

# Assignment 3.

## Hints on GUI Part



2022-2023

COMP2396 Object-Oriented Programming and Java

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# Create Components

```
JLabel label_Image1 = new JLabel();  
// Repeat this for the other 5 JLabel components  
  
JButton btn_rpcard1 = new JButton("Replace Card 1");  
// Repeat this for the other 4 JButton components  
(i.e. btn_rpcard2, btn_rpcard3, btn_start, btn_result)  
  
JLabel label_bet = new JLabel();  
// Repeat this for the other JLabel components (e.g.  
label_info, label_money)  
  
JTextField txt_inputbet = new JTextField(10);
```

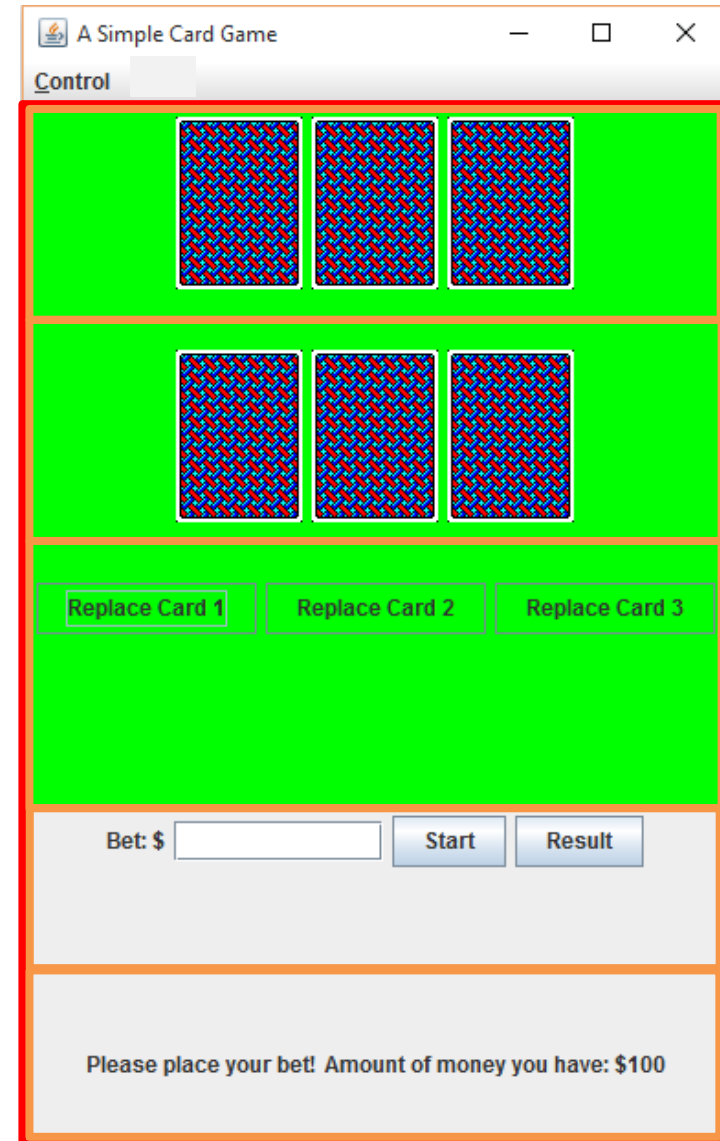
# Initialize Image Icons

```
ImageIcon Image1 = new ImageIcon("card_back.gif");  
// Repeat this for the other 5 ImageIcon components  
  
label_Image1.setIcon(Image1);  
// Repeat this for the other 5 JLabel components
```

# Create Panels & Add Components

```
JPanel MainPanel = new JPanel();  
JPanel DealerPanel = new JPanel();  
JPanel PlayerPanel = new JPanel();  
JPanel RpCardBtnPanel = new JPanel();  
JPanel ButtonPanel = new JPanel();  
JPanel InfoPanel = new JPanel();  
  
DealerPanel.add(label_Image1);  
// Repeat this for all other components
```

**Recall: The default layout of  
*JPanel* is *FlowLayout***



# Create Main Panel

```
MainPanel.setLayout(new GridLayout(5,1));
MainPanel.add(DealerPanel);
// Repeat this for other sub-panels

// Optional background color setting
DealerPanel.setBackground(Color.green);
PlayerPanel.setBackground(Color.green);
RpCardBtnPanel.setBackground(Color.green);

JFrame frame = new JFrame();
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
frame.getContentPane().add(MainPanel);
frame.setTitle("A Simple Card Game");
frame.setSize(400, 700);
frame.setVisible(true);
```

# Add Listeners to Buttons

```
btn_start.addActionListener(new ActionListener() {  
    public void actionPerformed(ActionEvent e) {  
        label_money.setText(txt_inputbet.getText());  
    }  
});
```

...



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# Good Luck!



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