## Introduction:

The method of playing is that click "Let pet live" fist, then every pet a lives and has its own value for hungry, mood, tiredness and health. “Days” is shows how many days passed out from 0. If everything you are happy with the current condition of pet then click next day. After click next day suggest to click each pet to see them condition whether it is good or not. If one pet has bad condition such as hungry, angry or unhealthy you can feed and play with pet by chooses a food or toy you want to feed or play from the combo-box, there are two windows behind the two combo-box which for shows how many values of this item can feed to make pet full or play make the pet happy. However, if hungry goes to less than 1000 the pet will die. Health is basic on hungry and fatigue. Obviously, when the player click next day if one of these pet is die, then the four text field which are showing hungry, health, mood, and fatigue will display “DIE!!!”.

### Description of each component:

Firstly, the type of Layout is “Group-Layout”. The reason of using group layout is the function of group layout can make each button and field match to each other for looking tidy and clean. Moreover, the group layout makes the button, field and window easy to move around when designing GUI. However, the container of each pet of each player is using J-Desktop Pane, because it is good to fit with J-label, J-text field and J-radio button.

Secondly, import java. Swing to setup five J-Buttons for “Next day”, “Feed Pet”, “Play with pet”, “Let pet live”. The button of “Next day” is for player click to pass one day, when it pass to next day those hungry, mood and fatigue will reduce. What is more, the button of “Feed Pet” is for feed the pet which player selected by its radio button. And also the button of “Play with pet” is for play with the pet which player selected by its radio button. Moreover, the button of “Let pet live” is the start button and make all pets alive.

Thirdly, there are four J Text Fields on the left-down of the window. Significantly, they are for showing that pet current living index which player selected by radio button. The two combo boxes for player to choose which food and toys that player want to feed and play. And also the two text fields show the value of the food or toy you selected.

In conclusion, the basic idea of this Tamagotchi program is that the time is passing by “Next day” button. Moreover, the method of maintain is selected a pet by click radio button and choose a food or toy from the combo box, and click the function button, each food and toy has different quantitative value.

## UML diagram:

