to search

20:24 11:43 AM 5/23/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Config.java, Map.java, Maze.java.
- Editor:** Maze.java (selected). The code is as follows:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package maze;

import java.awt.*;
import java.io.*;
import java.util.*;

/**
 *
 * @author vogia
 */
public class Map {

    private Scanner m;
    private String Map[] = new String[14];
    private Image floor,
        wall;

    public Map() {
        openFile();
        readFile();
        closeFile();
    }

    public String getMap(int x, int y) {
        String index = Map[y].substring(x,x + 1);
        return index;
    }
}
```

Type here to search



1 21:24 INS
11:44 AM 5/23/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

Source History

```
16 */  
17     public class Map {  
18  
19         private Scanner m;  
20         private String Map[] = new String[14];  
21         private Image floor,  
22                         wall;  
23  
24         public Map() {  
25  
26             ImageIcon image = new ImageIcon("//");  
27             floor = image.getImage();  
28             image = new ImageIcon("//");  
29             wall = image.getImage();  
30  
31             openFile();  
32             readFile();  
33             closeFile();  
34         }  
35  
36         public String getMap(int x, int y){  
37             String index = Map[y].substring(x,x + 1);  
38             return index;  
39         }  
40  
41         public void openFile(){  
42             try{  
43                 m = new Scanner(new File("//"));  
44             }catch(Exception e){  
45                 System.out.println("Error");  
46             }  
47         }
```

Type here to search

29:33 11:50 AM 5/23/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

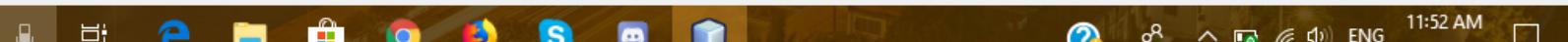
Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

Source History

```
public Map () {  
    ImageIcon image = new ImageIcon("//");  
    floor = image.getImage();  
    image = new ImageIcon("//");  
    wall = image.getImage();  
  
    openFile();  
    readFile();  
    closeFile();  
}  
  
public Image makeFloor(){  
    return floor;  
}  
  
public Image makeWall(){  
    return wall;  
}  
  
public String getMap(int x, int y){  
    String index = Map[y].substring(x,x + 1);  
    return index;  
}  
  
public void openFile(){  
    try{  
        m = new Scanner(new File("//"));  
    }catch(Exception e){  
        System.out.println("Error");  
    }  
}
```

Type here to search



41:21 | INS
11:52 AM
5/23/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X run.xml X

Source History

```
public void actionPerformed(ActionEvent e) {  
    }  
  
    public void paint(Graphics g) {  
        super.paint(g);  
  
        for(int y = 0; y < 14; y++){  
            for(int x = 0; x < 14; x++){  
                if(m.getMap(x, y).equals("g")){  
                    g.drawImage(m.makeFloor(),x * 32,y * 32, null);  
                }  
                if(m.getMap(x, y).equals("w")){  
                    g.drawImage(m.makeWall(),x * 32,y * 32, null);  
                }  
            }  
        }  
    }  
}
```

Output - Maze (run) X

run:
Error
Exception in thread "main" java.lang.NullPointerException
at maze.Map.readFile(Map.java:60)
at maze.Map.<init>(Map.java:33)
at maze.Config.<init>(Config.java:23)
at maze.Maze.<init>(Maze.java:25)
at maze.Maze.main(Maze.java:19)
C:\Users\vogia\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:53: Java returned: 1
BUILD FAILED (total time: 1 second)

Type here to search

2:30 PM 5/25/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X

Source History

15 * @param args the command line arguments
16 */
17 public static void main(String[] args) {
18 // TODO code application logic here
19 new Maze();
20 }
21 public Maze(){
22 JFrame frame = new JFrame();
23 frame.setTitle("Maze Game");
24
25 frame.add(new Config());
26
27 frame.setSize(896,576);
28 frame.setLocationRelativeTo(null);
29 frame.setVisible(true);
30 frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
31 }
32 }
33 }
34 }

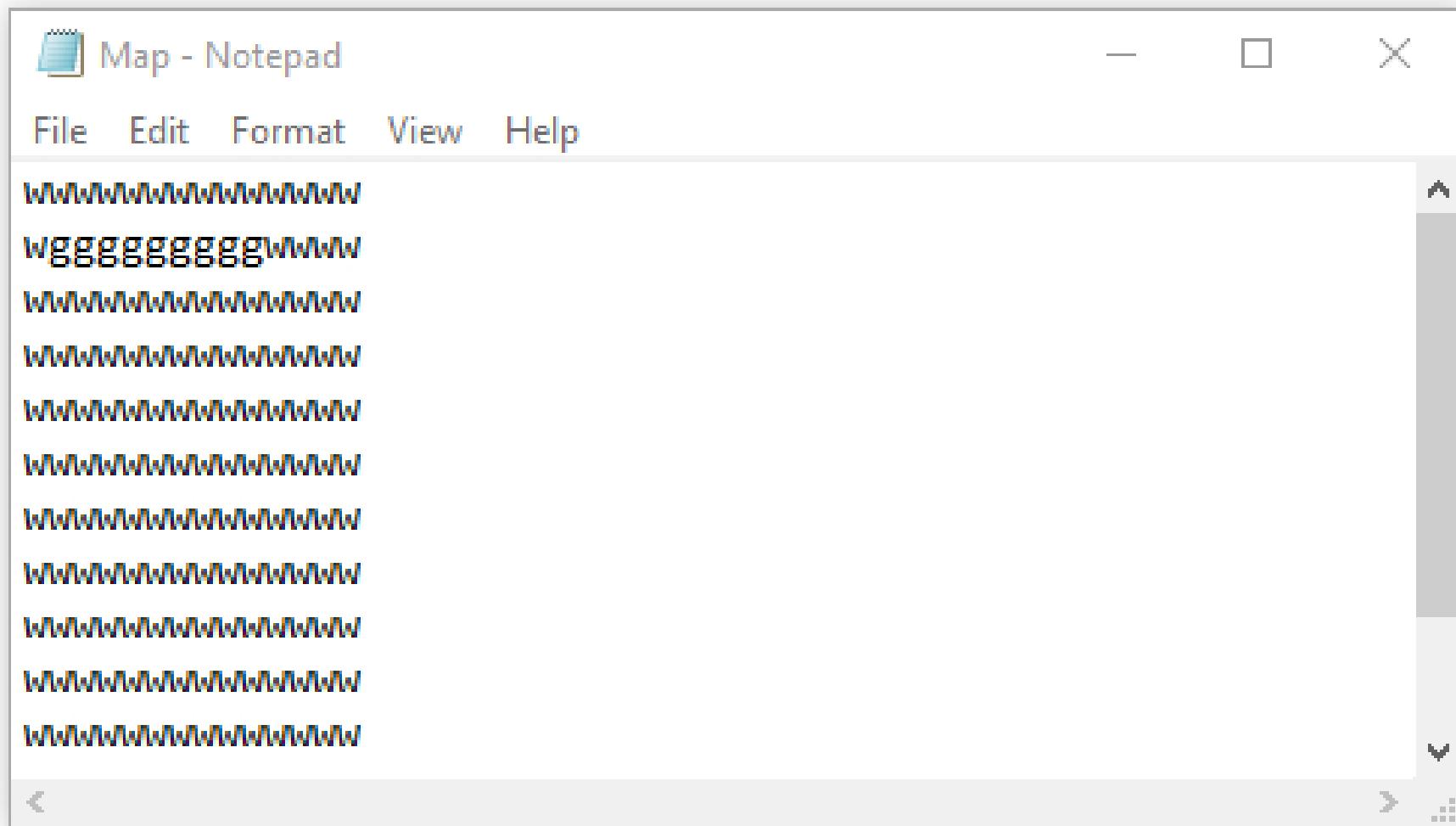
Output - Maze (run) X

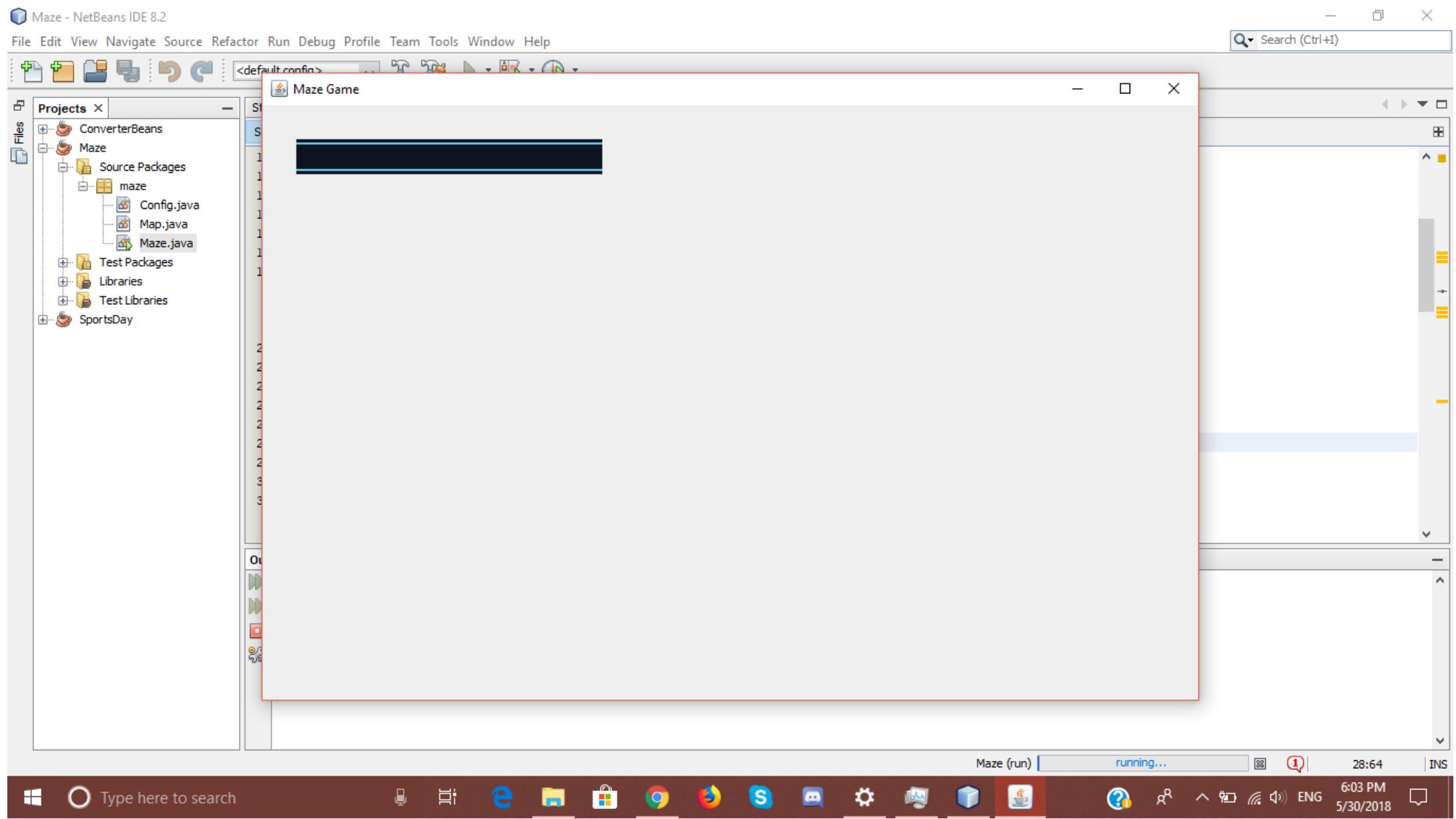
run:
Error
Exception in thread "main" java.lang.NullPointerException
at maze.Map.readFile(Map.java:60)
at maze.Map.<init>(Map.java:33)
at maze.Config.<init>(Config.java:23)
at maze.Maze.<init>(Maze.java:25)
at maze.Maze.main(Maze.java:19)
C:\Users\vogia\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:53: Java returned: 1
BUILD FAILED (total time: 1 second)

Type here to search

2:39 PM 27:30 INS

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5/25/2018





Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

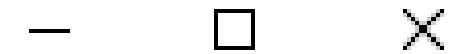
- Projects:** Maze (selected), ConverterBeans, Test Packages, Libraries, Test Libraries, SportsDay.
- Maze Project:** Source Packages → maze → Config.java, Map.java, Maze.java.
- Maze.java (Source tab):**

```
public void actionPerformed(ActionEvent e) {  
    ...  
}  
  
public void paint(Graphics g) {  
    super.paint(g);  
  
    for(int y = 0; y < 14; y++){  
        for(int x = 0; x < 14; x++){  
            if(m.getMap(x, y).equals("f")){  
                g.drawImage(m.makeFloor(), x * 32, y * 32, null);  
            }  
            if(m.getMap(x, y).equals("w")){  
                g.drawImage(m.makeWall(), x * 32, y * 32, null);  
            }  
        }  
    }  
}
```
- Output - Maze (run):** Shows the command "run:" followed by three icons: a green play button, a yellow play button, and a red square.
- Bottom Taskbar:** Includes icons for File, Home, Start, Task View, Edge Hub, Microsoft Edge, File Explorer, Google Chrome, Microsoft Store, Mozilla Firefox, OneDrive, Mail, Calendar, Photos, Control Panel, Settings, File Explorer, Task View, Edge Hub, Microsoft Edge, File Explorer, Google Chrome, Microsoft Store, Mozilla Firefox, OneDrive, Mail, Calendar, Photos, Control Panel, Settings, and a search bar.

Type here to search

6:20 PM 5/30/2018

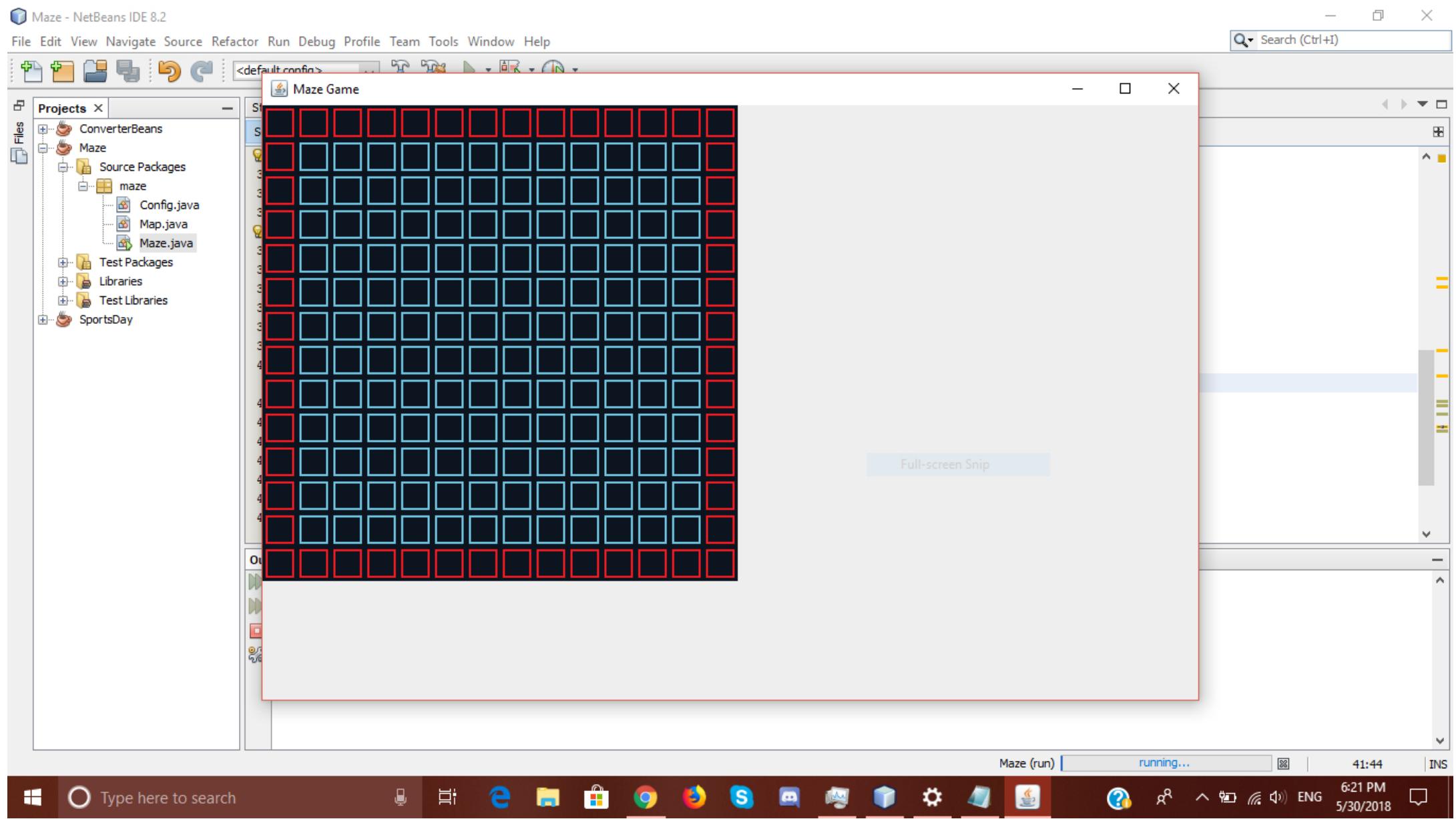
Map - Notepad

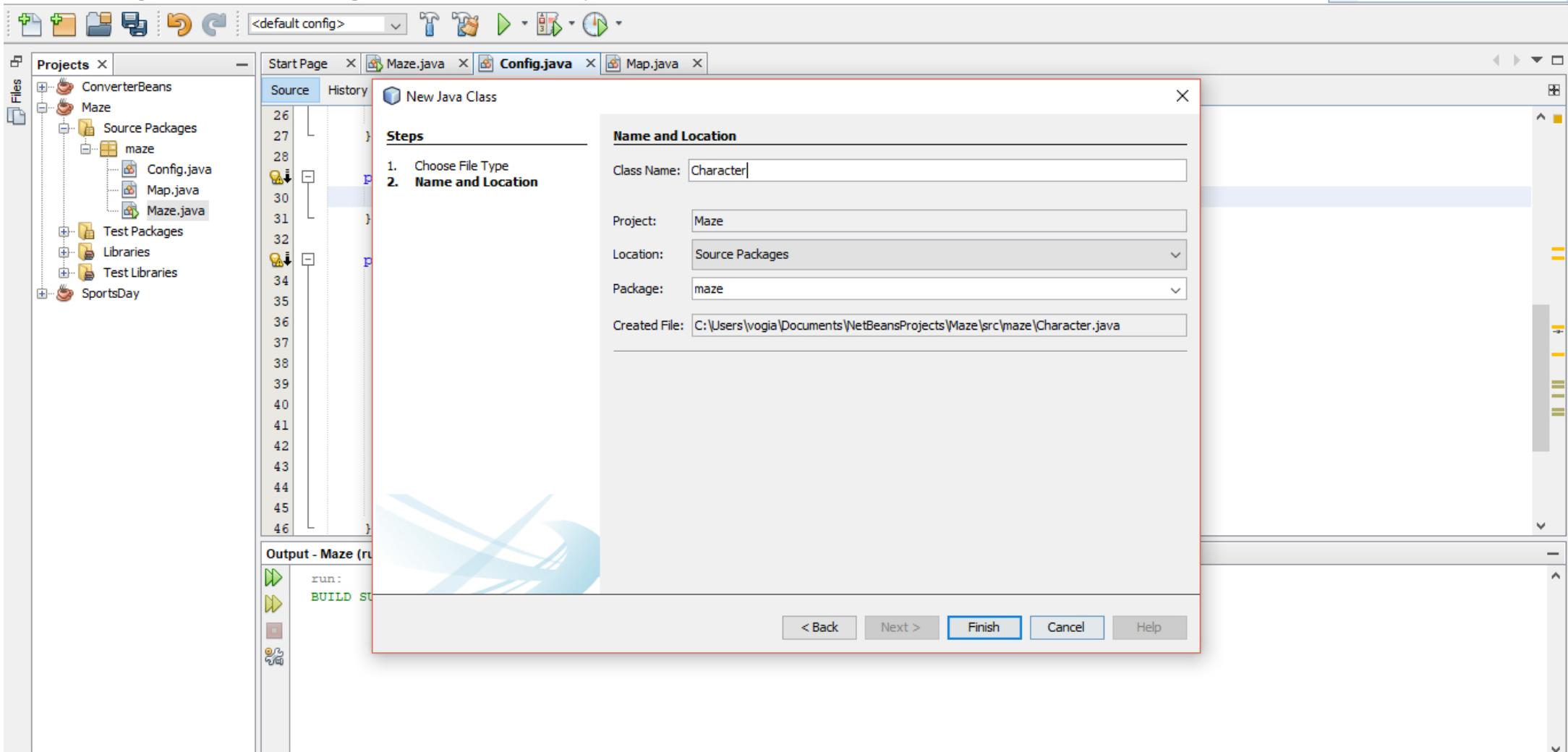


File Edit Format View Help

w w w w w w w w w w w w w
w f f f f f f f f f f f f w
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Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects Tab:** Shows the project structure under the "Maze" project.
 - Source Packages: maze
 - Character.java
 - Config.java
 - Map.java
 - Maze.java
- Code Editor:** Displays the `Character.java` file content.

```
7  /**
8  *
9  * @author vogia
10 */
11
12 public class Character {
13
14     private x, y, blockX, blockY;
15
16     public Character(){
17
18     }
19
20     public void move(int dx, int dy, int bx, int by){
21
22     }
23
24 }
```
- Output Tab:** Shows the build log for the "Maze" run.

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Type here to search



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5/30/2018

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Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

```
private int x, y, blockX, blockY;
private Image character;
public Character(){
    ImageIcon img = new ImageIcon("");
    character = img.getImage();
    x = 32;
    y = 32;
    blockX = 1;
    blockY = 1;
}
public Image getCharacter(){
    return character;
}
public void move(int dx, int dy, int bx, int by){
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

```
public Image getCharacter() {
    return character;
}

public int getX() {
    return x;
}

public int getY() {
    return y;
}

public int getBlockX() {
    return blockX;
}

public int getBlockY() {
    return blockY;
}

public void move(int dx, int dy, int bx, int by) {
    ...
}
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE interface with the following details:

- Projects:** Maze (Source Packages: maze, Character.java, Config.java, Map.java, Maze.java; Test Packages: ; Libraries: ; Test Libraries: ; SportsDay:).
- Files:** Maze.java, Config.java, Map.java, Character.java.
- Editor:** The Character.java file is open, showing Java code for a character class. The code includes methods for drawing walls and handling keyboard input (keyPressed, keyReleased, keyTyped).
- Output:** The Output - Maze (run) window shows the build results:

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Type here to search



1 | 59:13 | INS
7:21 PM
5/30/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

Character.java

```
public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();
        if (keyletter == KeyEvent.VK_W){
        }
        if (keyletter == KeyEvent.VK_S){
        }
        if (keyletter == KeyEvent.VK_A){
        }
        if (keyletter == KeyEvent.VK_D){
        }
    }
}
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

Character.java

```
public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();
        if (keyletter == KeyEvent.VK_W){
            c.move(0, -32, 0, -1);
        }
        if (keyletter == KeyEvent.VK_S){
            c.move(-32, 0, -1, 0);
        }
        if (keyletter == KeyEvent.VK_A){
            c.move(32, 0, 1, 0);
        }
        if (keyletter == KeyEvent.VK_D){
    
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

Character.java

```
32 }
33 }
34 }
35     public void paint(Graphics g) {
36         super.paint(g);
37
38         for(int y = 0; y < 14; y++) {
39             for(int x = 0; x < 14; x++) {
40                 if(m.getMap(x, y).equals("f")){
41                     g.drawImage(m.makeFloor(),x * 32,y * 32, null);
42                 }
43                 if(m.getMap(x, y).equals("w")){
44                     g.drawImage(m.makeWall(),x * 32,y * 32, null);
45                 }
46             }
47         }
48
49         g.drawImage(c.getCharacter(), c.getX(), c.getY(), null);
50     }
51
52     public class AI extends KeyAdapter{
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 26 minutes 57 seconds)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Code Editor:** Maze.java (highlighted). The code handles key presses for movement:

```
public void keyPressed(KeyEvent e) {
    int keyletter = e.getKeyCode();

    if (keyletter == KeyEvent.VK_W) {
        c.move(0, -32, 0, -1);
    }

    if (keyletter == KeyEvent.VK_S) {
        c.move(0, 32, 0, 1);
    }

    if (keyletter == KeyEvent.VK_A) {
        c.move(-32, 0, -1, 0);
    }

    if (keyletter == KeyEvent.VK_D) {
        c.move(32, 0, 1, 0);
    }
}
```
- Output Window:** Output - Maze (run) shows a stack trace for a NullPointerException:

```
run:
Exception in thread "AWT-EventQueue-0" java.lang.NullPointerException
at maze.Config.paint(Config.java:48)
at javax.swing.JComponent.paintToOffscreen(JComponent.java:5210)
at javax.swing.RepaintManager$PaintManager.paintDoubleBuffered(RepaintManager.java:1579)
at javax.swing.RepaintManager$PaintManager.paint(RepaintManager.java:1502)
at javax.swing.RepaintManager.paint(RepaintManager.java:1272)
at javax.swing.JComponent._paintImmediately(JComponent.java:5158)
at javax.swing.JComponent.paintImmediately(JComponent.java:4969)
at javax.swing.RepaintManager$4.run(RepaintManager.java:831)
```

Type here to search



7:43 PM

5/30/2018

ENG

INS

The screenshot shows the NetBeans IDE interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Code Editor:** Maze.java (selected tab). The code implements a JPanel that extends ActionListener. It initializes a Timer, a Map, and a Character object. It overrides actionPerformed and paint methods.

```
15  */
16  public class Config extends JPanel implements ActionListener{
17
18      private Timer timer;
19      private Map m;
20      private Character c;
21
22      public Config(){
23
24          m = new Map();
25          c = new Character();
26          timer = new Timer(25, this);
27          timer.start();
28      }
29
30
31      public void actionPerformed(ActionEvent e) {
32          repaint();
33      }
34
35      public void paint(Graphics g) {
36          super.paint(g);
37      }
38  }
```

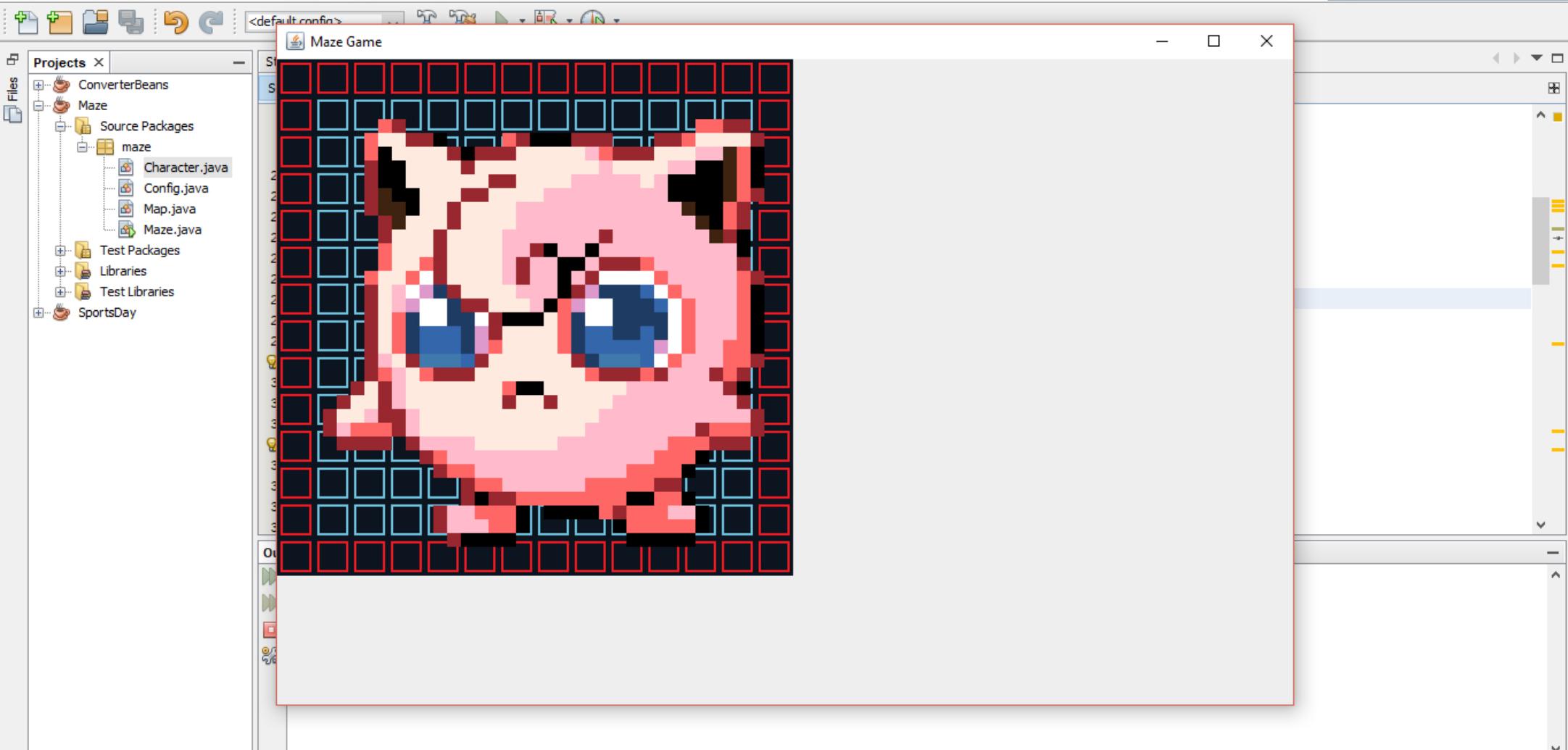
- Output:** Maze (run) window showing a stack trace of a NullPointerException.

```
run:
Exception in thread "AWT-EventQueue-0" java.lang.NullPointerException
    at maze.Config.paint(Config.java:48)
    at javax.swing.JComponent.paintToOffscreen(JComponent.java:5210)
    at javax.swing.RepaintManager$PaintManager.paintDoubleBuffered(RepaintManager.java:1579)
    at javax.swing.RepaintManager$PaintManager.paint(RepaintManager.java:1502)
    at javax.swing.RepaintManager.paint(RepaintManager.java:1272)
    at javax.swing.JComponent._paintImmediately(JComponent.java:5158)
    at javax.swing.JComponent.paintImmediately(JComponent.java:4969)
    at javax.swing.RepaintManager$4.run(RepaintManager.java:831)
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Maze (run) running... 7:48 PM 27:23 INS

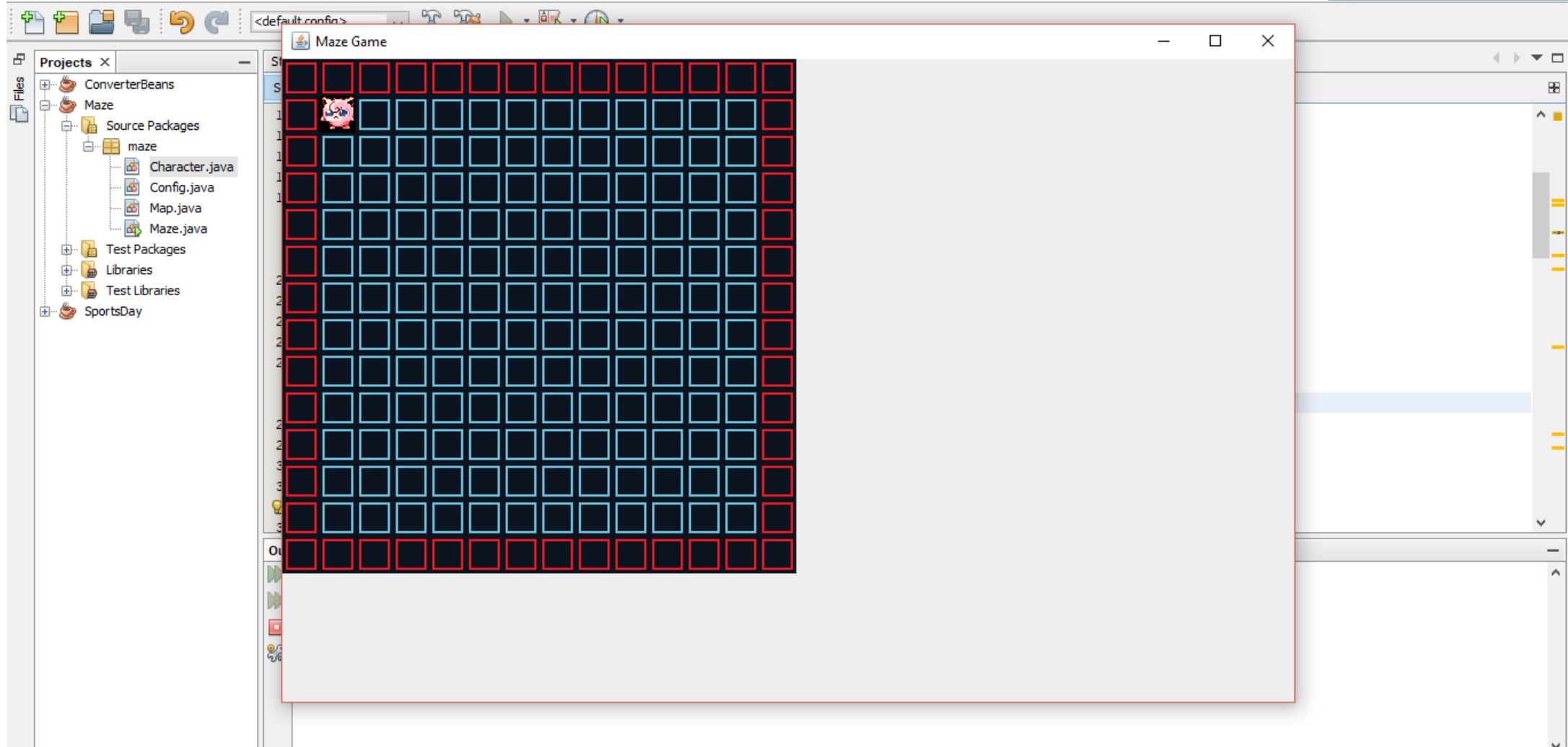


7:48 PM
5/30/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Type here to search



Maze (run) running... 27:28 8:15 PM 5/30/2018 INS

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, Test Packages, Libraries, Test Libraries, SportsDay.
- Maze Project Structure:** Source Packages → maze → Character.java, Config.java, Map.java, Maze.java.
- Code Editor:** Maze.java (selected). The code implements a `Config` class extending `JPanel` and implementing `ActionListener`. It initializes a `Map`, a `Character`, and a `Timer`. It adds a key listener and starts the timer. The `actionPerformed` method repaints the panel.
- Output:** Shows the output of the run configuration "Maze (run)" with the message "run:".

```
13  * @author vogia
14  */
15
16  public class Config extends JPanel implements ActionListener{
17
18      private Timer timer;
19      private Map m;
20      private Character c;
21
22  public Config(){
23
24      m = new Map();
25      c = new Character();
26      addKeyListener(new Al());
27      setFocusable(true);
28      timer = new Timer(25, this);
29      timer.start();
30  }
31
32  public void actionPerformed(ActionEvent e) {
33      repaint();
```

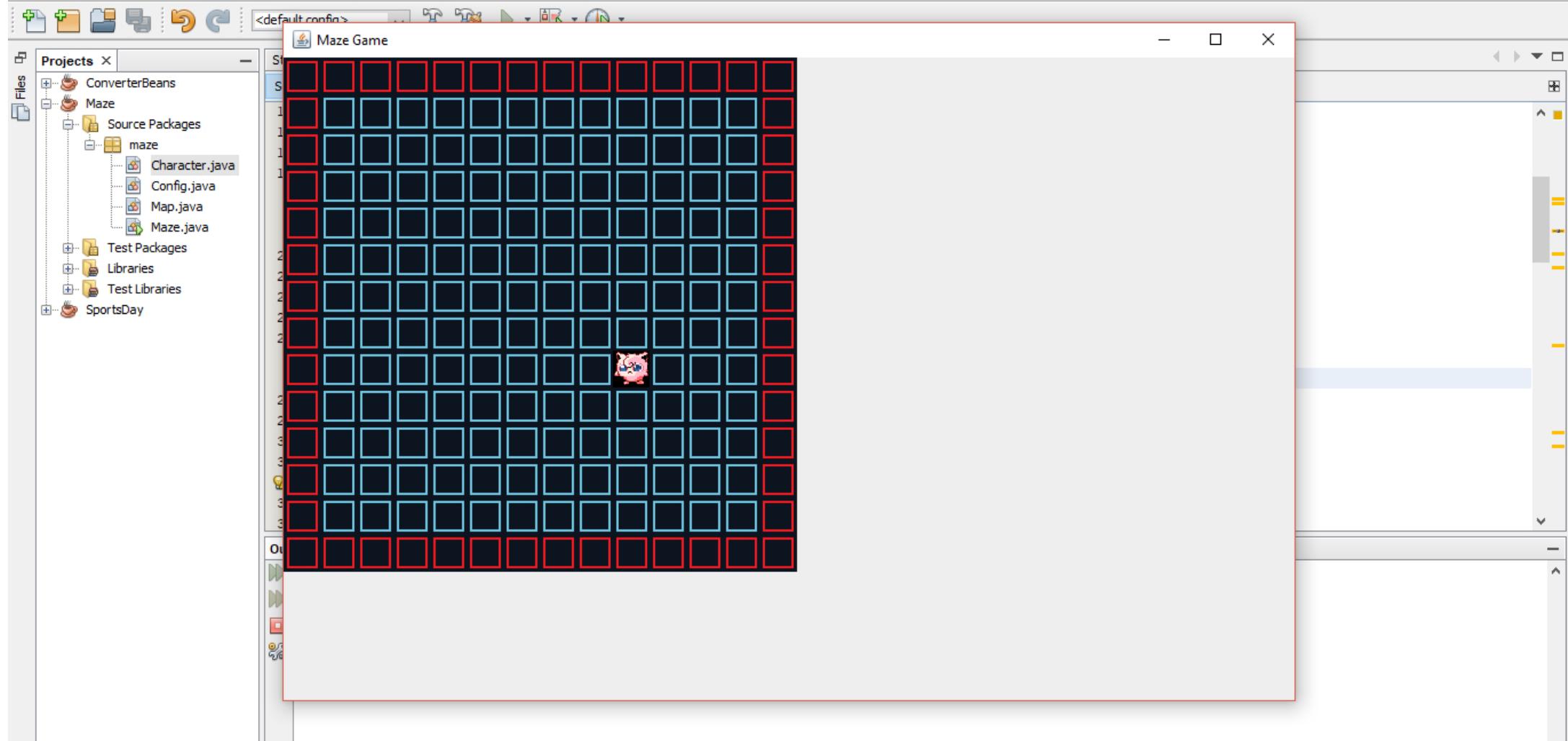
Type here to search

Maze (run) | running... | 27:28 | INS
8:15 PM 5/30/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Maze (run) | running... | 8:18 PM | 27:28 | INS

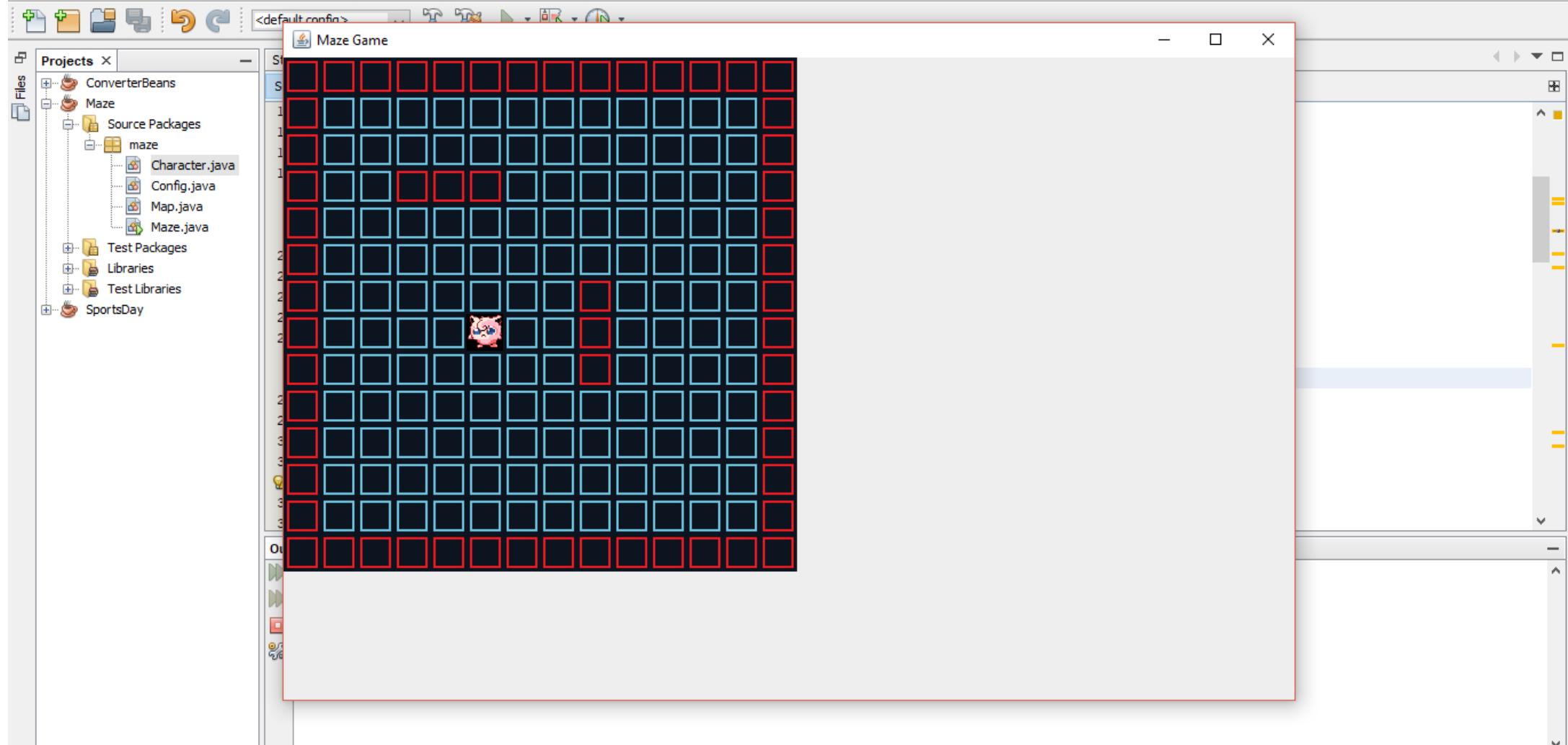
Type here to search



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



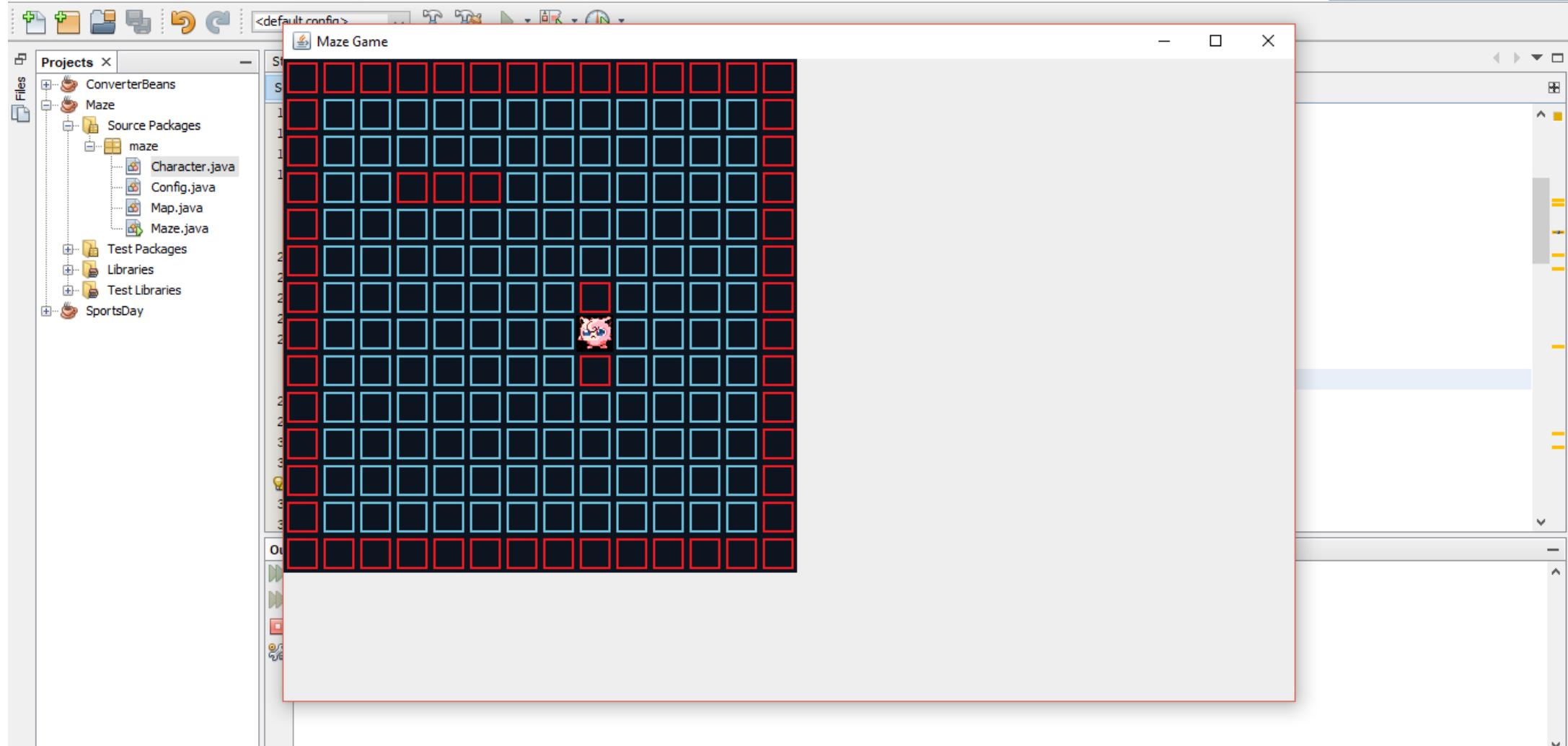
Type here to search



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Maze (run) | running... | 8:20 PM 5/30/2018

Type here to search



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

```
public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();

        if (keyletter == KeyEvent.VK_W){
            c.move(0, -1);
        }

        if (keyletter == KeyEvent.VK_S){
            c.move(0, 1);
        }

        if (keyletter == KeyEvent.VK_A){
            c.move(-1, 0);
        }

        if (keyletter == KeyEvent.VK_D){
            c.move(1, 0);
        }
    }
}
```

Output - Maze (run) X

```
run:
BUILD SUCCESSFUL (total time: 82 minutes 32 seconds)
```

Type here to search



1 50:44 INS
9:43 PM 5/30/2018

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Maze.java (Source Tab):** Java code for painting a maze.

```
super.paint(g);

for(int y = 0; y < 14; y++){
    for(int x = 0; x < 14; x++){
        if(m.getMap(x, y).equals("f")){
            g.drawImage(m.makeFloor(),x * 32,y * 32, null);
        }
        if(m.getMap(x, y).equals("w")){
            g.drawImage(m.makeWall(),x * 32,y * 32, null);
        }
    }
}

g.drawImage(c.getCharacter(), c.getBlockX() * 32, c.getBlockY() * 32, null);
```
- Al.java (Source Tab):** Java code for a KeyAdapter.

```
public class Al extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();
```
- Output - Maze (run):** Shows the build log:

```
run:
BUILD SUCCESSFUL (total time: 10 seconds)
```

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Open File:** Maze.java
- Code Content:** Java code for the AI class, which extends KeyAdapter and handles key presses for movement (W, S, A, D) while avoiding walls.

```
public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e) {
        int keyletter = e.getKeyCode();
        if (keyletter == KeyEvent.VK_W) {
            if (!m.getMap(c.getBlockX(), c.getBlockY() - 1).equals("w")) {
                c.move(0, -1);
            }
        }
        if (keyletter == KeyEvent.VK_S) {
            if (!m.getMap(c.getBlockX(), c.getBlockY() - 1).equals("w")) {
                c.move(0, 1);
            }
        }
        if (keyletter == KeyEvent.VK_A) {
            if (!m.getMap(c.getBlockX() - 1, c.getBlockY()).equals("w")) {
                c.move(-1, 0);
            }
        }
        if (keyletter == KeyEvent.VK_D) {
            if (!m.getMap(c.getBlockX() + 1, c.getBlockY()).equals("w")) {
                c.move(1, 0);
            }
        }
    }
}
```

The screenshot shows the NetBeans IDE 8.2 interface with a Java project named "Maze". The "Source" tab is selected in the editor bar. The code in the editor is for a class named "AI" which extends "KeyAdapter". The code handles key presses for movement (W, S, A, D) while avoiding walls in a map.

```
public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();

        if (keyletter == KeyEvent.VK_W){
            if(!m.getMap(c.getBlockX(), c.getBlockY()-1).equals("w")){
                c.move(0, -1);
            }
        }

        if (keyletter == KeyEvent.VK_S){
            if(!m.getMap(c.getBlockX(), c.getBlockY()+1).equals("w")){
                c.move(0, 1);
            }
        }

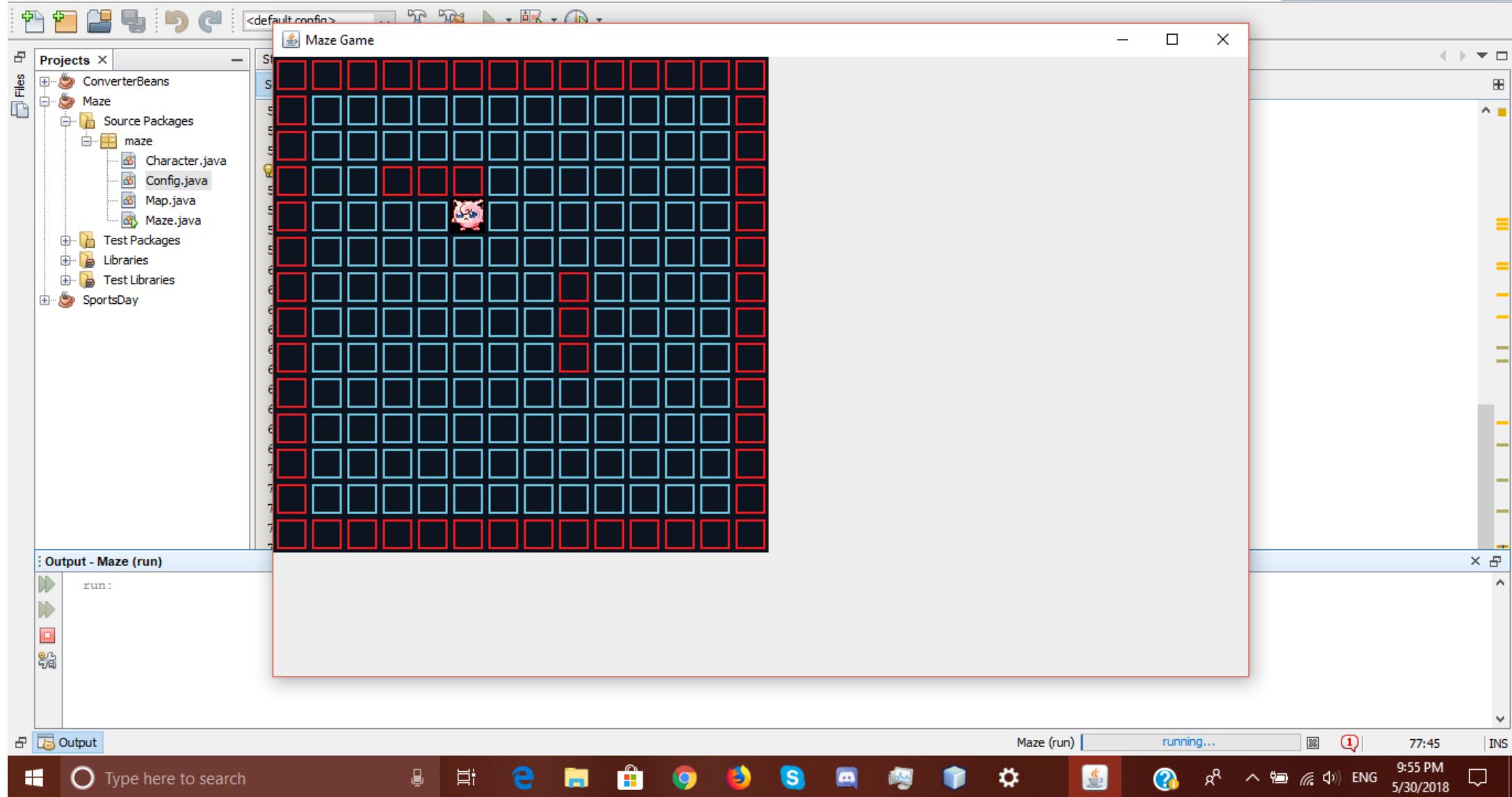
        if (keyletter == KeyEvent.VK_A){
            if(!m.getMap(c.getBlockX()-1, c.getBlockY()).equals("w")){
                c.move(-1, 0);
            }
        }

        if (keyletter == KeyEvent.VK_D){
            if(!m.getMap(c.getBlockX()+1, c.getBlockY()).equals("w")){
                c.move(1, 0);
            }
        }
    }
}
```

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

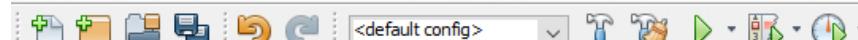
Search (Ctrl+I)



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X

- + ConverterBeans
- + Maze
 - Source Packages
 - maze
 - Character.java
 - Config.java
 - Map.java
 - Maze.java
 - Test Packages
 - Libraries
 - Test Libraries

SportsDay

Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History |

```
16  /*
17   * 
18   * public class Map {
19   * 
20   *     private Scanner m;
21   *     private String Map[] = new String[14];
22   *     private Image floor,
23   *                 exit,
24   *                 wall;
25   * 
26   *     public Map() {
27   * 
28   *         ImageIcon image = new ImageIcon("C://test//Resources//floor.png");
29   *         floor = image.getImage();
30   *         image = new ImageIcon("C://test//Resources//wall.png");
31   *         wall = image.getImage();
32   *         image = new ImageIcon("C://test//Resources//exit.png");
33   *         exit = image.getImage();
34   * 
35   *         openFileDialog();
36   *         readFile();
37   *         closeFileDialog();
38   *     }
39   * 
40   *     public Image makeFloor(){
41   *         return floor;
42   *     }
43   * 
44   *     public Image makeWall(){
45   *         return wall;
46   *     }
47 }
```

Output

Type here to search



32:33

INS

10:24 PM

5/30/2018

1

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Maze.java File Content:** Java code for a maze application. The code includes methods for setting focusable, starting a timer, performing actions, painting the screen, and drawing various map elements (exit, floor, wall) and the character using Graphics objects.

```
setFocusable(true);
timer = new Timer(25, this);
timer.start();

public void actionPerformed(ActionEvent e) {
    repaint();
}

public void paint(Graphics g) {
    super.paint(g);

    for(int y = 0; y < 14; y++){
        for(int x = 0; x < 14; x++){
            if(m.getMap(x, y).equals("e")){
                g.drawImage(m.makeExit(), x * 32, y * 32, null);
            }
            if(m.getMap(x, y).equals("f")){
                g.drawImage(m.makeFloor(), x * 32, y * 32, null);
            }
            if(m.getMap(x, y).equals("w")){
                g.drawImage(m.makeWall(), x * 32, y * 32, null);
            }
        }
    }

    g.drawImage(c.getCharacter(), c.getBlockX() * 32, c.getBlockY() * 32, null);
}

public class AI extends KeyAdapter{
```

Output

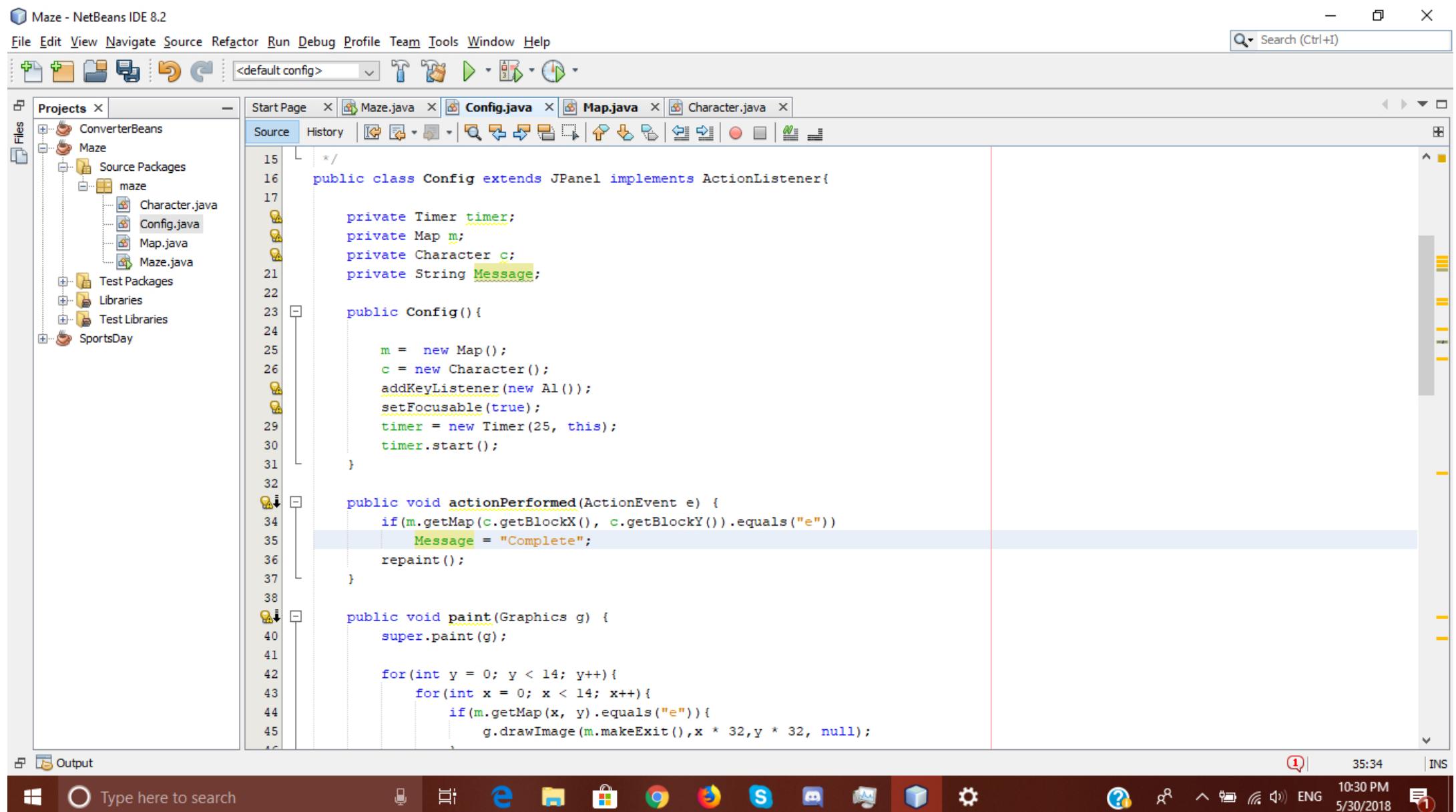
42:67 | INS

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5/30/2018





Map - Notepad



File Edit Format View Help

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Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



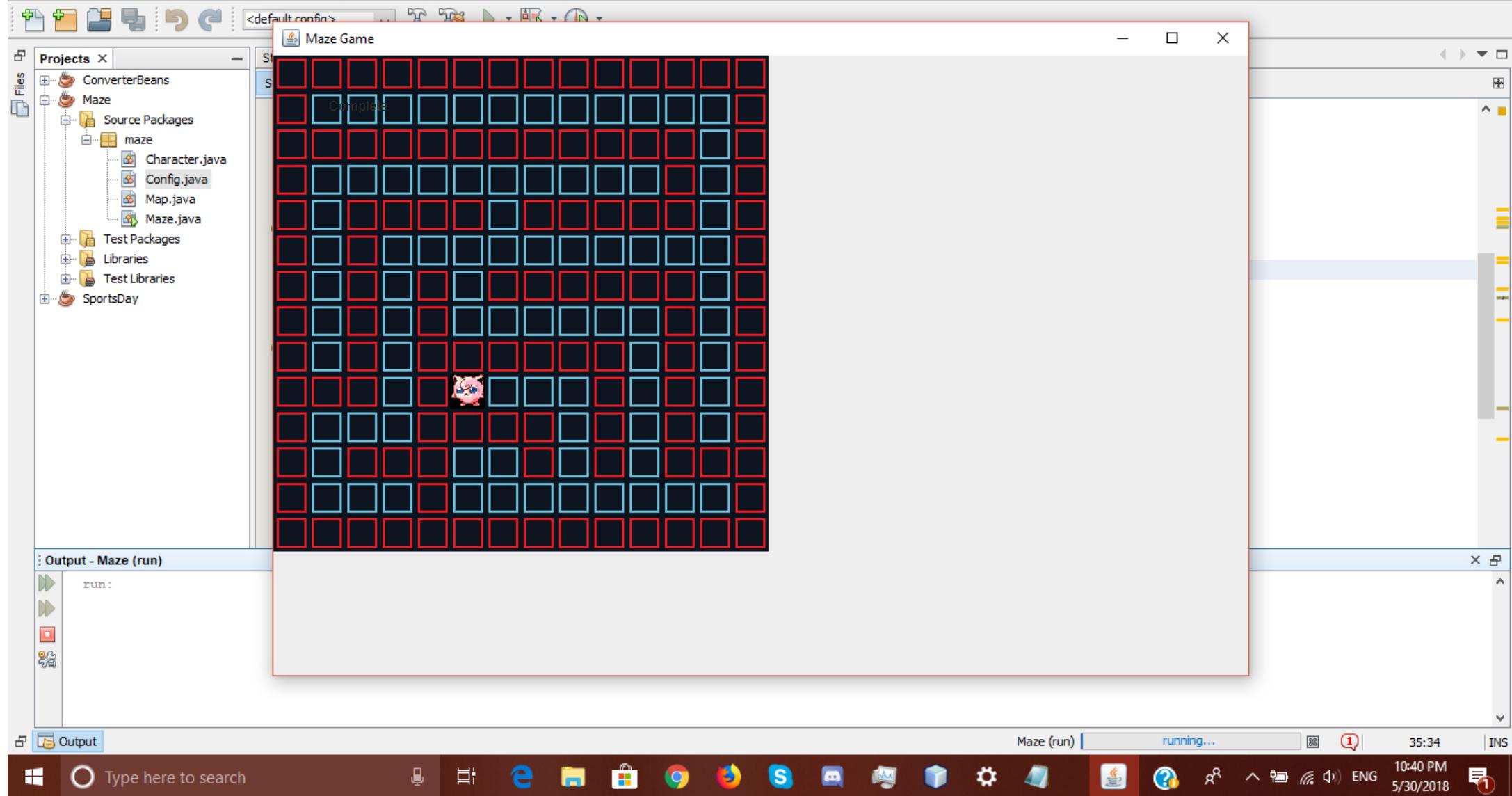
Type here to search

10:39 PM 5/30/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



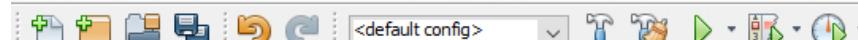
Type here to search

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Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X

- ConverterBeans
- Maze
 - Source Packages
 - maze
 - Character.java
 - Config.java
 - Map.java
 - Maze.java
 - Test Packages
 - Libraries
 - Test Libraries
- SportsDay

Start Page X Maze.java X Config.java X Map.java X Character.java X

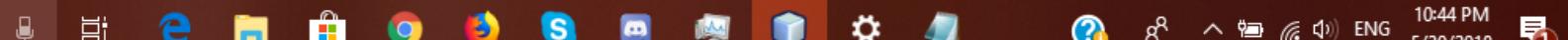
Source History |

```
13  /*
14   * @author vogia
15   */
16  public class Config extends JPanel implements ActionListener{
17
18      private Timer timer;
19      private Map m;
20      private Character c;
21      private String Message = "";
22      private Font font = new Font("Calibri", Font.BOLD, 48);
23      private boolean complete = false;
24
25      public Config(){
26
27          m = new Map();
28          c = new Character();
29          addKeyListener(new Al());
30          setFocusable(true);
31          timer = new Timer(25, this);
32          timer.start();
33      }
34
35      public void actionPerformed(ActionEvent e) {
36          if(m.getMap(c.getBlockX(), c.getBlockY()).equals("e"))
37              Message = "Complete";
38          repaint();
39      }
40
41      public void paint(Graphics g) {
42          super.paint(g);
43
44          for(int u = 0; u < 14; u++)
45          }
```

Output

23:38 | INS

Type here to search



10:44 PM

5/30/2018

Projects X Start Page X Maze.java X Config.java X Map.java X Character.java X

Source History

```
for(int x = 0; x < 14; x++){
    if(m.getMap(x, y).equals("e")){
        g.drawImage(m.makeExit(), x * 32, y * 32, null);
    }
    if(m.getMap(x, y).equals("f")){
        g.drawImage(m.makeFloor(), x * 32, y * 32, null);
    }
    if(m.getMap(x, y).equals("w")){
        g.drawImage(m.makeWall(), x * 32, y * 32, null);
    }
}
g.drawImage(c.getCharacter(), c.getBlockX() * 32, c.getBlockY() * 32, null);
g.setFont(font);
g.setColor(Color.white);
g.drawString(Message, 130, 210);

public class AI extends KeyAdapter{
    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();

        if (keyletter == KeyEvent.VK_W){
            if(!m.getMap(c.getBlockX(), c.getBlockY()-1).equals("w")){
                c.move(0, -1);
            }
        }

        if (keyletter == KeyEvent.VK_S){
            if(!m.getMap(c.getBlockX(), c.getBlockY()+1).equals("w")){
                c.move(0, 1);
            }
        }
    }
}
```

Output Finished building Maze (run).

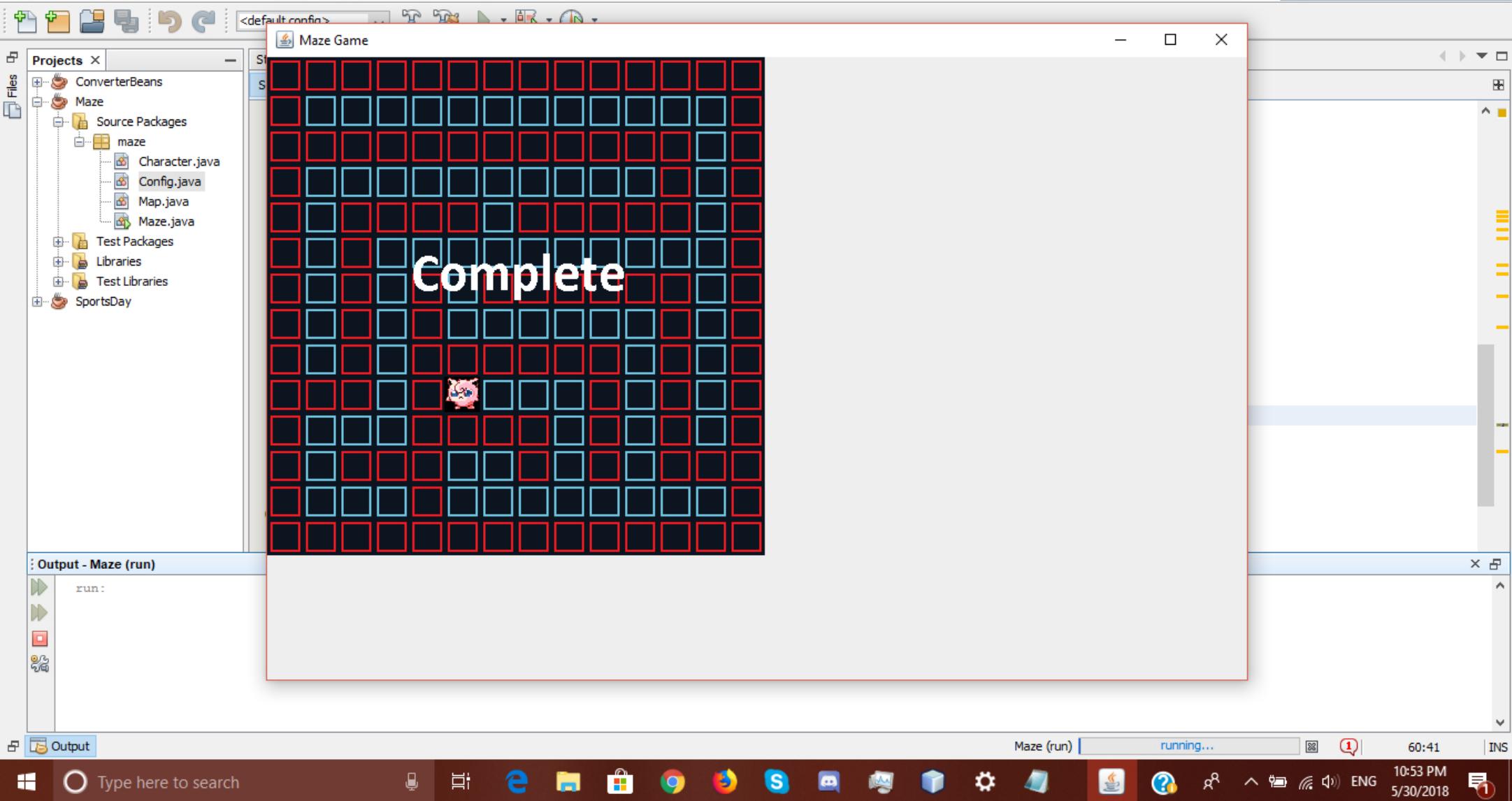
1 60:41 INS

Type here to search



10:50 PM

5/30/2018



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** Maze (selected), ConverterBeans, SportsDay.
- Maze Project Structure:** Source Packages > maze > Character.java, Config.java, Map.java, Maze.java.
- Open Files:** Maze.java, Config.java, Map.java, Character.java.
- Maze.java Content:** Java code for a maze game.

```
super.paint(g);

if(!complete){
    for(int y = 0; y < 14; y++){
        for(int x = 0; x < 14; x++){
            if(m.getMap(x, y).equals("e")){
                g.drawImage(m.makeExit(), x * 32, y * 32, null);
            }
            if(m.getMap(x, y).equals("f")){
                g.drawImage(m.makeFloor(), x * 32, y * 32, null);
            }
            if(m.getMap(x, y).equals("w")){
                g.drawImage(m.makeWall(), x * 32, y * 32, null);
            }
        }
    }
    if(complete){
        g.drawImage(c.getCharacter(), c.getBlockX() * 32, c.getBlockY() * 32, null);
        g.setFont(font);
        g.setColor(Color.white);
        g.drawString(Message, 130, 210);
    }
}

public class AI extends KeyAdapter{

    public void keyPressed(KeyEvent e){
        int keyletter = e.getKeyCode();

        if (keyletter == KeyEvent.VK_W){
```
- Output:** Maze (run) | running... |
- System Tray:** Shows various icons including a question mark, a gear, and network status.

Output

Type here to search



Maze (run)

running...

64:10

10:55 PM
5/30/2018

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GitHub, Inc. [US] | https://github.com/netnz2018/hy_vo/upload/master

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/Maze Game/Character.class
/Maze Game/Config\$AI.class
/Maze Game/Config.class
/Maze Game/Map.class
/Maze Game/Maze.class
/Maze Game/test/Resources/character.png
/Maze Game/test/Resources/exit.png
/Maze Game/test/Resources/floor.png
/Maze Game/test/Resources/Map.txt
/Maze Game/test/Resources/wall.png

 Commit changes

Add files via upload

Updated maze game folder where the player can complete the game, but there is only one room at the moment. Also, the image's file location will need to change depending on where the image will be located.

Commit directly to the master branch.
 Create a new branch for this commit and start a pull request. [Learn more about pull requests.](#)

Type here to search

I STILL HATE NetNZ Computer PDF 3.7A_3.8A_AR_F 3.7/8 - Google Maze Program Maze Game - Java making multiple java - How to in

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Boards Trello ... Show Menu

Maze Game - Java Developers Free Team Visible

Planning

The game will have a relative screen size of 900 x 600

Design the maze wall block.

Design the path block

Making move keys

Add a card...

Maze Walls

Code the wall block into the game.

Replicate the process with more wall blocks.

Code the rest into the game in different position.

Add a card...

Maze Path

Cod the path into the game room next to the maze wall.

Replicate the process with more paths.

Code the rest of paths into the game in space haven't been occupied by a wall.

Add a card...

Done

Build the maze basic screen

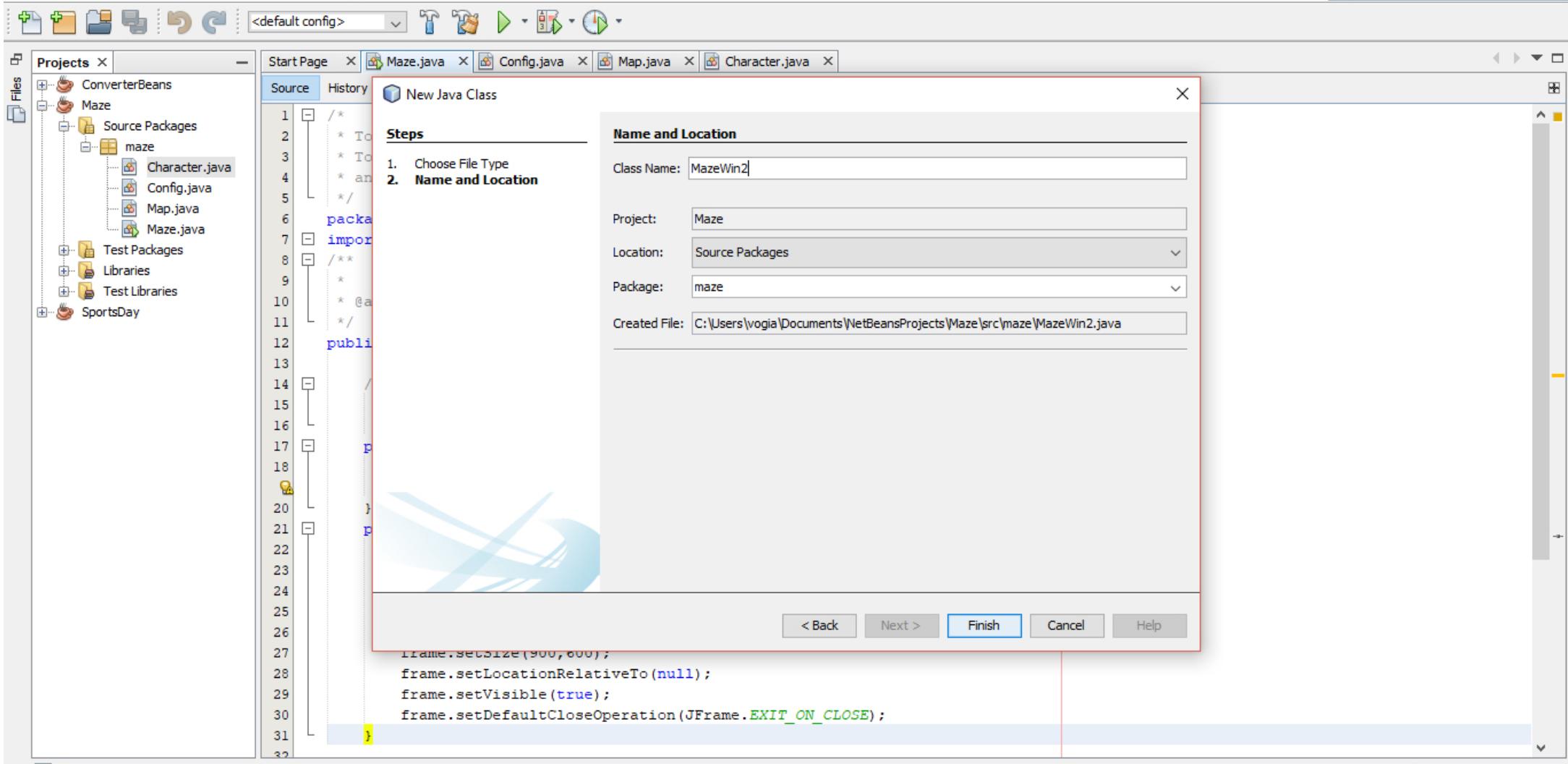
Painted a block colour

Add a card...

Add a list...

Type here to search

11:26 AM 6/6/2018



PDF 3.7A_3.8A_AR_Fi X Maze Game - Ja X Different colour X Maze Program X maze game wall X how to set up t X Learn to create X Java Maze Gam X HV X

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Boards Trello ... Show Menu

Maze Game - Java Developers Free Team Visible

Game window

- Build the maze basic screen
- The game will have a relative screen size of 900 x 600
- Making move keys

Add a card...

Maze Walls

- Painted a block colour
- Code the wall block into the game.
- Replicate the process with more wall blocks.
- Wall collisions
- Code the rest into the game in different position.

Add a card...

Maze Path

- Design the path block
- Cod the path into the game room next to the maze wall.
- Replicate the process with more paths.
- Code the rest of paths into the game in space haven't been occupied by a wall.

Add a card...

Player movements

- Design the maze wall block.
- Movement keys

Add a card...

Add a list...

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1:44 PM 6/7/2018

Maze Game - Java

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Boards

Trello

... Show Menu

Game window

- Build the maze basic screen
- Painted a block colour
- New frames replacing the old
- Building more maze blueprints
- Building a dungeon

Add a card...

Blocks

- Design the maze wall block.
- Code the wall block into the game.
- Replicate the process with more wall blocks.
- Wall collisions
- Paint in basic treasure blocks

Add a card...

Paths

- Cod the path into the game room next to the maze wall.
- Replicate the process with more paths.
- Code the rest of paths into the game in space haven't been occupied by a wall.
- Make a finish path block
- Trap paths

Add a card...

Player movements and texts

- Movement keys
- Creating a complete text
- Character can move by arrow keys
- Adding text as character approaches an item

Add a card...

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Type here to search 1:58 PM 6/7/2018

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface. The Projects panel on the left lists several projects: ButtonDemo, ConverterBeans, InterfaceThree, Maze (selected), Test Packages, Libraries, Test Libraries, and SportsDay. The Maze project's Source Packages folder contains subfolders maze and test, with files Character.java, Config.java, Map.java, Maze.java, and MazeWin2.java. The Editor panel displays the Maze.java source code. The code defines a class Maze with a constructor that creates a JButton and adds it to a JFrame. It also includes a main method that creates a new Maze object. The code is annotated with Javadoc-style comments and imports Java AWT and Swing components.

```
4 * and open the template in the editor.  
5 */  
6 package maze;  
7 import java.awt.FlowLayout;  
8 import java.awt.event.ActionEvent;  
9 import javax.swing.JButton;  
10 import javax.swing.JFrame;  
11 /**  
12 *  
13 * @author vogia  
14 */  
15  
16 /*class ButtonFrame extends JFrame  
17 {  
18     JButton bChange ; // reference to the button object  
19  
20     // constructor for ButtonFrame  
21     ButtonFrame(String title)  
22     {  
23         bChange = new JButton("Click Me!"); // construct a JButton  
24         add( bChange ); // add the button to the JFrame  
25     }  
26 }*/  
27  
28 public class Maze{  
29  
30     /**  
31      * @param args the command line arguments  
32      */  
33     public static void main(String[] args) {  
34         // TODO code application logic here  
35         new Maze();  
36     }  
37 }
```

Output

ButtonDemo (run) | running... | 46:9 | INS



Type here to search

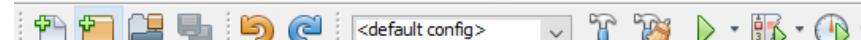


9:39 AM 6/11/2018

ButtonDemo - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X

- ButtonDemo
 - Source Packages
 - <default package>
 - ButtonDemo.java
 - buttondemo
 - Test Packages
 - Libraries
 - Test Libraries
 - ConverterBeans
 - InterfaceThree
 - Maze
 - SportsDay

Start Page X

Source



```
1 import javax.swing.JButton;
2 import javax.swing.JFrame;
3
4 public class ButtonDemo{
5     public static void main(String[] args){
6         JFrame frame = new JFrame();
7         JButton bl = new JButton();
8         frame.setSize(500,500);
9         bl.setSize(400,400);
10        bl.setVisible(true);
11        bl.setText("HelloWorld");
12        frame.add(bl);
13        frame.setVisible(true);
14    }//SSCCE1
15 }
```

Output

Maze (run) running... (2 more...) 1 11:29 9:48 AM INS

Type here to search



HelloWorld

Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects Tab:** Shows the project structure with a tree view. The "Maze" project is expanded, showing its source packages: "maze" which contains "Character.java", "Config.java", "Map.java", "Maze.java", and "MazeWin2.java". Other projects like "ButtonAnimation", "ButtonDemo", etc., are also listed.
- Code Editor:** The "Config.java" file is open in the editor. The code implements a configuration class for a maze game, initializing a map, character, and window, and handling key events.
- Toolbars:** Standard NetBeans toolbars for file operations, search, and navigation are visible at the top.
- Status Bar:** Shows the current state as "running...", the build output "Maze (run)", and the system status bar with date/time information.

```
private Font font = new Font("Calibri", Font.BOLD, 48);
private boolean complete = false;
private MazeWin2 frm;

public Config() {

    m = new Map();
    c = new Character();
    addKeyListener(new Al());
    setFocusable(true);
    timer = new Timer(25, this);
    timer.start();
    MazeWin2 frm = new MazeWin2();
    frm.setVisible(false);
    frm.setLocationRelativeTo(null);
    frm.setSize(465,488);
    frm.setTitle("Maze Game");
}

public void actionPerformed(ActionEvent e) {
    if(m.getMap(c.getBlockX(), c.getBlockY()).equals("e"))
        Message = "Complete";
    repaint();
}

public void paint(Graphics g) {
    super.paint(g);

    for(int y = 0; y < 14; y++){
        for(int x = 0; x < 14; x++) {
```

Output

Type here to search

10:13 PM
6/11/2018

Secure | https://stackoverflow.com/questions/17654894/making-multiple-frames-in-a-single-program?utm_medium=organic&utm_source=...                  

java - Making multiple frames in a single program  java - Switching between frames  How to Use CardLayout  Java swing GUI tutorial  3.7/8 - Google Drive  Maze Program Log - Go  Hy    

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 Search...       

4 Answers

active oldest votes

 you are looking for a `JFrame` with a `CardLayout`. Some background:

 A **JFrame** is the physical window. It comes with a title bar and three buttons: minimize, maximize, and close. Think of this as a picture frame.

 A **JPanel** is a "content holder" of sorts. Typically, you put your other components (buttons, animations, whatever) on a JPanel, and then slap that JPanel into a JFrame. Using our picture frame example, a JPanel would be the photo paper you put in the picture frame. The other components would then be the actual contents of the picture itself, and what you have at the end is a nice picture...or in your case, an application.

Setting the JFrame to utilize a `CardLayout` essentially lets you have multiple JPanel's inside the same JFrame at once, while still only showing one at a time. So for your application, you would have (at least) two JPanel's: one for the menu, and one for the game. When the app starts, you show the MenuPanel. When the user clicks "start", you switch to the GamePanel. The MenuPanel will be put in the background and will be inaccessible until you call it to the foreground again.

If, on the other hand, you create multiple JFrame's, you will have two or more physically separate windows that can be dealt with individually. This can actually be kind of cool for game development. Although it takes more time to build and link the GUI for the second window, you can then have that window affect game settings in realtime (rate of fire, bullet strength, player speed, etc.)

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answered Jul 15 '13 at 13:14  Russell Uhl
2,730 ● 13 ● 25

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spring java

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Python  12 mins ago - Ilja Everilä

Linked

478 The Use of Multiple JFrames: Good or Bad Practice?

Related

18 Java Swing set "actual" Frame size (inside)

0 showing multiple frames on a single pane in java swing

478 The Use of Multiple JFrames: Good or Bad Practice?

0 Including a JPanel in multiple JFrames

A screenshot of a web browser showing a GitHub repository page. The repository is named `netnz2018/hy_vo` and is private. The `Code` tab is selected. The repository contains a single file, `WorldSearcher Maze Game Version 0.2`, which was committed a day ago. The commit message is "Latest commit fcbe817 a day ago". Below the commit are several files listed in the commit message:

File	Description	Time
<code>test/Resources</code>	Add files via upload	13 days ago
<code>Character.class</code>	Add files via upload	13 days ago
<code>Config\$AI.class</code>	Maze Game Version 0.2	a day ago
<code>Config.class</code>	Maze Game Version 0.2	a day ago
<code>Map.class</code>	Add files via upload	13 days ago
<code>Maze.class</code>	Maze Game Version 0.2	a day ago
<code>MazeWin2.class</code>	Maze Game Version 0.2	a day ago

The browser's address bar shows the URL `https://github.com/netnz2018/hy_vo/tree/master/Maze%20Game`. The bottom of the screen shows the Windows taskbar with various pinned icons and the system tray.

Maze2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects X Start Page X CLayout.java X Maze.java X Map.java X Character.java X MazeWin2.java X

Source History

```
50     // TODO code application logic here
51     new Maze();
52 }
53
54 public Maze() {
55
56     m = new Map();
57     c = new Character();
58     addKeyListener(new Al());
59     setFocusable(true);
60     timer = new Timer(25, this);
61     timer.start();
62
63     frame.setTitle("Frame1");
64     frame.setSize(465, 488);
65     frame.setLocationRelativeTo(null);
66     frame.setVisible(true);
67     frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
68
69     frame2.setTitle("Frame2");
70     frame2.setSize(465, 488);
71     frame2.setLocationRelativeTo(null);
72     frame2.setVisible(false);
73     frame2.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
74 }
75
76 public void actionPerformed(ActionEvent e) {
77     if(m.getMap(c.getBlockX(), c.getBlockY()).equals("e"))
78         Message = "Complete";
79     /*frame.setVisible(false);
80     frame2.setVisible(true);*/
```

Output Usages

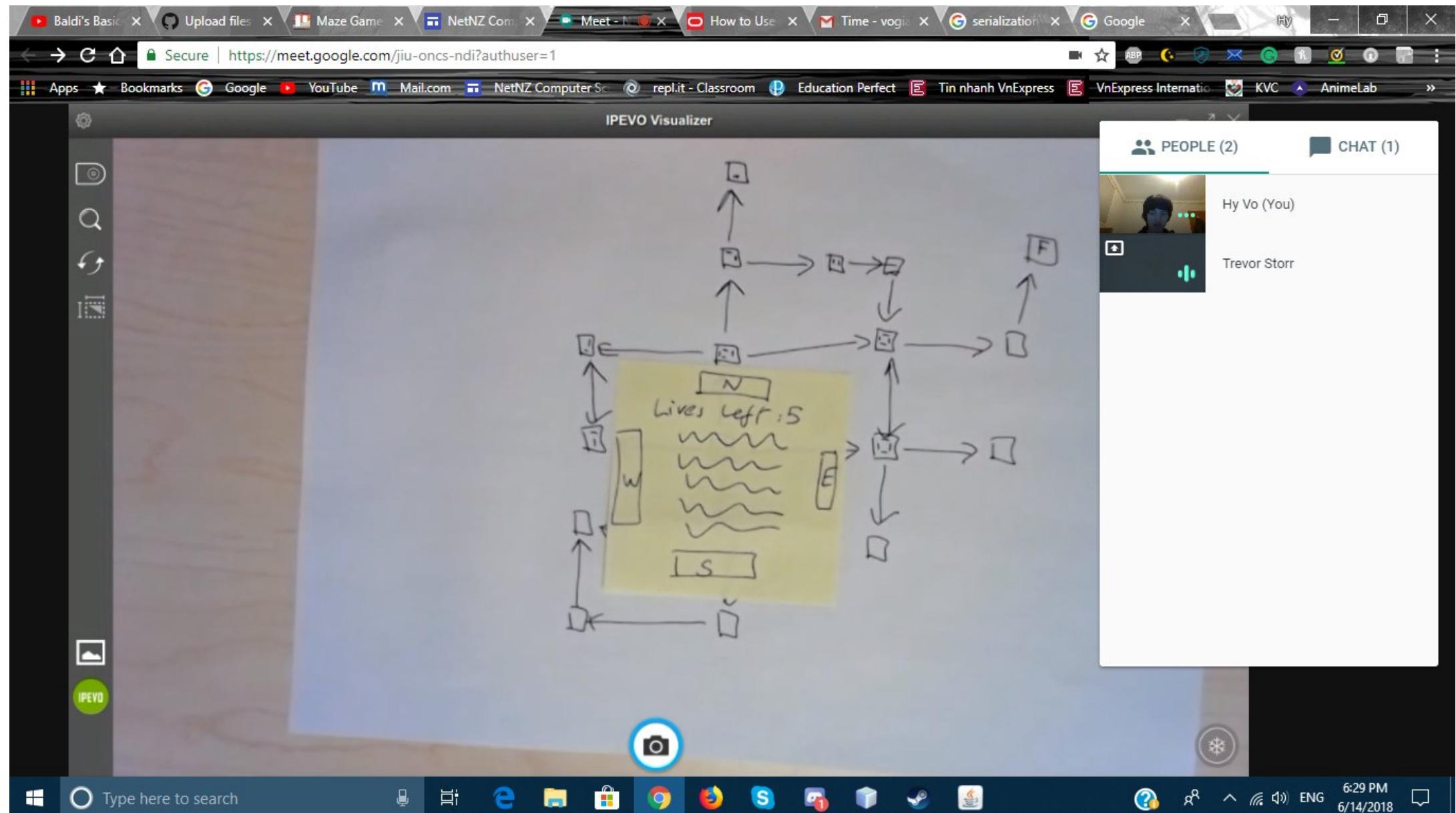
77:49

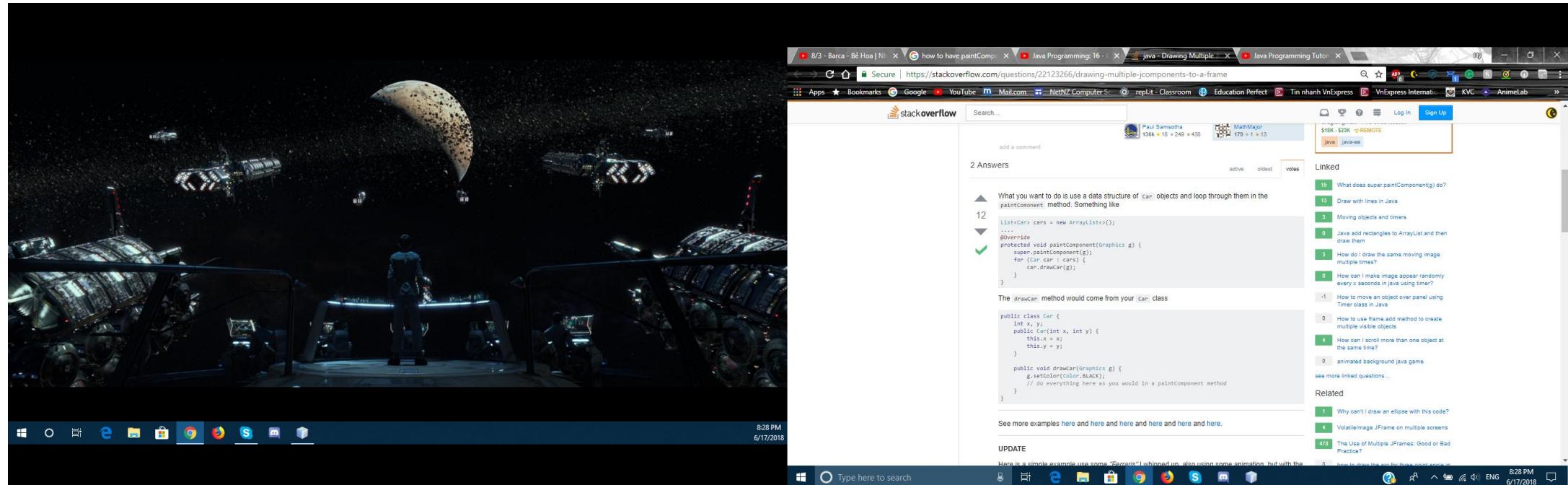
INS

Type here to search



9:26 AM 6/14/2018

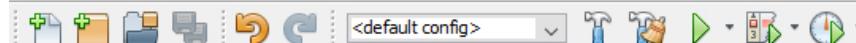




Maze2_1 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X Start Page X Clayout.java X Maze.java X TestMaze.java X SubMaze.java X Map.java X Character.java X Maze.java X

[Src]Maze
Clayout
ConverterBeans
Maze
Source Packages
maze
Character.java
Config.java
Map.java
Maze.java
MazeWin2.java
Test Packages
Libraries
Test Libraries
Maze2
Maze2_1
Source Packages
maze
Character.java
Map.java
Maze.java
SubMaze.java
Test Packages
Libraries
Test Libraries
SportsDay
WithGrids
Source Packages
withgrid
TestMaze.java
Test Packages
Libraries
Test Libraries

```
10  
11     public class Maze extends JFrame implements ActionListener{  
12  
13         private Timer timer;  
14         private Map m;  
15         private Character c;  
16         private String Message = "";  
17         private Font font = new Font("Calibri", Font.BOLD, 48);  
18         private boolean complete = false;  
19  
20  
21  
22     public static void main(String[] args) {  
23         new Maze();  
24     }  
25  
26     public Maze(){  
27  
28         m = new Map();  
29         c = new Character();  
30         addKeyListener(new Al());  
31         setFocusable(true);  
32         timer = new Timer(500, this);  
33         timer.start();  
34  
35         setTitle("Maze Game");  
36         setSize(465,488);  
37         setLocationRelativeTo(null);  
38         setVisible(true);  
39         setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
40     }
```

Output Maze.java saved.

32:30

INS



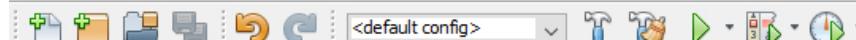
Type here to search

9:02 PM
6/17/2018

Maze2_1 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects x

- [Src]Maze
 - Source Packages
 - src.maze
 - MainMenu.java
 - MapMakerTile.java
 - Maze.java
 - MazeMapMaker.java
 - Player.java
 - Tile.java
 - Test Packages
 - Libraries
 - Test Libraries
- Clayout
- ConverterBeans
- Maze
- Maze2
- Maze2_1
 - Source Packages
 - maze
 - Character.java
 - Map.java
 - Maze.java
 - Test Packages
 - Libraries
 - Test Libraries
 - SportsDay
 - WithGrids

Start Page x Clayout.java x Maze.java x Map.java x Character.java x

Source History

```
private Timer timer;
private Map m;
private Character c;
private String Message = "";
private Font font = new Font("Calibri", Font.BOLD, 48);
private boolean complete = false;

public Maze() {

    m = new Map();
    c = new Character();
    addKeyListener(new AI());
    setFocusable(true);
    timer = new Timer(50, this);
    timer.start();
}

public static void main(String[] args) {
    // TODO code application logic here
    JFrame frame = new JFrame();
    frame.setTitle("Maze Game");
    frame.getContentPane().add(new Maze());
    frame.setSize(465, 488);
    frame.setLocationRelativeTo(null);
    frame.setVisible(true);
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}

public void paint(Graphics g) {
    for(int y = 0; y < 14; y++){
        for(int x = 0; x < 14; x++) {
            if(m.getTile(x, y).isWall())
                g.fillRect(x * 30, y * 30, 30, 30);
            else
                g.fillRect(x * 30, y * 30, 30, 30);
        }
    }
}
```

Full-screen Snip

Output

27:23

INS

Type here to search



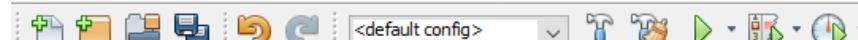
11:41 AM

6/19/2018

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X Start Page X CLayout.java X Image.java X Maze.java X Map.java X Character.java X

Source History

```
import java.awt.swing.*;  
  
public class Maze{  
  
    public static void main(String[] args) {  
  
        JFrame frame = new JFrame();  
        frame.setTitle("Maze Game");  
        frame.getContentPane().add(new MyPanel());  
        frame.setSize(465,488);  
        frame.setLocationRelativeTo(null);  
        frame.setVisible(true);  
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
    }  
  
    class MyPanel extends JPanel implements ActionListener{  
  
        private Timer timer;  
        private Map m;  
        private Character c;  
        private String Message = "";  
        private Font font = new Font("Calibri", Font.BOLD, 48);  
        private boolean complete = false;  
  
        @Override  
        public void paint(Graphics g) {  
            for(int y = 0; y < 14; y++){  
                for(int x = 0; x < 14; x++){  
                    if(m.getMap(x, y).equals("e")){  
                        g.drawImage(m.makeExit(),x * 32,y * 32, null);  
                    }  
                }  
            }  
        }  
    }  
}
```

Type here to search

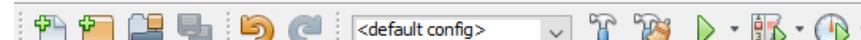


1 62:23 10:46 PM 6/19/2018 INS

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X

- [Src]Maze
- Layout
- ConverterBeans
- Image
 - Source Packages
 - image
 - Image.java
 - Test Packages
 - Libraries
 - Test Libraries
- Maze
- Maze2v1
- Maze2v2
 - Source Packages
 - maze
 - Character.java
 - MainMenu.java
 - Map.java
 - Maze.java
 - Test Packages
 - Libraries
 - Test Libraries
- SportsDay
 - Source Packages
 - sportsday
 - Event.java
 - SportsDay.java
 - SportsDayGUI.java
 - Test Packages
 - Libraries
 - Test Libraries
- WithGrids

Start Page X

Source Design History



Select the root node in Navigator to access various useful settings of the form (in Properties).

Welcome to the maze game!

Select your character

Item 1 ▾

Palette X

- label Label
- OK Button
- ON Toggle Button
- Check Box
- Radio Button
- Button Group
- Combo Box
- List
- Text Field
- Text Area
- Scroll Bar
- Slider
- Progress Bar
- Formatted Field
- Password Field
- Spinner
- Separator
- Text Pane
- Editor Pane
- Tree
- Table
- Swing Menus**
- File Menu Bar
- Menu
- Menu Item
- Menu Item / CheckBox
- Menu Item / RadioButton
- Popup Menu
- Separator
- Swing Windows**
- Dialog
- Frame
- Color Chooser
- File Chooser
- OptionPane
- Swing Fillers**
- Glue
- Horizontal Glue
- Horizontal Strut
- Rigid Area
- Vertical Glue
- Vertical Strut
- AWT**
- A Label
- OK Button
- Text Field
- Text Area
- Checkbox
- Choice
- List
- Scrollbar
- ScrollPane
- Panel
- Canvas
- MenuBar
- PopupMenu
- Beans**
- Choose Bean
- Java Persistence**
- Entity Manager
- Query
- Query Result

Output

1

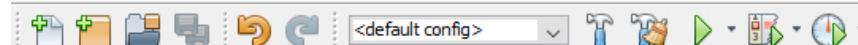
14:23

INS

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X

- [Src]Maze
- Layout
- ConverterBeans
- Image
 - Source Packages
 - image
 - Image.java
 - Test Packages
 - Libraries
 - Test Libraries
 - Maze
 - Maze2v1
 - Maze2v2
 - Source Packages
 - maze
 - Character.java
 - MainMenu.java
 - Map.java
 - Maze.java
 - maze.jpg
 - tron light wall.png
 - Test Packages
 - Libraries
 - Test Libraries
 - SportsDay
 - Source Packages
 - sportsday
 - Event.java
 - SportsDay.java
 - SportsDayGUI.java
 - Test Packages
 - Libraries
 - Test Libraries

Start Page X Maze.java X Map.java X Character.java X MainMenu.java X

Source Design History

To select multiple components in an area hold Shift and drag mouse over the components.



Palette X

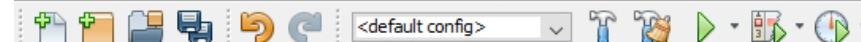
- Swing Containers
 - Panel
 - Tabbed Pane
 - Split Pane
 - ScrollPane
 - ToolBar
 - Desktop Pane
 - Internal Frame
 - Layered Pane
- Swing Controls
 - Label
 - OK Button
 - ON Toggle Button
 - Check Box
 - Radio Button
 - Button Group
 - ComboBox
 - List
 - Text Field
 - TextArea
 - ScrollBar
 - Slider
 - Progress Bar
 - Formatted Field
 - Password Field
 - Spinner
 - Separator
 - Editor Pane
 - Tree
 - Table
- Swing Menus
 - File
 - MenuBar
 - MenuItem
 - MenuItem / CheckBox
 - MenuItem / RadioButton
 - Popup Menu
 - Separator
- Swing Windows
 - Dialog
 - Frame
 - Color Chooser
 - FileChooser
 - OptionPane
- Swing Fillers
 - Glue
 - Horizontal Glue
 - Horizontal Strut
 - Rigid Area
 - Vertical Glue
 - Vertical Strut
- AWT
 - Label
 - OK Button
 - Text Field
 - Text Area
 - Checkbox
 - Choice
 - List
 - Scrollbar
 - ScrollPane
 - Panel
 - Canvas
 - MenuBar

92:1

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



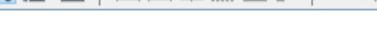
Projects X

- + [Src]Maze
- + Layout
- + ConverterBeans
- + Image
 - + Source Packages
 - + image
 - Image.java
 - + Test Packages
 - + Libraries
 - + Test Libraries
 - + Maze
 - + Maze2v1
 - + Maze2v2
 - + Source Packages
 - + maze
 - Character.java
 - MainMenu.java
 - Map.java
 - Maze.java
 - tron light wall.png
 - + Test Packages
 - + Libraries
 - + Test Libraries
 - + SportsDay
 - + Source Packages
 - + sportsday
 - Event.java
 - SportsDay.java
 - SportsDayGUI.java
 - + Test Packages
 - + Libraries
 - + Test Libraries
 - + WithGrids

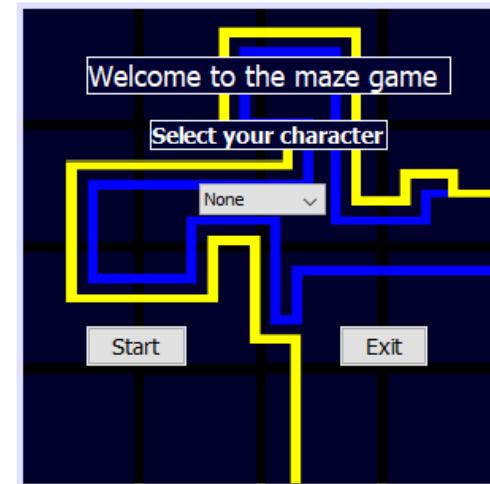
Output

Start Page X Maze.java X Map.java X Character.java X MainMenu.java X

Source Design History



The Preview Design button (in the toolbar) enables you to test the design of the form.



Palette X

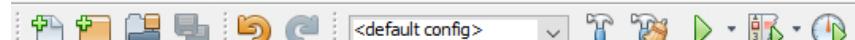
- + **Swing Containers**
 - Panel Tabbed Pane Split Pane
 - ScrollPane Tool Bar Desktop Pane
 - Internal Frame Layered Pane
- + **Swing Controls**
 - label Label OK Button ON Toggle Button
 - Check Box Radio Button Button Group
 - Combo Box List Text Field
 - Text Area Scroll Bar Slider
 - Progress Bar Formatted Field Password Field
 - Spinner Separator Text Pane
 - Editor Pane Tree Table
- + **Swing Menus**
 - File Menu Bar Menu
 - Menu Item MenuItem / CheckBox
 - MenuItem / RadioButton Popup Menu
 - Separator
- + **Swing Windows**
 - Dialog Frame Color Chooser
 - FileChooser Option Pane
- + **Swing Fillers**
 - Glue Horizontal Glue Horizontal Strut
 - Rigid Area Vertical Glue Vertical Strut
- + **AWT**
 - A Label OK Button Text Field
 - Text Area Checkbox Choice
 - List Scrollbar Scroll Pane
 - Panel Canvas Menu Bar

Properties

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X

- [Src]Maze
- Layout
- ConverterBeans
- Image
 - Source Packages
 - image
 - Image.java
 - Test Packages
 - Libraries
 - Test Libraries
- Maze
- Maze2v1
- Maze2v2
 - Source Packages
 - maze
 - Character.java
 - MainMenu.java
 - Map.java
 - Maze.java
 - tron light wall.png
 - Test Packages
 - Libraries
 - Test Libraries
- SportsDay
 - Source Packages
 - sportday
 - Event.java
 - SportsDay.java
 - SportsDayGUI.java
 - Test Packages
 - Libraries
 - Test Libraries
- WithGrids

Start Page X Maze.java X Map.java X Character.java X MainMenu.java X

Source History

```
4 import java.awt.Image;
5 import javax.swing.ImageIcon;
6
7 public class Character {
8
9     private int blockX, blockY;
10
11    private Image character;
12    private Image character2;
13    private Image character3;
14    private Image character4;
15
16    public Character(){
17
18        ImageIcon img = new ImageIcon("C://test//Resources//none.png");
19        character = img.getImage();
20        ImageIcon img2 = new ImageIcon("C://test//Resources//orange.png");
21        character2 = img2.getImage();
22        ImageIcon img3 = new ImageIcon("C://test//Resources//blue.png");
23        character3 = img3.getImage();
24        ImageIcon img4 = new ImageIcon("C://test//Resources//green.png");
25        character4 = img4.getImage();
26
27        blockX = 1;
28        blockY = 1;
29    }
30
31    public Image getCharacter(){
32        return character;
33    }
34
35    public int getBlockY(){
```

?

24:74

INS

Maze Game - Java | Trello

Secure | https://trello.com/b/fmhTnNsW/maze-game-java

Apps Bookmarks Google YouTube Mail.com NetNZ Computer Sc repl.it - Classroom Education Perfect Tin nhanh VnExpress VnExpress Internatio KVC AnimeLab

Boards

Maze Game - Java Developers Free Team Visible

Trello

Game window

- Build the maze basic screen
- Painted a block colour
- New frames replacing the old
- Create a main menu
- Building more maze blueprints
- Building a dungeon

Add a card...

Blocks

- Design the maze wall block.
- Code the wall block into the game.
- Replicate the process with more wall blocks.
- Wall collisions
- Paint in basic treasure blocks

Add a card...

Paths

- Design the path block
- Code the path into the game room next to the maze wall.
- Replicate the process with more paths.
- Code the rest of paths into the game in space haven't been occupied by a wall.
- Make a finish path block

Add a card...

Player movements and texts

- Movement keys
- Creating a complete text
- Character can move by arrow keys
- Adding text as character approaches an item

Add a card...

Add a list...

Type here to search

9:35 AM 6/25/2018

The screenshot shows a Java development environment with a running application window and an open code editor.

Application Window:

- Title Bar:** Welcome to the maze game
- Content Area:** A 2D grid-based maze with a yellow path from Start to Exit. A dropdown menu labeled "Select your character" is open, showing "None" as the current selection.
- Bottom Buttons:** Start and Exit.
- File Explorer:** Shows build.xml and manifest.mf files.
- Solution Explorer:** Shows a project named SportsDay.
- Navigator:** Shows members of the MainMenu class, including the constructor, initComponents(), and three actionPerformed() methods.

Code Editor:

- Toolbar:** File, Team, Tools, Window, Help, Search (Ctrl+I).
- Toolbars:** Source, Design, History, and various icons for navigation and search.
- Code View:** Displays the source code for MainMenu.java.

```
128 }  
129 }  
130 private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
131     this.setVisible(false);  
132 }  
133 }  
134 private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {  
135 }  
136 }  
137 }  
138 public static void main(String[] args) {  
139     java.awt.EventQueue.invokeLater(new Runnable() {  
140         public void run() {  
141             new MainMenu().setVisible(true);  
142         }  
143     });  
144 }  
145 }  
146 }  
147 // Variables declaration - do not modify  
148 private javax.swing.JButton jButton1;  
149 private javax.swing.JButton jButton2;  
150 private javax.swing.JComboBox<String> jComboBox1;
```

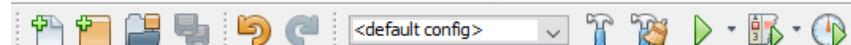
Output: Shows the command "run:" followed by a blank area.

Taskbar: Shows the application is running, the date and time (9:54 PM, 6/28/2018), and system icons.

Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



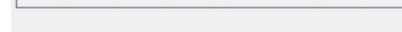
Projects Files Services

- [Src]Maze
- CardLayout
 - build
 - nbproject
 - src
 - cardlayout
 - NewJFrame.java
 - test
 - build.xml
 - manifest.mf
- CLayout
- ConverterBeans
- Image
- Maze
- Maze2v2
 - build

jButton1ActionPerformed - Navigator X

Members <empty>

- MainMenu :: JFrame
 - MainMenu()
 - initComponents()
 - jButton1ActionPerformed(ActionEvent evt)
 - jButton2ActionPerformed(ActionEvent evt)
 - jComboBox1ActionPerformed(ActionEvent evt)
 - jLabel2MouseClicked(MouseEvent evt)
 - main(String[] args)
 - jButton1 : JButton
 - jButton2 : JButton
 - jComboBox1 : JComboBox<String>
 - jLabel1 : JLabel
 - jLabel2 : JLabel



```
Start Page x MainMenu.java x Maze.java x Map.java x Character.java x NewJFrame.java x
Source Design History |  |                      
```

```
126
127     private void jLabel2MouseClicked(java.awt.event.MouseEvent evt) {
128
129 }
130
131     private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
132         this.dispose();
133         this.setDefaultCloseOperation(MainMenu.EXIT_ON_CLOSE);
134         Maze m = new Maze();
135         m.setTitle("Main Menu");
136         m.add(new MyPanel());
137         m.setSize(465, 488);
138         m.setVisible(true);
139         m.setLocationRelativeTo(null);
140         m.setDefaultCloseOperation(Maze.EXIT_ON_CLOSE);
141     }
142
143     private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
144         this.dispose();
145         this.setDefaultCloseOperation(MainMenu.EXIT_ON_CLOSE);
146     }
147
148     public static void main(String[] args) {
149         java.awt.EventQueue.invokeLater(new Runnable() {
150             public void run() {
151                 new MainMenu().setVisible(true);
152             }
153         });
154     }
155
156 // Variables declaration - do not modify
```

140:56 INS

Type here to search

11:52 PM ENG
6/28/2018

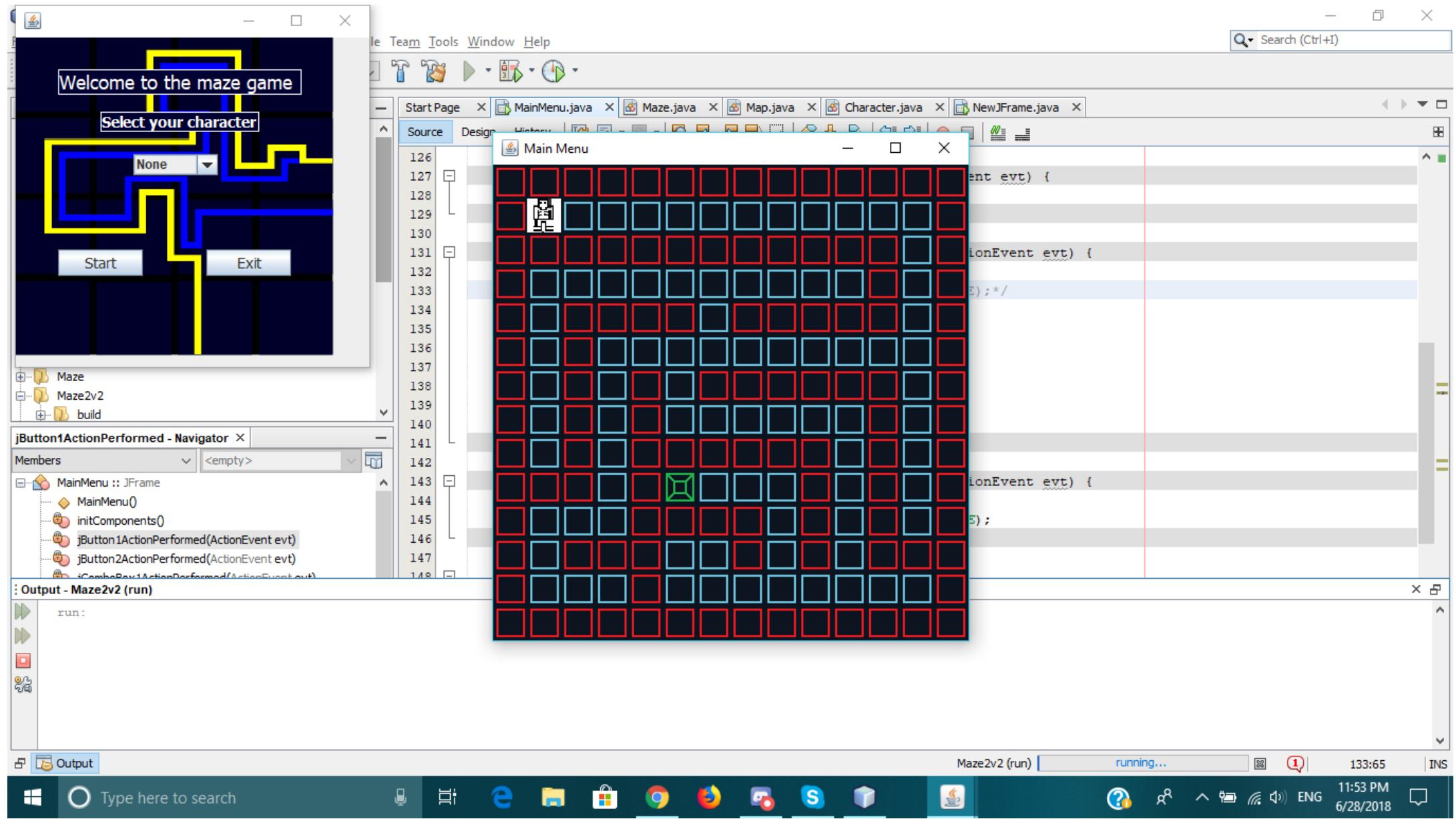
Maze2v2 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

```
1 package maze;
2 import java.awt.*;
3 import java.awt.event.*;
4 import javax.swing.*;
5
6 public class Maze extends JFrame{
7 }
8
9
10 class MyPanel extends JPanel implements ActionListener{
11     private Timer timer;
12     private Map m;
13     private Character c;
14     private String Message = "";
15     private Font font = new Font("Calibri", Font.BOLD, 48);
16     private boolean complete = false;
17
18     @Override
19     public void paint(Graphics g) {
20         for(int y = 0; y < 14; y++){
21             for(int x = 0; x < 14; x++){
22                 if(m.getMap(x, y).equals("e")){
23                     g.drawImage(m.makeExit(),x * 32,y * 32, null);
24                 }
25                 if(m.getMap(x, y).equals("f")){
26                     g.drawImage(m.makeFloor(),x * 32,y * 32, null);
27                 }
28                 if(m.getMap(x, y).equals("w")){
29                     g.drawImage(m.makeWall(),x * 32,y * 32, null);
30                 }
31             }
32         }
33     }
34 }
```

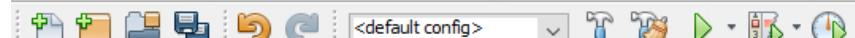
Type here to search



Maze - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)



Projects X Services Files

Layout
ConverterBeans
Image
Maze
Source Packages
maze
Character.java
Character2.java
Character3.java
Character4.java
MainMenu.java
Map.java
Maze.java
Maze2.java
Maze3.java
Maze4.java

Navigator X

Members <empty>

Maze3 :: JFrame
MyPanel3 :: JPanel : ActionListener
MyPanel3()
actionPerformed(ActionEvent e)
paint(Graphics g) ↑ JComponent
Message : String
c3 : Character3
complete : boolean
font : Font
m : Map
timer : Timer
AI :: KeyAdapter
keyPressed(KeyEvent e) ↑ KeyAdapter



Source History

```
import static maze.MainMenu.mcharacter;

public class Maze3 extends JFrame{

}

class MyPanel3 extends JPanel implements ActionListener{
    private Timer timer;
    private Map m;
    private Character3 c3;
    private String Message = "";
    private Font font = new Font("Calibri", Font.BOLD, 48);
    private boolean complete = false;

    @Override
    public void paint(Graphics g) {
        for(int y = 0; y < 14; y++){
            for(int x = 0; x < 14; x++){
                if(m.getMap(x, y).equals("e")){
                    g.drawImage(m.makeExit(), x * 32, y * 32, null);
                }
                if(m.getMap(x, y).equals("f")){
                    g.drawImage(m.makeFloor(), x * 32, y * 32, null);
                }
                if(m.getMap(x, y).equals("w")){
                    g.drawImage(m.makeWall(), x * 32, y * 32, null);
                }
            }
            g.drawImage(c3.getCharacter3(), c3.getBlockX3() * 32, c3.getBlockY3() * 32, null);
            g.setFont(font);
            g.setColor(Color.white);
            g.drawString(Message, 130, 210);
        }
    }
}
```



35:43

INS

Maze - NetBeans IDE 8.2

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Source

```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
    Maze m = new Maze();
    m.setTitle("Main Menu");
    m.add(new MyPanel());
    m.setSize(465, 488);
    m.setVisible(true);
    m.setLocationRelativeTo(null);
    m.setDefaultCloseOperation(Maze.EXIT_ON_CLOSE);
    if(mcharacter == "o"){
        Maze2 m2 = new Maze2();
        m2.setTitle("Main Menu");
        m2.add(new MyPanel2());
        m2.setSize(465, 488);
        m2.setVisible(true);
        m2.setLocationRelativeTo(null);
        m2.setDefaultCloseOperation(Maze.EXIT_ON_CLOSE);
    }
    else
        if(mcharacter == "b"){
            Maze3 m3 = new Maze3();
            m3.setTitle("Main Menu");
            m3.add(new MyPanel3());
            m3.setSize(465, 488);
            m3.setVisible(true);
            m3.setLocationRelativeTo(null);
            m3.setDefaultCloseOperation(Maze.EXIT_ON_CLOSE);
        }
        else
            if(mcharacter == "n") {

```

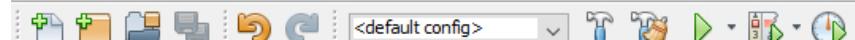
Members

- MainMenu :: JFrame
 - MainMenu()
 - initComponents()
 - jButton1ActionPerformed(ActionEvent evt)
 - jButton2ActionPerformed(ActionEvent evt)
 - jComboBox1ActionPerformed(ActionEvent evt)
 - jLabel2MouseClicked(MouseEvent evt)
 - main(String[] args)
 - jButton1 : JButton
 - jButton2 : JButton
 - jComboBox1 : JComboBox<String>
 - jLabel1 : JLabel
 - jLabel2 : JLabel

Maze - NetBeans IDE 8.2

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Search (Ctrl+I)



Projects X Services Files

Image
Maze
Source Packages
maze
Character.java
Character2.java
Character3.java
Character4.java
MainMenu.java
Map.java
Maze.java
Maze2.java
Maze3.java
Maze4.java
tron light wall.png

Test Packages

keyPressed - Navigator X

Members
MazeZ :: JFrame
MyPanel2 :: JPanel : ActionListener
MyPanel2()
actionPerformed(ActionEvent e)
paint(Graphics g) ↑ JComponent
Message : String
c2 : Character2
complete : boolean
font : Font
m : Map
timer : Timer
AI :: KeyAdapter
keyPressed(KeyEvent e) ↑ KeyAdapter



Output

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11:36 AM

7/5/2018