Introduction to Programming with Java

Task: DieGameGUI

Score: ★★★☆☆

Prerequisites: ACM Task Force Commands

Description:

Implement `init` and `actionPerformed` functions in *TestDie* class and `roll`, `getFace`, `setFace`, and `reset` functions in *Die* class to implement Die game.
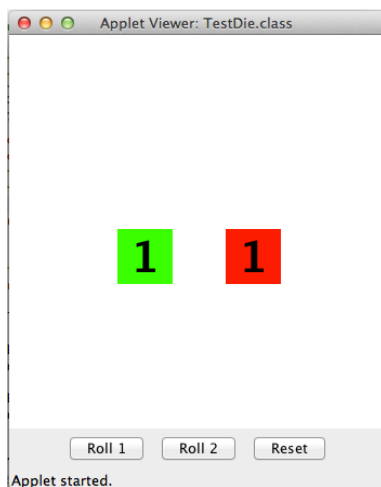
Roll 1 button rolls the green die and *Roll 2* button rolls the red die. *Reset* button rollbacks the application state into initial state.

As you click on any Roll button clicked button should be disabled to prevent cheating (Use `setEnabled` function of `JButton` class for this).
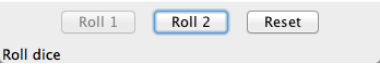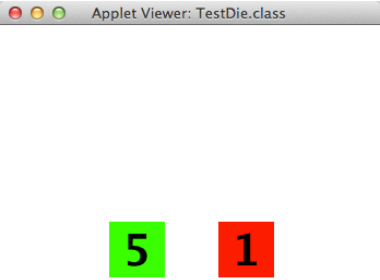
Order of Roll buttons are arbitrary (Roll 1 then Roll 2 or Roll 2 then Roll 1).

As both Rolls are done show the winner at status bar (Use `showStatus` function for this).

Before Rolls

After First Roll

5   **1**

Roll 1   Roll 2   Reset

Roll dice

After Second Roll

5   **1**

Roll 1   Roll 2   Reset

Player 1 wins with 5

After Reset

1   **1**

Roll 1   Roll 2   Reset

Roll dice