THE MINIONS

ISHITA MANDAVKAR

XII B

I.P. Project

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D.A.V. Public School, Pune.

Acknowledgement

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I would like to express my gratitude towards my parents for their kind cooperation and encouragement which helped me in the completion of this project.
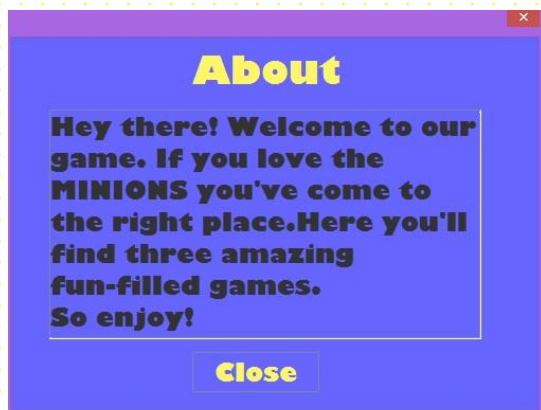
My thanks and appreciation also go to my classmates in developing the project and to the people who have willingly helped me out of their abilities.

HOMEPAGE

HOMEPAGE

MINIONS

Let's Play...!!!!

About

The Song

About

Let's Play...!!!!

About

Hey there! Welcome to our game. If you love the MINIONS you've come to the right place.Here you'll find three amazing fun-filled games.
So enjoy!

Close

LOGIN

Login

Username-

Password-

Enter

Back

Or Sign up

```java
import java.awt.*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.io.File;

import java.io.FileInputStream;

import java.io.IOException;

import java.sql.*;

import java.util.logging.Level;

import java.util.logging.Logger;

import javax.swing.ImageIcon;

import javax.swing.Timer;

import javax.swing.table.*;

import sun.audio.AudioPlayer;

import sun.audio.AudioStream;


public class main extends javax.swing.JFrame {

    FileInputStream homepagesound=null,gamebg=null,gamehomesound=null,congratssound=null;

    AudioStream as1=null,as2=null,as3=null,as4=null;int qno; boolean sound=true;

    String nickname,username,nickname1;

    Connection con = null;

    ResultSet rs = null; Statement st = null;

    int i = 0; String sqlnickname; int r = 0; int mg1,mg2,mg3,st1,st2,st3,q1;
```

'Let's play...!!!' Button

```java
private void jButton1ActionPerformed (java.awt.event.ActionEvent evt)

{ login.setVisible(true); }
```

'Homepage' Frame

```java
private void formWindowActivated(java.awt.event.WindowEvent evt) {

hey.setIcon(new ImageIcon("C:\\memorygame\\quiz.jpg"));

hi.setIcon(new ImageIcon("C:\\memorygame\\gamehome.jpg"));

bg.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg1.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg2.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));
```

```
bg3.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg4.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg5.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg6.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg7.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

bg8.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

g1.setIcon(new ImageIcon("C:\\memorygame\\mg1.jpg"));

g2.setIcon(new ImageIcon("C:\\memorygame\\mg2.jpg"));

g3.setIcon(new ImageIcon("C:\\memorygame\\mg3.jpg"));

AudioPlayer.player.start(as1);  }
```

'About' Button

```
private void jButton4ActionPerformed(java.awt.event.ActionEvent evt) {

about.setVisible(true); }
```

'The Song' Button

```
AudioPlayer.player.stop(as1);

File f=new File("c:\\memorygame\\happy.mp4");

try   {

        Desktop.getDesktop().open(f); }

catch (IOException ex) {

        Logger.getLogger(main.class.getName()).log(Level.SEVERE, null, ex); }
```
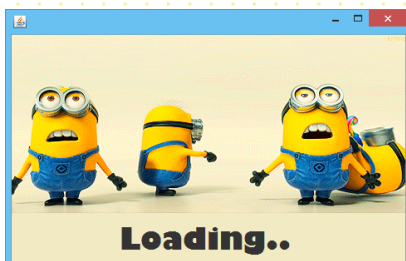
LOGIN

LOGIN

Login

Username-

Password-

Enter

Or sign up

Back

Enter

Back

Or sign up

Loading..

HOMEPAGE

minions

Let's Play...!!!!

About   The Song

SIGN UP

Sign up...

Username

Password

Date of Birth   YYYY-MM-DD

Nickname

submit

'Login' Frame

```java
private void loginWindowActivated(java.awt.event.WindowEvent evt) {

    dispose(); }
```

'Enter' Button

```java
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
AudioPlayer.player.stop(as1);

String uname = l_uname.getText();

String pass = l_pass.getText();

try {

    Class.forName("java.sql.Driver");

    con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root",
"1234");

    st = con.createStatement();

    String sql = "select * from login where uname='" + uname + "' && pass='" + pass + "';";

    ResultSet rs = st.executeQuery(sql);

    rs.first();

    nickname = rs.getString(4); mg1=rs.getInt(5); mg2=rs.getInt(6); mg3=rs.getInt(7);
                st1=rs.getInt(8); st2=rs.getInt(9); st3=rs.getInt(10); q1=rs.getInt(11);

    System.out.println(nickname); }
 catch (Exception e) {
System.out.println(e.getMessage()); }
loading.setVisible(true);

login.setVisible(false);

}
```

'Back' Button

```java
private void jButton7ActionPerformed(java.awt.event.ActionEvent evt) {
    main obj = new main();

    obj.setVisible(true);

    login.setVisible(false);}
```

'Or Sign Up' Button

```java
private void jButton8ActionPerformed(java.awt.event.ActionEvent evt) {
    signup.setVisible(true); }
```

Sign Up and About

SIGN UP

Sign up...

Username

Password

Date of Birth   YYYY-MM-DD

Nickname

submit

---

submit

↓

LOGIN

Login

Username-

Password-

Enter

Or sign up

Back

About

Hey there! Welcome to our game. If you love the MINIONS you've come to the right place. Here you'll find three amazing fun-filled games.
So enjoy!

Close

Close

↓

HOMEPAGE

minions

Let's Play...!!!!
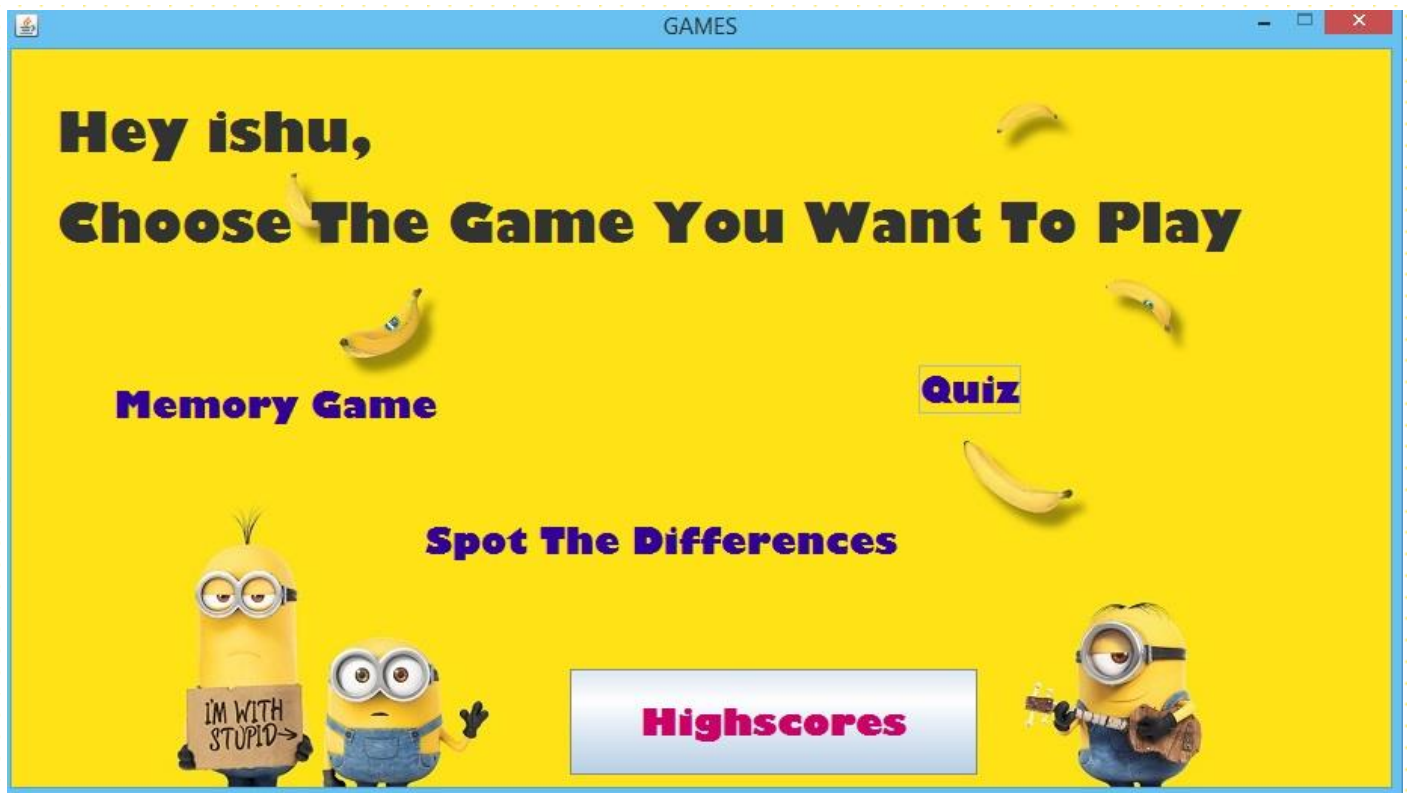
About   The Song

'Submit' Button

```java
private void jButton5ActionPerformed(java.awt.event.ActionEvent evt) {
    String uname = s_uname.getText();
    String pass = s_pass.getText();
    String dob = s_dob.getText();
    String nickname = s_nname.getText();
    try {
        Class.forName("java.sql.Driver");
        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");
        st = con.createStatement();
        String sql = "insert into login values('" + uname + "','" + pass + "','" + dob + "','" + nickname + "',0,0,0,0,0,0,0);";
        System.out.println(sql);
        st.executeUpdate(sql);
    } catch (Exception e) {
        System.out.println(e.getMessage());
    }
    signup.setVisible(false);
}
```

'Close' Button

```java
private void jButton6ActionPerformed(java.awt.event.ActionEvent evt) {
    about.setVisible(false);
}
```

Games

Hey ishu,
Choose The Game You Want To Play

Memory Game

Quiz

Spot The Differences

Highscores

Memory Game

Quiz

Spot The Differences

MEMORY GAME

HOW DO I PLAY?

Click on the cards to unfold.
Try to find its correct pair in the race against time
and +1 for every correct pair.

Lets Play

Memory Game Highscore

QUIZ

HOW DO I PLAY?

Choose the correct answer from the given options.
Each correct answer gives a +10 and no negative
marking!

Lets play

SPOT THE DIFFERENCE

HOW DO I PLAY?

1.Click on the Differences in the second picture .
2.You will get +1 for every correctly spotted difference
and -1 for every wrongly spotted difference.

Lets Start

Spot The Difference Highscore

Highscores

HIGHSCORE

Highscore

Username	Nickname	MG Level 1	MG Level 2	MG Level 3	STD Level 1	STD Level 2	STD Level 3	QUIZ
ishita_23	ishu	5	8	0	0	0	0	0
yash_04	yash	5	8	0	6	1	0	0

'Memory Game' Button

```java
private void jButton9ActionPerformed(java.awt.event.ActionEvent evt) {
    MGhome.setVisible(true);
    gamehome.setVisible(false);
}
```

'Spot The Difference' Button

```java
private void jButton18ActionPerformed(java.awt.event.ActionEvent evt) {
    STDhome.setVisible(true);
    gamehome.setVisible(false);
}
```

'Quiz' Button

```java
private void jButton31ActionPerformed(java.awt.event.ActionEvent evt) {
    gamehome.setVisible(false);
    QuizHome.setVisible(true);
}
```

'Highscore' Button

```java
private void jButton14ActionPerformed(java.awt.event.ActionEvent evt) {
Highscore.setVisible(true);
}
```

'Gamehome' Frame

```java
private void gamehomeWindowActivated(java.awt.event.WindowEvent evt) {
AudioPlayer.player.start(as2);
hello1.setText("Hey " + nickname+",");
}
```

Loading and Highscore

Username	Nickname	MG Level 1	MG Level 2	MG Level 3	STD Level 1	STD Level 2	STD Level 3	QUIZ
ishita_23	ishu	5	8	0	0	0	0	0
yash_04	yash	5	8	0	6	1	0	0

'Loading' Frame

```java
private void loadingWindowActivated(java.awt.event.WindowEvent evt){ l.start();}

public class main extends javax.swing.JFrame { int y = 0;   int a = 0;

    Timer l = new Timer(500, new ActionListener() {

        public void actionPerformed(ActionEvent e) {

            if (a == 0) { loadlabel.setText("Loading");}

            else if (a == 1) { loadlabel.setText("Loading."); }

            else if (a == 2) { loadlabel.setText("Loading.."); }

            else if (a == 3) { loadlabel.setText("Loading..."); a = 0; y = y + 1; }

            a = a + 1;

            if (y == 3) {

                l.stop();

                loading.setVisible(false);

                gamehome.setVisible(true);}

        } } );
```

'Highscore' Frame

```java
private void HighscoreWindowActivated(java.awt.event.WindowEvent evt) {

bg8.setIcon(new ImageIcon("C:\\memorygame\\confetti.gif"));

try {

    Class.forName("java.sql.Driver");

    con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject","root","1234");

    st = con.createStatement();

    ResultSet rs = st.executeQuery("select uname,nickname,mgs1,mgs2,mgs3,stds1,stds2,stds3,quizs from login ;");

    DefaultTableModel dtm=(DefaultTableModel)jTable1.getModel();

    dtm.setRowCount(0);

    while (rs.next()) {username=rs.getString(1); nickname1=rs.getString(2); mg1=rs.getInt(3);

        mg2=rs.getInt(4); mg3=rs.getInt(5); st1=rs.getInt(6); st2=rs.getInt(7); st3=rs.getInt(8);

        q1=rs.getInt(9);

    Object arr[]={username,nickname1,mg1,mg2,mg3,st1,st2,st3,q1};

        dtm.addRow(arr);}}

catch (Exception e) {

    System.out.println(e.getMessage()); } }}
```
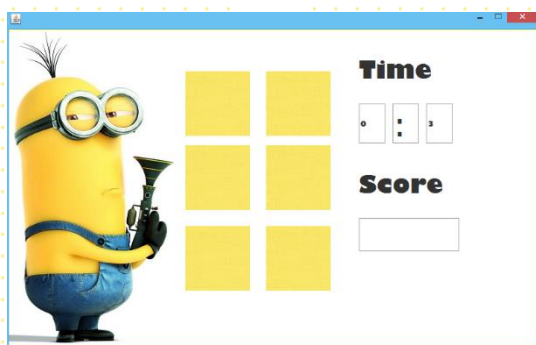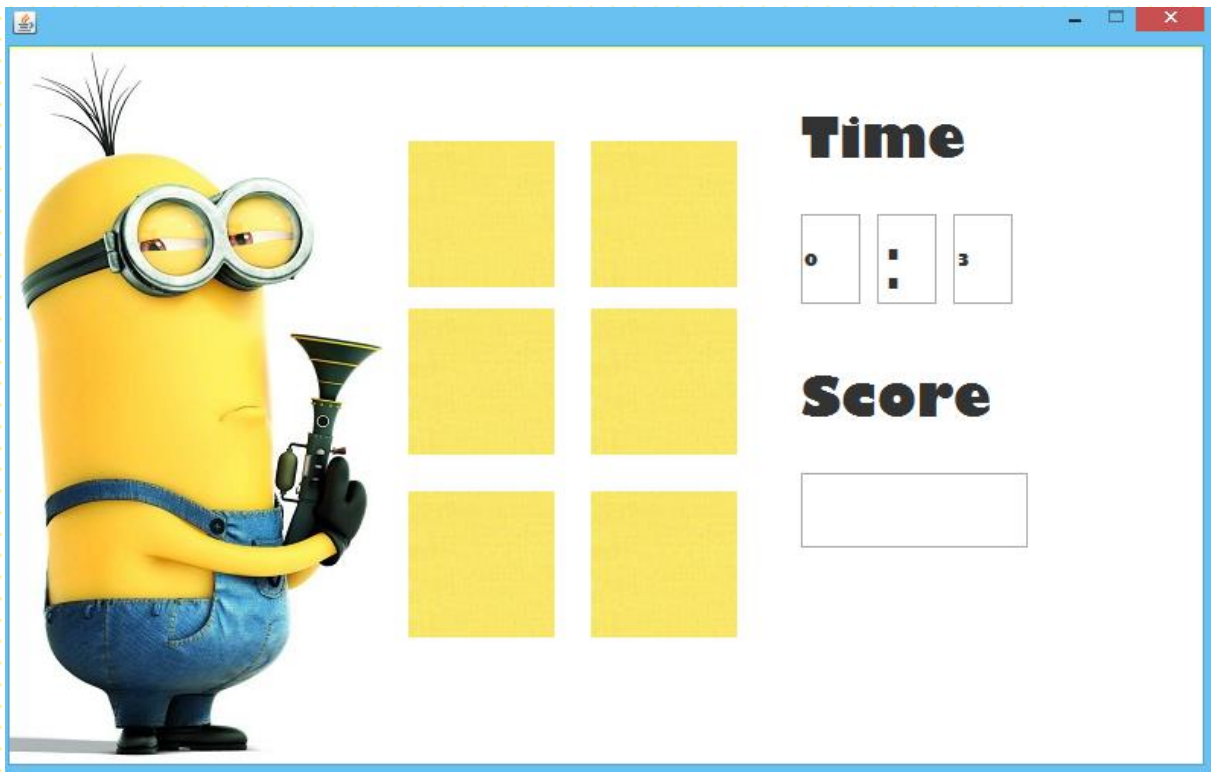
Memory game

HOW DO I PLAY?

Click on the cards to unfold.
Try to find its correct pair in the race against time
and +1 for every correct pair.

Lets Play

Memory Game Highscore

Lets Play

Memory Game Highscore

Time

Score

Highscore

username	Nickname	Level 1	Level 2	Level 3
ishita 23	ishu	5	8	0
yash 04	yash	5	8	0

'Let's Play' Button

```
private void jButton19ActionPerformed(java.awt.event.ActionEvent evt) {

AudioPlayer.player.stop(as1);

MGL1.setVisible(true);  gamehome.setVisible(false); }
```

'Memory Game Highscore' Button

```
private void jButton35ActionPerformed(java.awt.event.ActionEvent evt) {

GameHighscore.setVisible(true);

    try {

        Class.forName("java.sql.Driver");

        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");

        st = con.createStatement();

        String sql = "select uname,nickname,mgs1,mgs2,mgs3 from login ;";

        ResultSet rs = st.executeQuery(sql);

        DefaultTableModel dtm=(DefaultTableModel)t1.getModel();

        dtm.setRowCount(0);

        System.out.println(username);

        while (rs.next())

        {  username=rs.getString(1);

            nickname1 = rs.getString(2);

            mg1=rs.getInt(3);

            mg2=rs.getInt(4);

            mg3=rs.getInt(5);

        Object arr[]={username,nickname1,mg1,mg2,mg3 };

        dtm.addRow(arr); }

        System.out.println(nickname); }

catch (Exception e) {

        System.out.println(e.getMessage());

 } }
```

Memory game Level 1

MG Level 1 Frame

int count = 0, score = 0, s=0, m=0, pause=0; boolean l1, l2, l3, l4, l5, l6;

public void back2basic() {

    L1.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L2.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L3.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L4.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L5.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L6.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    l1 = false; l2 = false; l3 = false; l4 = false; l5 = false; l6 = false;

    count = 0; pause = 0; }

    Timer StopWatch = new Timer(1000, new ActionListener() {

    public void actionPerformed(ActionEvent e) { s = s + 1;

      if (s == 60) { s = 0;   m = m + 1; }

    Time1.setText(m + "");   Time2.setText(s + ""); }});

  Timer T1A = new Timer(500, new ActionListener() {

    public void actionPerformed(ActionEvent e) { pause++;

```java
        L1.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        if (pause == 2) { T1A.stop(); back2basic(); }}});
Timer T2A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause++;
        L2.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));
        if (pause == 2) { T2A.stop(); back2basic(); }}});
Timer T3A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause++;
        L3.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        if (pause == 2) { T3A.stop(); back2basic(); }}});
Timer T4A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause++;
        L4.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
        if (pause == 2) { T4A.stop(); back2basic(); }}});
Timer T5A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause++;
        L5.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
        if (pause == 2) { T5A.stop(); back2basic(); }}});
Timer T6A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause++;
        L6.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));
        if (pause == 2) { T6A.stop(); back2basic(); }}});
Timer T1B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause++;
        L1.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        L3.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        if (pause == 2) { T1B.stop(); L1.setVisible(false); L3.setVisible(false);
            pause = 0; plus_one(); }}});
Timer T2B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause++;
        L2.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));
        L6.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));
        if (pause == 2) { T2B.stop(); L2.setVisible(false); L6.setVisible(false);
```

```java
                pause = 0; plus_one(); }}});
    Timer T4B = new Timer(500, new ActionListener() {
        public void actionPerformed(ActionEvent e) { pause++;
            L4.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
            L5.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
            if (pause == 2) {T4B.stop();L4.setVisible(false); L5.setVisible(false);
                pause = 0; plus_one();}}});
    public void plus_one() {score++; Score.setText("" + score); System.out.println(score);
        count = 0;
        if (score == 3) {StopWatch.stop();
        double i = (Double.parseDouble(Time1.getText()) * 60.0) +
(Double.parseDouble(Time2.getText())));
        System.out.println(i);
        MGL1.setVisible(false);
        MGL1score.setVisible(true);
        congratss.setText("Congrats, you have completed in " + i + " secs");
        if (i <= 10) {
            sc.setText((score + 2) + "");
            SI1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
            SI2.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
            SI3.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
        } else if (i <= 12) {
            sc.setText((score + 1) + "");
            SI1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
            SI2.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }
        else { sc.setText(score + ""); }
        SI1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));}}
private void MGL1WindowActivated(java.awt.event.WindowEvent evt) {
    AudioPlayer.player.start(as3);
    MGhome.setVisible(false);
    StopWatch.start();
    back2basic();  }
private void L1MouseClicked(java.awt.event.MouseEvent evt) {
    ++count;
```

```java
        L1.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        if (count == 2 && l1 == true) { back2basic(); }
        else if (count == 2 && l3 == true) { T1B.start(); }
        else if (count == 2 && l3 != true) { T1A.start(); }
        else if (count >= 3) { back2basic(); }
        else if (count == 1) {  l1 = true; } }
private void L2MouseClicked(java.awt.event.MouseEvent evt) {

        count++;

        L2.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));
        if (count == 2 && l2 == true) { back2basic(); }
        else if (count == 2 && l6 == true) { T2B.start(); }
        else if (count == 2 && l6 != true) {  T2A.start(); }
        else if (count >= 3) { back2basic(); }
        else if (count == 1) { l2 = true; } }
private void L3MouseClicked(java.awt.event.MouseEvent evt) {

        count++;

        L3.setIcon(new ImageIcon("C:\\memorygame\\level1\\1.jpg"));
        if (count == 2 && l3 == true) { back2basic(); }
        else if (count == 2 && l1 == true) { T1B.start(); }
        else if (count == 2 && l1 != true && l3 != true) { T3A.start(); }
        else if (count >= 3) { back2basic(); }
        else if (count == 1) { l3 = true;  } }
    private void L4MouseClicked(java.awt.event.MouseEvent evt) {

        count++;

        L4.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
        if (count == 2 && l4 == true){ back2basic(); }
        else if (count == 2 && l5 == true) { T4B.start(); }
        else if (count == 2 && l5 != true) { T4A.start(); }
        else if (count >= 3) { back2basic(); }
        else if (count == 1) { l4 = true; } }
    private void L5MouseClicked(java.awt.event.MouseEvent evt) {

        count++;

        L5.setIcon(new ImageIcon("C:\\memorygame\\level1\\3.jpg"));
        if (count == 2 && l5 == true) { back2basic(); }
        else if (count == 2 && l4 == true) { T4B.start(); }
```

```
else if (count == 2 && I4 != true) { T5A.start(); }

else if (count >= 3) { back2basic(); }

else if (count == 1) { I5 = true; } }

private void L6MouseClicked(java.awt.event.MouseEvent evt) {

count++;

L6.setIcon(new ImageIcon("C:\\memorygame\\level1\\2.jpg"));

if (count == 2 && I6 == true) { back2basic(); }

else if (count == 2 && I2 == true) { T2B.start(); }

else if (count == 2 && I2 != true) { T6A.start(); }

else if (count >= 3) { back2basic(); }

else if (count == 1) { I6 = true } }
```

Level 1 Score

'Back' Button

```
private void jButton12ActionPerformed(java.awt.event.ActionEvent evt) {

MGL1score.setVisible(false);

gamehome.setVisible(false);    }
```

Next Level Button

```
private void jButton11ActionPerformed(java.awt.event.ActionEvent evt) {

MGL2.setVisible(true);

MGL1score.setVisible(false);    }
```
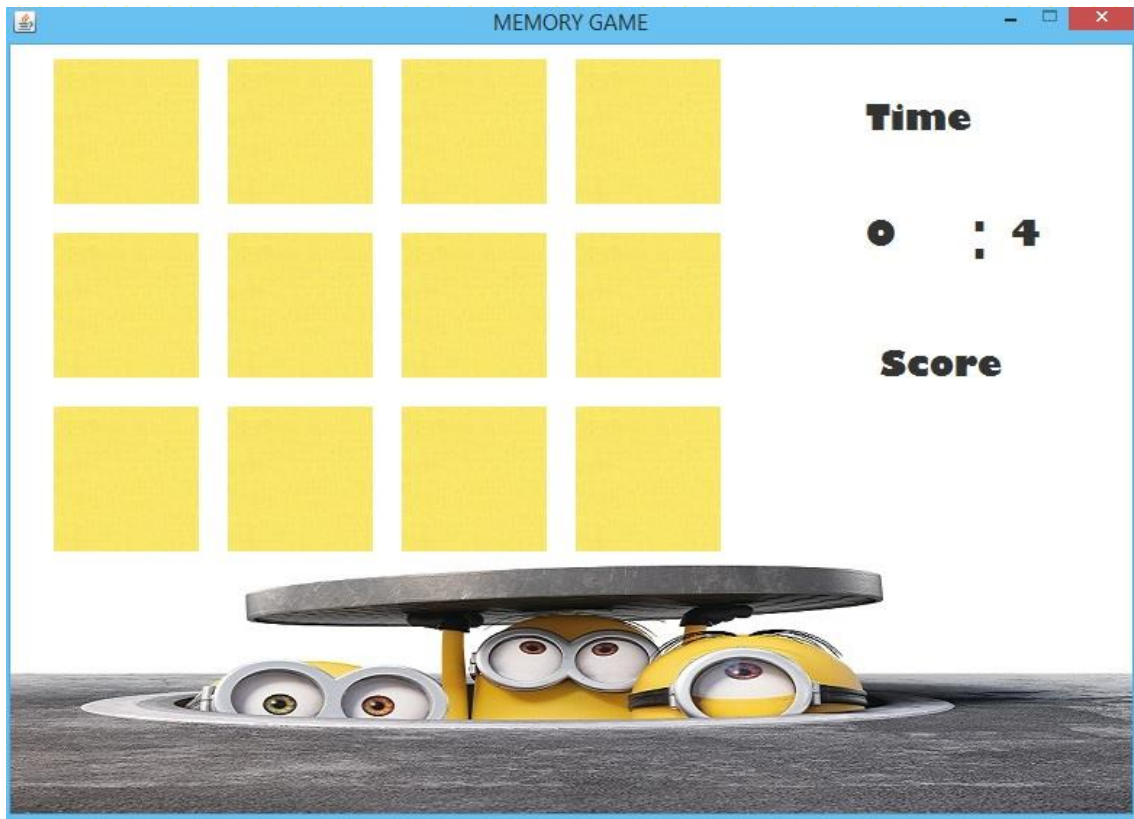
'Quit' Button

```
private void jButton13ActionPerformed(java.awt.event.ActionEvent evt) {

MGL1score.setVisible(false);    }
```

Memory game Level 2

MG Level 2 Frame

int count2 = 0, score2 = 0, pause2 = 0, s2 = 0, m2 = 0;

   boolean l21, l22, l23, l24, l25, l26, l27, l28, l29, l210, l211, l212;

Timer StopWatch2 = new Timer(1000, new ActionListener() {

     public void actionPerformed(ActionEvent e) { s2 = s2 + 1;

       if (s2 == 60) { s2 = 0; m2 = m2 + 1; }

       time21.setText(m2 + "");

       time22.setText(s2 + ""); }});

public void back2basic2() {

     L21.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

     L22.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

     L23.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

     L24.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

     L25.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

     L26.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

```java
        L27.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L28.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L29.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L210.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L211.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L212.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        l21 = false; l22 = false; l23 = false; l24 = false; l25 = false; l26 = false;

        l27 = false; l28 = false; l29 = false; l210 = false; l211 = false; l212 = false;

        count2 = 0; pause2 = 0; }


public void plus_one_level2() {

        score2++; count2 = 0;

        Score2.setText("" + score2);

        if (score2 == 6) {StopWatch2.stop();

                        double i = (Double.parseDouble(time21.getText()) * 60.0) +
                (Double.parseDouble(time22.getText())));

                        MGL2.setVisible(false);

                        MGL2score.setVisible(true);

                        Congrats1.setText("Congrats, you have completed in " + i + " secs");

                        if (i <= 30) {sc2.setText((score2 + 2) + "");

                                        S21.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                                        S22.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                                        S23.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

                        else if (i <= 35) {sc2.setText((score2 + 1) + "");

                                                S21.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                                                S22.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

                        else { sc2.setText(score2 + ""); }

                        S21.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));}}}


Timer T21A = new Timer(500, new ActionListener() {

        public void actionPerformed(ActionEvent e) { pause2++;

            L21.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));

            if (pause2 == 2) { back2basic2(); T21A.stop(); }}});

Timer T22A = new Timer(500, new ActionListener() {

        public void actionPerformed(ActionEvent e) { pause2++;
```

```java
        L22.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        if (pause2 == 2) { T22A.stop(); back2basic2(); }}});
Timer T23A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L23.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        if (pause2 == 2) { T23A.stop(); back2basic2(); }}});
Timer T24A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L24.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        if (pause2 == 2) { T24A.stop(); back2basic2(); }}});
Timer T25A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L25.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        if (pause2 == 2) { T25A.stop(); back2basic2(); }}});
Timer T26A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L26.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
        if (pause2 == 2) { T26A.stop(); back2basic2(); }}});
Timer T27A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L27.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));
        if (pause2 == 2) { T27A.stop(); back2basic2(); }}});
Timer T28A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L28.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        if (pause2 == 2) { T28A.stop(); back2basic2(); }}});
Timer T29A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L29.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        if (pause2 == 2) { T29A.stop(); back2basic2(); }}});
Timer T210A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L210.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        if (pause2 == 2) { T210A.stop(); back2basic2(); }}});
Timer T211A = new Timer(500, new ActionListener() {
```

```java
    public void actionPerformed(ActionEvent e) { pause2++;
        L211.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
        if (pause2 == 2) { T211A.stop(); back2basic2(); }}});
Timer T212A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L212.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        if (pause2 == 2) { T212A.stop(); back2basic2(); }}});


Timer T21B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L21.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));
        L27.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));
        if (pause2 == 2) { T21B.stop(); L21.setVisible(false); L27.setVisible(false);
            pause2 = 0; plus_one_level2();}}});
Timer T22B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L22.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        L212.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        if (pause2 == 2) { T22B.stop(); L22.setVisible(false); L212.setVisible(false);
            pause2 = 0; plus_one_level2(); }}});
Timer T23B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L23.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        L25.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        if (pause2 == 2) { T23B.stop(); L23.setVisible(false); L25.setVisible(false);
            pause2 = 0; plus_one_level2(); }}});
Timer T24B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L24.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        L28.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        if (pause2 == 2) { T24B.stop(); L24.setVisible(false); L28.setVisible(false);
            pause2 = 0; plus_one_level2(); }}});
Timer T26B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause2++;
        L26.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
```

```java
        L211.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
        if (pause2 == 2) { T26B.stop(); L26.setVisible(false); L211.setVisible(false);
            pause2 = 0; plus_one_level2(); }}});
Timer T29B = new Timer(500, new ActionListener() {
        public void actionPerformed(ActionEvent e) { pause2++;
        L29.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        L210.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        if (pause2 == 2) { T29B.stop(); L29.setVisible(false); L210.setVisible(false);
            pause2 = 0; plus_one_level2();}}});

private void L21MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L21.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));
        if (count2 == 2 && l21 == true) {back2basic2(); }
        else if (count2 == 2 && l27 == true) { T21B.start(); }
        else if (count2 == 2 && l27 != true) { T21A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l21 = true; } }
private void L22MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L22.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        if (count2 == 2 && l22 == true) { back2basic2(); }
        else if (count2 == 2 && l212 == true) { T22B.start(); }
        else if (count2 == 2 && l212 != true) { T22A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l22 = true; }}
    private void L23MouseClicked(java.awt.event.MouseEvent evt) {count2++;
        L23.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        if (count2 == 2 && l23 == true) { back2basic2(); }
        else if (count2 == 2 && l25 == true) { T23B.start(); }
        else if (count2 == 2 && l25 != true) { T23A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l23 = true; }}
    private void L24MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L24.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        if (count2 == 2 && l24 == true) { back2basic2(); }
        else if (count2 == 2 && l28 == true) { T24B.start(); }
```

```java
        else if (count2 == 2 && l28 != true) { T24A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l24 = true; }}
private void L25MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L25.setIcon(new ImageIcon("C:\\memorygame\\level2\\3.jpg"));
        if (count2 == 2 && l25 == true) { back2basic2(); }
        else if (count2 == 2 && l23 == true) { T23B.start(); }
        else if (count2 == 2 && l23 != true) { T25A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l25 = true; }}
private void L26MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L26.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
        if (count2 == 2 && l26 == true) { back2basic2(); }
        else if (count2 == 2 && l211 == true) { T26B.start(); }
        else if (count2 == 2 && l211 != true) { T26A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l26 = true; }}
private void L27MouseClicked(java.awt.event.MouseEvent evt) {count2++;
        L27.setIcon(new ImageIcon("C:\\memorygame\\level2\\1.jpg"));
        if (count2 == 2 && l27 == true) { back2basic2(); }
        else if (count2 == 2 && l21 == true) { T21B.start(); }
        else if (count2 == 2 && l21 != true) { T27A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l27 = true; }}
private void L28MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L28.setIcon(new ImageIcon("C:\\memorygame\\level2\\4.jpg"));
        if (count2 == 2 && l28 == true) { back2basic2(); }
        else if (count2 == 2 && l24 == true) { T24B.start(); }
        else if (count2 == 2 && l24 != true) { T28A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l28 = true; }}
private void L29MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L29.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        if (count2 == 2 && l29 == true) { back2basic2(); }
        else if (count2 == 2 && l210 == true) { T29B.start(); }
```

```java
        else if (count2 == 2 && l210 != true) { T29A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l29 = true; }}
private void L210MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L210.setIcon(new ImageIcon("C:\\memorygame\\level2\\5.jpg"));
        if (count2 == 2 && l210 == true) { back2basic2(); }
        else if (count2 == 2 && l29 == true) { T29B.start(); }
        else if (count2 == 2 && l29 != true) { T210A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l210 = true; }}                    .
private void L211MouseClicked(java.awt.event.MouseEvent evt) { count2++;
        L211.setIcon(new ImageIcon("C:\\memorygame\\level2\\6.jpg"));
        if (count2 == 2 && l211 == true) { back2basic2(); }
        else if (count2 == 2 && l26 == true) { T26B.start(); }
        else if (count2 == 2 && l26 != true) { T211A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l211 = true; }}
private void L212MouseClicked(java.awt.event.MouseEvent evt) {count2++;
        L212.setIcon(new ImageIcon("C:\\memorygame\\level2\\2.jpg"));
        if (count2 == 2 && l212 == true) { back2basic2(); }
        else if (count2 == 2 && l22 == true) { T22B.start(); }
        else if (count2 == 2 && l22 != true) { T212A.start(); }
        else if (count2 >= 3) { back2basic2(); }
        else if (count2 == 1) { l212 = true; }}
```

Level 2 Score

'Back' Button

```
private void jButton16ActionPerformed(java.awt.event.ActionEvent evt) {
MGL2score.setVisible(false);
gamehome.setVisible(true);
    }
```
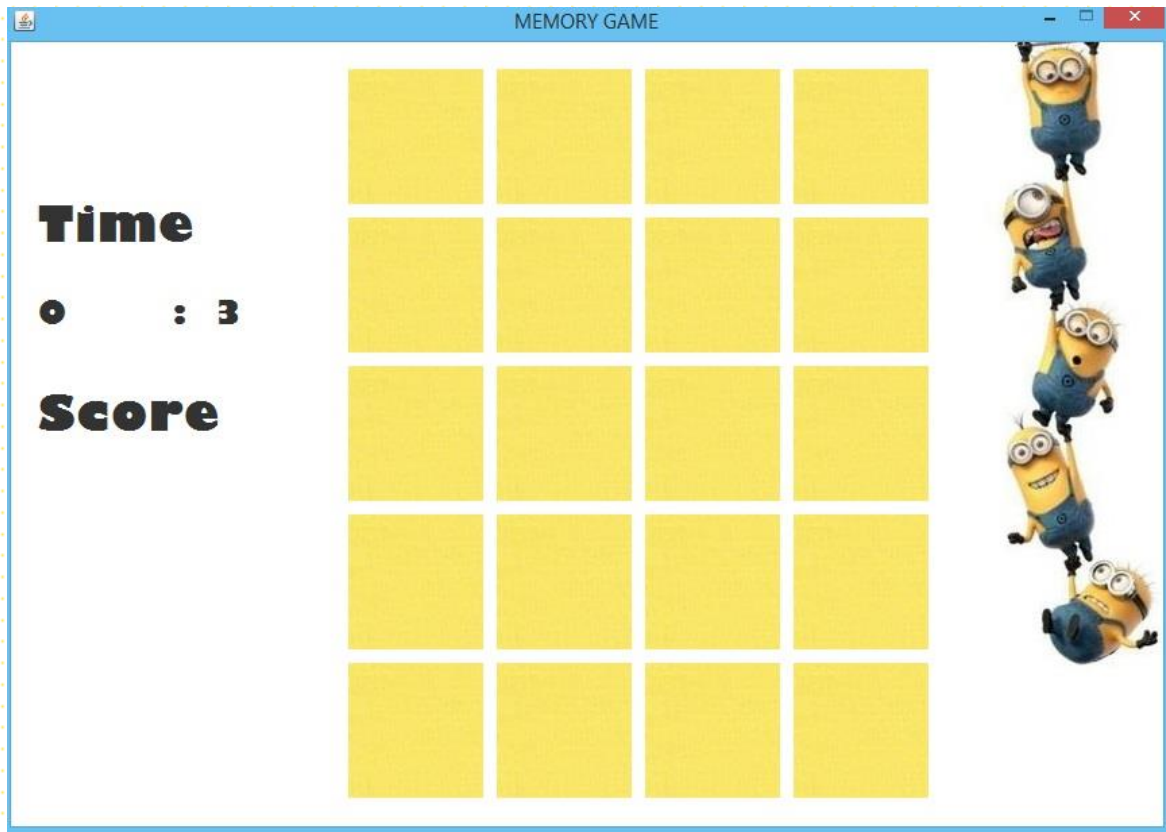
'Next Level' Button

```
private void jButton15ActionPerformed(java.awt.event.ActionEvent evt) {
MGL3.setVisible(true);
MGL2score.setVisible(false);
    }
```

'Quit' Button

```
private void jButton17ActionPerformed(java.awt.event.ActionEvent evt) {
MGL2score.setVisible(false);
    }
```

Memory game Level 3

MG Level 3 Frame

boolean l31=false,l32=false,l33=false,l34=false,l35=false,l36=false,l37=false,l38=false,l39=false,l310=false, l311=false,l312=false,l313=false,l314=false,l315=false,l316=false,l317=false,l318=false,l319=false,l320=false;

int count3=0, score3=0 ,pause3=0;

public void back2basic3() {

    L31.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L32.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L33.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L34.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L35.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L36.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L37.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L38.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L39.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L310.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

    L311.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

```java
        L312.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L313.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L314.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L315.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L316.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L317.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L318.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L319.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        L320.setIcon(new ImageIcon("C:\\memorygame\\yellow.jpg"));

        l31 = false; l32 = false; l33 = false; l34 = false; l35 = false;

        l36 = false; l37 = false; l38 = false; l39 = false; l310= false;

        l311= false; l312= false; l313= false; l314= false; l315= false;

        l316= false; l317= false; l318= false; l319= false;   l320= false;

    count3 = 0; pause3= 0; }
public void plus_one_level3() { score3++; count3 = 0;

    if (score3 == 10) {

        StopWatch3.stop();

        double i = (Double.parseDouble(time31.getText()) * 60.0) +
(Double.parseDouble(time32.getText())));

        MGL3.setVisible(false);

        MGL3score.setVisible(true);

        Congrats5.setText("Congrats, you have completed in " + i + " secs");

        if (i <= 60) { sc5.setText((score3 + 2) + "");

                    S31.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                    S32.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                    S33.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

        else if (i <= 50) { sc3.setText((score3 + 1) + "");

                    S31.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                    S32.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

        else { sc3.setText(score3 + ""); }

        S31.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }}
Timer StopWatch3 = new Timer(1000, new ActionListener() {

    public void actionPerformed(ActionEvent e) { s = s + 1;

        if (s == 60) { s = 0; m = m + 1; }
```

```java
        time31.setText(m + "");
        time32.setText(s + ""); }});
Timer T31A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L31.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
        if (pause3 == 2) { back2basic3(); T31A.stop(); }}});
Timer T32A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L32.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
        if (pause3 == 2) { back2basic3(); T32A.stop(); }}});
Timer T33A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L33.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
        if (pause3 == 2) { back2basic3(); T33A.stop(); }}});
Timer T34A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L34.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
        if (pause3 == 2) { back2basic3(); T34A.stop(); }}});
Timer T35A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L35.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        if (pause3 == 2) { back2basic3(); T35A.stop(); }}});
Timer T36A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L36.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
        if (pause3 == 2) { back2basic3(); T36A.stop(); }}});
Timer T37A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L37.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        if (pause3 == 2) { back2basic3(); T37A.stop(); }}});
Timer T38A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L38.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
```

```java
        if (pause3 == 2) { back2basic3(); T38A.stop(); }}});
Timer T39A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L39.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
        if (pause3 == 2) { back2basic3(); T39A.stop(); }}});
Timer T310A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L310.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
        if (pause3 == 2) { back2basic3(); T310A.stop(); }}});
Timer T311A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L311.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
        if (pause3 == 2) { back2basic3(); T311A.stop(); }}});
Timer T312A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L312.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
        if (pause3 == 2) { back2basic3(); T312A.stop(); }}});
Timer T313A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L313.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
        if (pause3 == 2) { back2basic3(); T313A.stop(); }}});
Timer T314A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L314.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
        if (pause3 == 2) { back2basic3(); T314A.stop(); }}});
Timer T315A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L315.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        if (pause3 == 2) { back2basic3(); T315A.stop(); }}});
Timer T316A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L316.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
        if (pause3 == 2) { back2basic3(); T316A.stop(); }}});
```

```java
Timer T317A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L317.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
        if (pause3 == 2) { back2basic3(); T317A.stop(); }}});
Timer T318A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L318.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        if (pause3 == 2) { back2basic3(); T318A.stop(); }}});
Timer T319A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L319.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
        if (pause3 == 2) { back2basic3(); T319A.stop(); }}});
Timer T320A = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L320.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
        if (pause3 == 2) { back2basic3(); T320A.stop(); }}});


Timer T31B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L31.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
        L36.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
        if (pause3 == 2) {T31B.stop(); L31.setVisible(false); L36.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T32B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L32.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
        L314.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
        if (pause3 == 2) { T32B.stop(); L32.setVisible(false); L314.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T33B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L33.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
        L316.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
```

```java
        if (pause3 == 2) {T33B.stop(); L33.setVisible(false); L316.setVisible(false);
            pause3 = 0; plus_one_level3();}}});
Timer T34B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L34.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
        L311.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
        if (pause3 == 2) { T34B.stop(); L34.setVisible(false); L311.setVisible(false);
            pause3 = 0; plus_one_level3();}}});
Timer T35B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L35.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        L37.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        if (pause3 == 2) { T35B.stop(); L35.setVisible(false); L37.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T38B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L38.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
        L312.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
        if (pause3 == 2) { T38B.stop(); L38.setVisible(false); L312.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T39B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L39.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
        L317.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
        if (pause3 == 2) { T39B.stop(); L39.setVisible(false); L317.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T310B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) {pause3++;
        L310.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
        L319.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
        if (pause3 == 2) { T310B.stop(); L310.setVisible(false); L319.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});
Timer T313B = new Timer(500, new ActionListener() {
```

```
public void actionPerformed(ActionEvent e) { pause3++;
    L313.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
    L320.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
    if (pause3 == 2) { T313B.stop(); L313.setVisible(false); L320.setVisible(false);
        pause3 = 0; plus_one_level3(); }}});
Timer T318B = new Timer(500, new ActionListener() {
    public void actionPerformed(ActionEvent e) { pause3++;
        L318.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        L315.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        if (pause3 == 2) { T318B.stop(); L318.setVisible(false); L315.setVisible(false);
            pause3 = 0; plus_one_level3(); }}});


private void L31MouseClicked(java.awt.event.MouseEvent evt) {count3++;
    L31.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
    if (count3 == 2 && l31 == true) { back2basic3(); }
    else if (count3 == 2 && l36 == true) { T31B.start(); }
    else if (count3 == 2 && l36 != true) { T31A.start();}
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l31 = true; }}
private void L32MouseClicked(java.awt.event.MouseEvent evt) { count3++;
    L32.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
    if (count3 == 2 && l32 == true) {back2basic3(); }
    else if (count3 == 2 && l314 == true) { T32B.start(); }
    else if (count3 == 2 && l314 != true) { T32A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l32 = true; }}
private void L33MouseClicked(java.awt.event.MouseEvent evt) { count3++;
    L33.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
    if (count3 == 2 && l33 == true) { back2basic3(); }
    else if (count3 == 2 && l316 == true) {T33B.start(); }
    else if (count3 == 2 && l316 != true) { T33A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l33 = true; }}
private void L34MouseClicked(java.awt.event.MouseEvent evt) {count3++;
```

```java
        L34.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
        if (count3 == 2 && l34 == true) { back2basic3();}
        else if (count3 == 2 && l311 == true) { T34B.start(); }
        else if (count3 == 2 && l311 != true) { T34A.start(); }
        else if (count3 >= 3){ back2basic3(); }
        else if (count3 == 1) { l34 = true; }}
private void L35MouseClicked(java.awt.event.MouseEvent evt) {count3++;
        L35.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        if (count3 == 2 && l35 == true) { back2basic3(); }
        else if (count3 == 2 && l37 == true) { T35B.start(); }
        else if (count3 == 2 && l37 != true) { T35A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l35 = true; }}
private void L36MouseClicked(java.awt.event.MouseEvent evt) {count3++;
        L36.setIcon(new ImageIcon("C:\\memorygame\\level3\\1.jpg"));
        if (count3 == 2 && l36 == true) { back2basic3(); }
        else if (count3 == 2 && l31 == true) { T31B.start(); }
        else if (count3 == 2 && l31 != true) { T36A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l36 = true; }}
private void L37MouseClicked(java.awt.event.MouseEvent evt) {count3++;
        L37.setIcon(new ImageIcon("C:\\memorygame\\level3\\5.jpg"));
        if (count3 == 2 && l37 == true) { back2basic3();}
        else if (count3 == 2 && l35 == true) { T35B.start(); }
        else if (count3 == 2 && l35 != true) { T37A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l37 = true; }}
private void L38MouseClicked(java.awt.event.MouseEvent evt) { count3++;
        L38.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
        if (count3 == 2 && l38 == true) { back2basic3(); }
        else if (count3 == 2 && l312 == true) { T38B.start(); }
        else if (count3 == 2 && l312 != true) { T38A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l38 = true; }}
private void L39MouseClicked(java.awt.event.MouseEvent evt) { count3++;
```

```java
    L39.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
    if (count3 == 2 && l39 == true) { back2basic3(); }
    else if (count3 == 2 && l317 == true) { T39B.start(); }
    else if (count3 == 2 && l317 != true) { T39A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l39 = true; }}
private void L310MouseClicked(java.awt.event.MouseEvent evt) { count3++;
    L310.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
    if (count3 == 2 && l310 == true) { back2basic3(); }
    else if (count3 == 2 && l319 == true) { T310B.start(); }
    else if (count3 == 2 && l319 != true) { T310A.start(); }
    else if (count3 >= 3){ back2basic3(); }
    else if (count3 == 1) { l310 = true;}}
private void L311MouseClicked(java.awt.event.MouseEvent evt) {count3++;
    L311.setIcon(new ImageIcon("C:\\memorygame\\level3\\4.jpg"));
    if (count3 == 2 && l311 == true) { back2basic3(); }
    else if (count3 == 2 && l34 == true) { T34B.start(); }
    else if (count3 == 2 && l34 != true) { T311A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l311 = true; }}
private void L312MouseClicked(java.awt.event.MouseEvent evt) { count3++;
    L312.setIcon(new ImageIcon("C:\\memorygame\\level3\\6.jpg"));
    if (count3 == 2 && l312 == true) {back2basic3(); }
    else if (count3 == 2 && l312 == true) { T38B.start(); }
    else if (count3 == 2 && l312 != true) { T312A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l312 = true; }}
private void L313MouseClicked(java.awt.event.MouseEvent evt) {count3++;
    L313.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
    if (count3 == 2 && l313 == true) { back2basic3(); }
    else if (count3 == 2 && l320 == true) { T313B.start(); }
    else if (count3 == 2 && l320 != true) { T313A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l313 = true; }}
private void L314MouseClicked(java.awt.event.MouseEvent evt) {count3++;
```

```java
        L314.setIcon(new ImageIcon("C:\\memorygame\\level3\\2.jpg"));
        if (count3 == 2 && l314 == true) { back2basic3(); }
        else if (count3 == 2 && l32 == true) { T32B.start(); }
        else if (count3 == 2 && l32 != true) { T314A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l314 = true; }}
private void L315MouseClicked(java.awt.event.MouseEvent evt) {count3++;
        L315.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        if (count3 == 2 && l315 == true) { back2basic3(); }
        else if (count3 == 2 && l318 == true) { T318B.start(); }
        else if (count3 == 2 && l318 != true) { T315A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l315 = true; }}
private void L316MouseClicked(java.awt.event.MouseEvent evt) { count3++;
        L316.setIcon(new ImageIcon("C:\\memorygame\\level3\\3.jpg"));
        if (count3 == 2 && l316 == true) { back2basic3(); }
      else if (count3 == 2 && l33 == true) { T33B.start(); }
      else if (count3 == 2 && l33 != true) { T316A.start(); }
      else if (count3 >= 3) { back2basic3(); }
      else if (count3 == 1) { l316 = true; }}
private void L317MouseClicked(java.awt.event.MouseEvent evt) { count3++;
        L317.setIcon(new ImageIcon("C:\\memorygame\\level3\\7.jpg"));
        if (count3 == 2 && l317 == true) { back2basic3(); }
        else if (count3 == 2 && l39 == true) { T39B.start(); }
        else if (count3 == 2 && l39 != true) { T317A.start(); }
        else if (count3 >= 3) { back2basic3(); }
        else if (count3 == 1) { l317 = true; }}
private void L318MouseClicked(java.awt.event.MouseEvent evt) { count3++;
        L318.setIcon(new ImageIcon("C:\\memorygame\\level3\\10.jpg"));
        if (count3 == 2 && l318 == true) { back2basic3(); }
        else if (count3 == 2 && l315 == true) { T318B.start();}
        else if (count3 == 2 && l315 != true) { T318A.start(); }
        else if (count3 >= 3) {back2basic3(); }
        else if (count3 == 1) { l318 = true; }}
private void L319MouseClicked(java.awt.event.MouseEvent evt) { count3++;
```

```java
        L319.setIcon(new ImageIcon("C:\\memorygame\\level3\\8.jpg"));
    if (count3 == 2 && l319 == true) { back2basic3(); }
    else if (count3 == 2 && l310 == true) { T310B.start(); }
    else if (count3 == 2 && l310 != true) { T319A.start(); }
    else if (count3 >= 3) { back2basic3(); }
    else if (count3 == 1) { l319 = true; }}
private void L320MouseClicked(java.awt.event.MouseEvent evt) { count3++;
        L320.setIcon(new ImageIcon("C:\\memorygame\\level3\\9.png"));
    if (count3 == 2 && l320 == true) { back2basic3(); }
    else if (count3 == 2 && l313 == true) { T313B.start();}
    else if (count3 == 2 && l313 != true) { T320A.start();}
    else if (count3 >= 3) { back2basic3();}
    else if (count3 == 1) { l320 = true; }}
```

Level 3 Score

'Back' Button

```
private void jButton33ActionPerformed(java.awt.event.ActionEvent evt) {
MGL3score.setVisible(false);
gamehome.setVisible(true);
    }
```
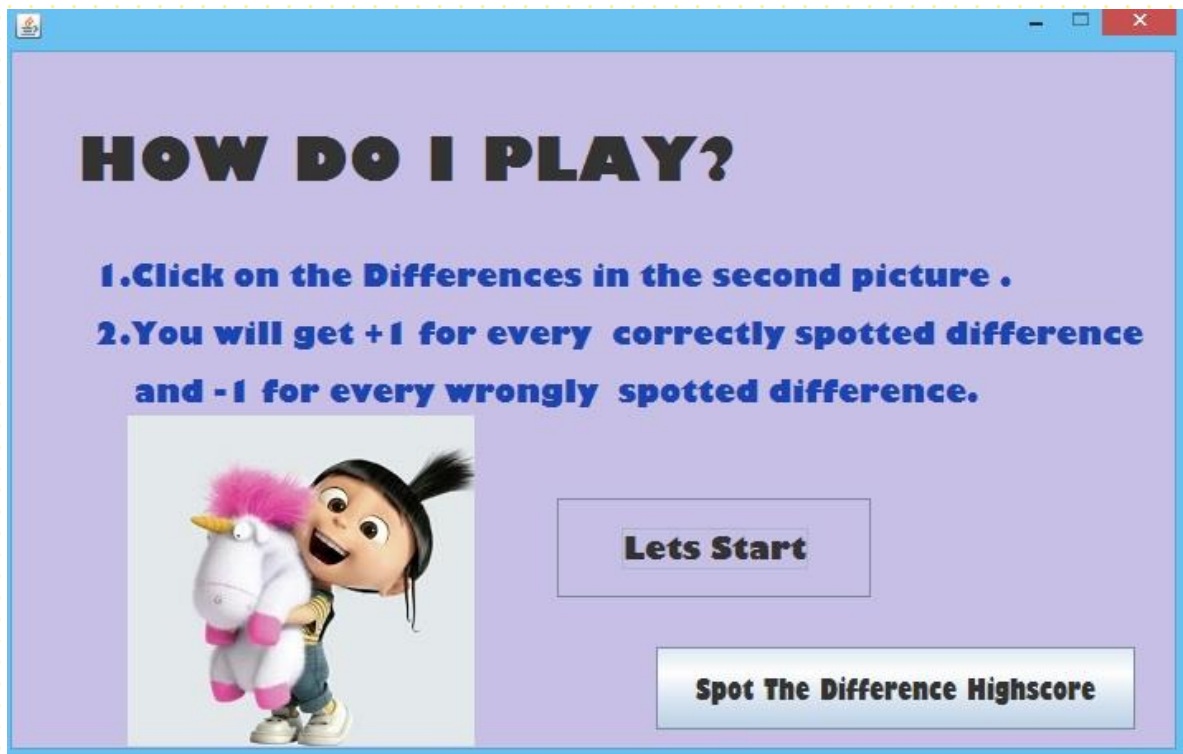
'Finish' Button

```
private void jButton32ActionPerformed(java.awt.event.ActionEvent evt) {
gamehome.setVisible(true);
MGL3score.setVisible(false);
    }
```

'Quit' Button

```
private void jButton34ActionPerformed(java.awt.event.ActionEvent evt) {
MGL3score.setVisible(false);
    }
```

Spot The Difference

HOW DO I PLAY?

1. Click on the Differences in the second picture .

2. You will get +1 for every correctly spotted difference and -1 for every wrongly spotted difference.

Lets Start

Spot The Difference Highscore

Lets Start

Spot The Difference Highscore

Level - 1

Time:

21

Score:

Highscore

username	Nickname	Level 1	Level 2	Level 3
ishita_23	ishu	6	4	0
yash_04	yash	6	1	0

'Let's Start' Button

```java
private void jButton20ActionPerformed(java.awt.event.ActionEvent evt) {

AudioPlayer.player.stop(as1);

STDL1.setVisible(true); STD1.start(); STDhome.setVisible(false);  }
```

'Spot The Difference Highscore' Button

```java
private void jButton36ActionPerformed(java.awt.event.ActionEvent evt) {

GameHighscore.setVisible(true);

try {

        Class.forName("java.sql.Driver");

        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");

        st = con.createStatement();

        String sql = "select uname,nickname,stds1,stds2,stds3 from login ;";

        ResultSet rs = st.executeQuery(sql);

      DefaultTableModel dtm=(DefaultTableModel)t1.getModel();

       dtm.setRowCount(0);

      System.out.println(username);

      while (rs.next())

      {username=rs.getString(1);

      nickname1 = rs.getString(2);

      st1=rs.getInt(3);

      st2=rs.getInt(4);

      st3=rs.getInt(5);

      Object arr[]={username,nickname1,st1,st2,st3 };

      dtm.addRow(arr);  }

      System.out.println(nickname);

    } catch (Exception e) {

      System.out.println(e.getMessage());

    } }
```

Spot The Difference Level 1

Level 1

```
int STD1score = 0, SL1 = 25;

boolean STD11 = false, STD12 = false, STD13 = false, STD14 = false;

Timer STD1 = new Timer(1000, new ActionListener() {

    public void actionPerformed(ActionEvent e) { SL1--;

        STD1t.setText("" + SL1);

        if (SL1 == 0 || STD1score == 4 || (STD11==true && STD12 ==true && STD13 ==true && STD14
==true)) { STD1.stop();

            STDL1score.setVisible(true);

            STDL1.setVisible(false);

            Congrats2.setText("Congrats, you have completed in " + (25 - SL1) + " secs");

            if (STD1score == 4) { sc1.setText((STD1score + 2) + "");

                Sl6.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                Sl4.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                Sl5.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
```

```java
            } else if (STD1score <= 4 && STD1score >= 0) { sc1.setText((STD1score + 1) + "");
                Sl6.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
                Sl4.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
            } else { sc1.setText(STD1score + "");
            } Sl6.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));}}});
private void jLabel23MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD12 == false) { STD1score++;
        sd1score.setText(STD1score + "");
        STD12 = true; }}
private void jLabel24MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD11 == false) { STD1score++;
        sd1score.setText(STD1score + "");
        STD11 = true; }}
private void jLabel25MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD13 == false) { STD1score++;
        sd1score.setText(STD1score + "");
        STD13 = true; }}
private void jLabel26MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD14 == false) { STD1score++;
        sd1score.setText(STD1score + "");
        STD14 = true; }}
private void jLabel28MouseClicked(java.awt.event.MouseEvent evt) {
    STD1score--;
    sd1score.setText(STD1score + "");}
```

Level 1 score

AudioPlayer.player.stop(as3); AudioPlayer.player.start(as4);

int score=Integer.parseInt(sc1.getText());

if(score>st1) {try { Class.forName("java.sql.Driver");

   con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");

   st = con.createStatement();

   String sql = "update login set stds1="+score+" where nickname='"+nickname+"';";

   st.executeUpdate(sql); }

     catch (Exception e) { System.out.println(e.getMessage()); }}}

'Back' Button

private void jButton22ActionPerformed(java.awt.event.ActionEvent evt) {

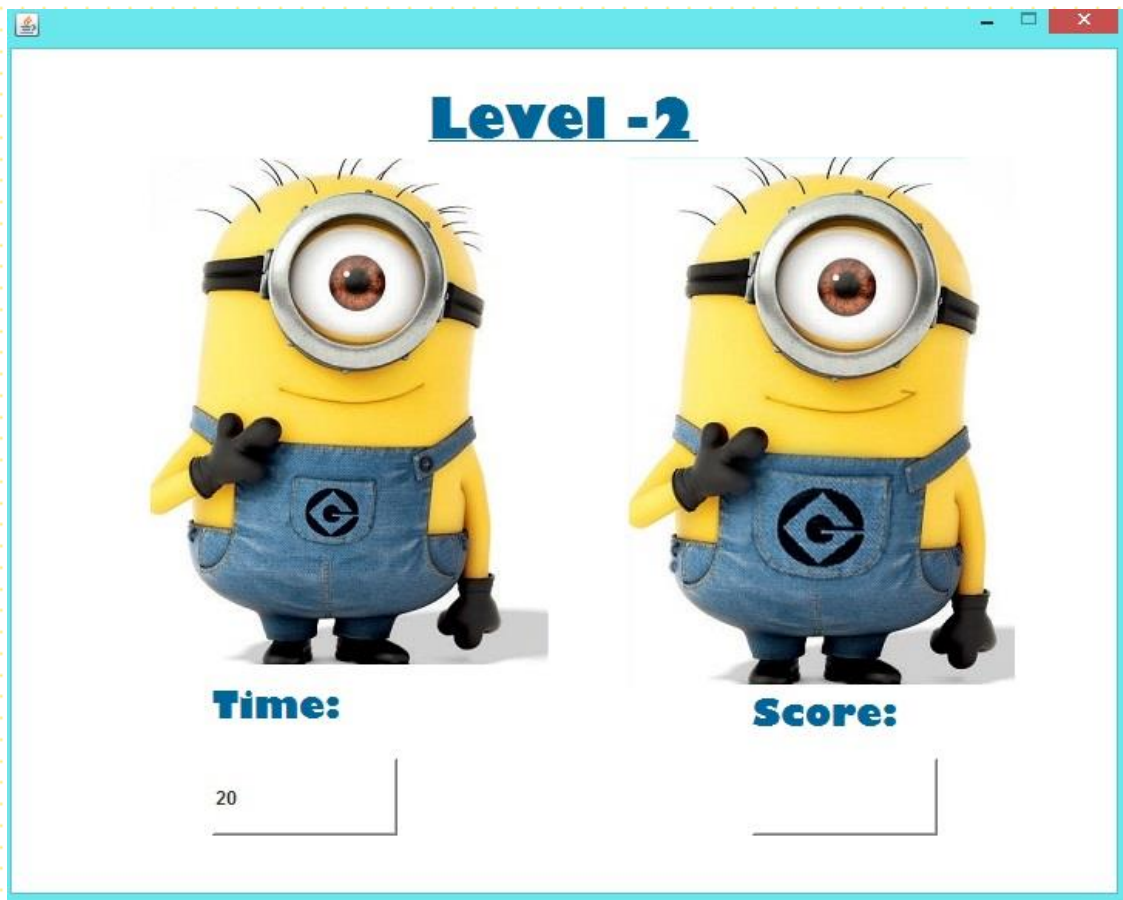STDL1score.setVisible(false); gamehome.setVisible(true); }

'Next Level' Button

private void jButton21ActionPerformed(java.awt.event.ActionEvent evt) {

   STDL2.setVisible(true); STD2.start();

   STDL1score.setVisible(false); }

'Quit' Button

private void jButton23ActionPerformed(java.awt.event.ActionEvent evt) {

STDL1score.setVisible(false);   }

Spot The Difference Level 2

Level 2

boolean STD21 = false, STD22 = false, STD23 = false, STD24 = false, STD25 = false, flag = false;

int SL2 = 30; int STD2score = 0;

Timer STD2 = new Timer(1000, new ActionListener() {

    public void actionPerformed(ActionEvent e) {

        SL2--; STD2t.setText("" + SL2);

        if (SL2 == 0 || STD2score == 5 ||(STD21==true && STD22 ==true && STD23 ==true && STD24 ==true && STD25 ==true)) {

            STD2.stop();

            STDL2score.setVisible(true);

            STDL2.setVisible(false);

            Congrats3.setText("Congrats, you have completed in " + (30 - SL2) + " secs");

            if (STD2score == 5) {

                sc3.setText((STD2score + 2) + "");

                SI7.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

```java
                Sl8.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
                Sl9.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }
            else if (STD2score <= 5 && STD2score >= 0) {
                sc3.setText((STD2score + 1) + "");
                Sl7.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
                Sl8.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));}
            else {sc3.setText(STD2score + ""); }
        Sl7.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }}});
private void jLabel38MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD21 == false) { STD2score++;
        sd2score.setText(STD2score + "");
        STD21 = true; }}
private void jLabel40MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD22 == false) { STD2score++;
        sd2score.setText(STD2score + "");
        STD22 = true; }}
private void jLabel42MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD23 == false) { STD2score++;
        sd2score.setText(STD2score + "");
        STD23 = true;  }}
  private void jLabel41MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD24 == false) { STD2score++;
        sd2score.setText(STD2score + "");
        STD24 = true;  }}
  private void jLabel39MouseClicked(java.awt.event.MouseEvent evt) {
    if (STD25 == false) { STD2score++;
        sd2score.setText(STD2score + "");
        STD25 = true; }}
private void jLabel34MouseClicked(java.awt.event.MouseEvent evt) {
    STD2score--; sd2score.setText(STD2score + ""); }
```
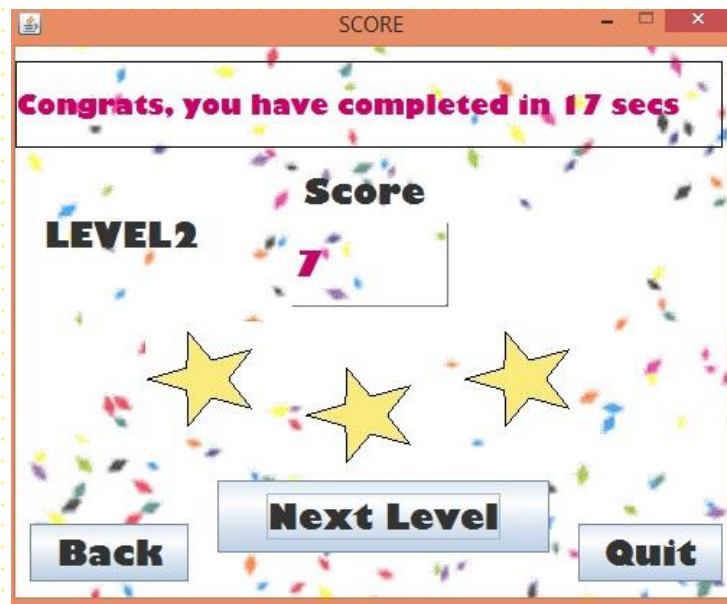
Level 2 score


```
AudioPlayer.player.stop(as3);
  AudioPlayer.player.start(as4);
  int score=Integer.parseInt(sc3.getText());
     if(score>st2)  {try {
        Class.forName("java.sql.Driver");
        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");
        st = con.createStatement();
        String sql = "update login set stds2="+score+" where nickname='"+nickname+"';";
        st.executeUpdate(sql);
     } catch (Exception e) { System.out.println(e.getMessage()); }}}
```

'Back' Button

```
     private void jButton25ActionPerformed(java.awt.event.ActionEvent evt) {
gamehome.setVisible(true);   STDL2score.setVisible(false); }
```
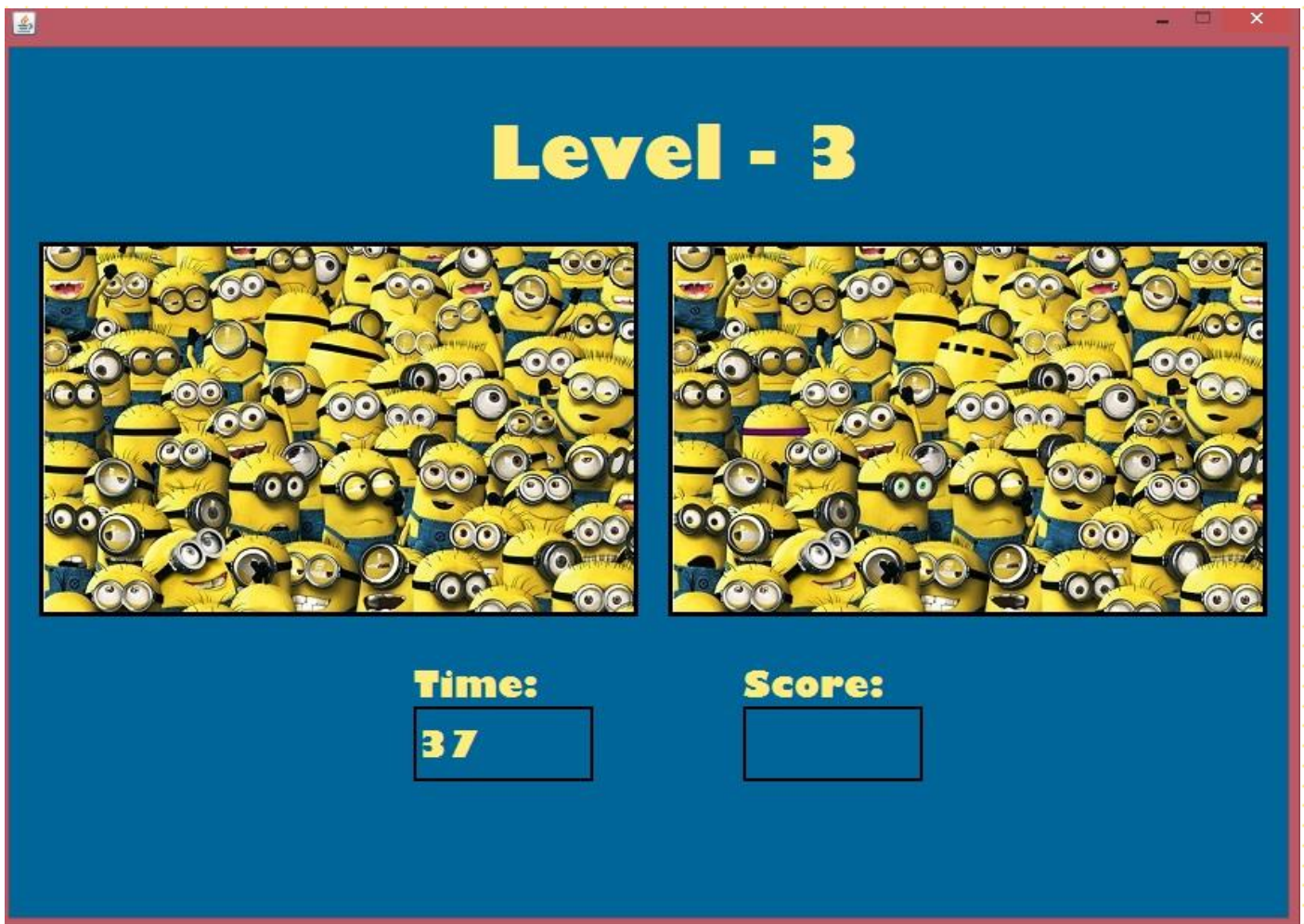
'Next Level' Button

```
private void jButton24ActionPerformed(java.awt.event.ActionEvent evt) {
     STDL3.setVisible(true);
     STD3.start();
     STDL2score.setVisible(false);  }
```

'Quit' Button

```
private void jButton26ActionPerformed(java.awt.event.ActionEvent evt) {
dispose(); }
```

Spot The Difference
Level 3

Level 3

```
boolean STD31 = false, STD32 = false, STD33 = false, STD34 = false, STD35 = false, STD36 = false, STD37
= false;  int SL3 = 40;  int STD3score = 0;


Timer STD3 = new Timer(1000, new ActionListener() {

    public void actionPerformed(ActionEvent e) {

        if( STD31==true && STD32==true && STD33==true && STD34==true && STD35==true &&
STD36==true && STD37 ==true)

        {flag=true;}

        SL3--; STD3t.setText("" + SL3);
```

```java
        if (SL3 == 0 || STD3score == 7 || flag == true) { STD3.stop();

            STDL3score.setVisible(true);

            STDL3.setVisible(false);

            Congrats4.setText("Congrats, you have completed in " + (40 - SL3) + " secs");

            if (STD3score == 7) { sc4.setText((STD3score + 2) + "");

                SI10.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                SI11.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                SI12.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

            else if (STD3score <= 6 && STD3score >= 0) {

                sc4.setText((STD3score + 1) + "");

                SI10.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));

                SI11.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

            else { sc4.setText(STD3score + ""); }

                SI10.setIcon(new ImageIcon("C:\\memorygame\\star.jpg")); }

            if (STD31 == true && STD32 == true && STD33 == true && STD34 == true && STD35 == true
&& STD36 == true) { flag = true; }}});


private void jLabel54MouseClicked(java.awt.event.MouseEvent evt) {

    if (STD31 == false) {STD3score++;

        sd3score.setText(STD3score + "");

        STD31 = true;}}


private void jLabel52MouseClicked(java.awt.event.MouseEvent evt) {

    if (STD32 == false) {STD3score++;

        sd3score.setText(STD3score + "");

        STD32 = true;}}


private void jLabel57MouseClicked(java.awt.event.MouseEvent evt) {

    if (STD33 == false) { STD3score++;

        sd3score.setText(STD3score + "");

        STD33 = true; }}


private void jLabel56MouseClicked(java.awt.event.MouseEvent evt) {

    if (STD34 == false) { STD3score++;

        sd3score.setText(STD3score + "");
```

```java
        STD34 = true; }}


private void jLabel53MouseClicked(java.awt.event.MouseEvent evt) {
     if (STD35 == false) { STD3score++;
        sd3score.setText(STD3score + "");
        STD35 = true;}}


private void jLabel55MouseClicked(java.awt.event.MouseEvent evt) {
     if (STD36 == false) { STD3score++;
        sd3score.setText(STD3score + "");
        STD36 = true; }}


private void jLabel46MouseClicked(java.awt.event.MouseEvent evt) {
     STD3score--; sd3score.setText(STD3score + "");}
```

Level 3 score


```
AudioPlayer.player.stop(as3);

AudioPlayer.player.start(as4);

 int score=Integer.parseInt(sc4.getText());

    if(score>st3)  {try {

        Class.forName("java.sql.Driver");

        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");

        st = con.createStatement();

        String sql = "update login set stds3="+score+" where nickname='"+nickname+"';";

         st.executeUpdate(sql);

        } catch (Exception e) { System.out.println(e.getMessage()); }}}
```

'Back' Button

```
    private void jButton28ActionPerformed(java.awt.event.ActionEvent evt) {
gamehome.setVisible(true); STDL3score.setVisible(false);}
```
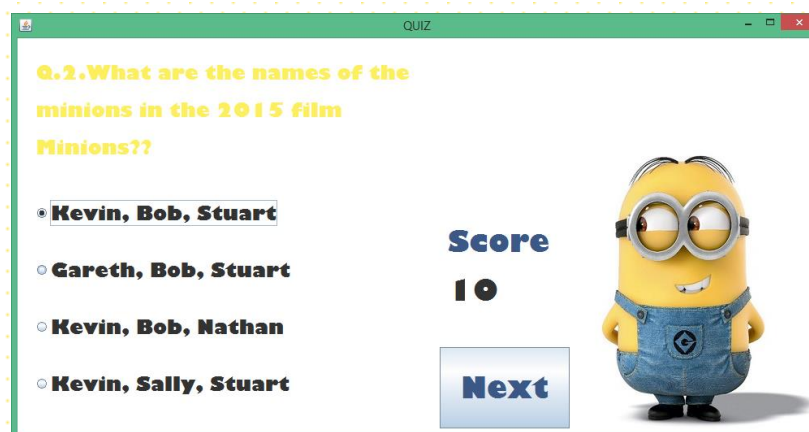
'Finish' Button

```
private void jButton27ActionPerformed(java.awt.event.ActionEvent evt) {
gamehome.setVisible(true);
STDL3score.setVisible(false);}
```

'Quit' Button

```
private void jButton43ActionPerformed(java.awt.event.ActionEvent evt) {
QuizScore.setVisible(false);
    }
```

Quiz Homepage

HOW DO I PLAY?

Choose the correct answer from the given options.
Each correct answer gives a +10 and no negative marking!

Lets play

Lets play

Q.2.What are the names of the minions in the 2015 film Minions??

- Kevin, Bob, Stuart
- Gareth, Bob, Stuart
- Kevin, Bob, Nathan
- Kevin, Sally, Stuart

Score

10

Next

Quiz


```
int wait=0,quizscore=0;char x;
    private void check(char x){
      switch(x){
              case 'A': {if(A.isSelected()==true){
                      A.setText(A.getText()+"(Correct answer)");
                      quizscore+=10;scd.setText(quizscore+"")}
                    else if(C.isSelected()==true || B.isSelected()==true || D.isSelected()==true){
                    A.setSelected(true);
                    A.setText(A.getText()+"(correct answer)");}}
                  break;


              case 'B':{if(B.isSelected()==true){
                      B.setText(B.getText()+"(Correct answer)");
                      quizscore+=10;scd.setText(quizscore+"");}
                    else if(C.isSelected()==true || A.isSelected()==true || D.isSelected()==true){
                    B.setSelected(true);
                    B.setText(B.getText()+"(correct answer)");}}
                  break;
```

```java
            case 'C':{if(C.isSelected()==true){
                      C.setText(C.getText()+"(Correct answer)");
                      quizscore+=10;scd.setText(quizscore+"");}
                 else if(C.isSelected()==true || A.isSelected()==true || D.isSelected()==true){
                      C.setSelected(true);
                      C.setText(C.getText()+"(correct answer)");}}
              break;


            case 'D':{if(D.isSelected()==true){
                      D.setText(D.getText()+"(Correct answer)");
                      quizscore+=10;scd.setText(quizscore+"");}
                 else if(C.isSelected()==true || A.isSelected()==true || B.isSelected()==true){
                      D.setSelected(true);
                      D.setText(D.getText()+"(correct answer)");}}}}
public void quizz(int qno){
  if (qno==1 || qno==2)
    {if(qno==1){qu1.setText("Q.1.The Minions say the word ");
     qu2.setText("\"Gelato\", but what does ");
     qu3.setText("this mean??");
     A.setText("Ham");
     B.setText("Latte");
     C.setText("Ice-cream");
     D.setText("Jelly");}
     else if(qno==2)
     check('C'); }
  else if(qno==3 || qno==4)
    {if(qno==3){qu1.setText("Q.2.What are the names of the ");
     qu2.setText("minions in the 2015 film ");
     qu3.setText("Minions??");
     A.setText("Kevin, Bob, Stuart");
     B.setText("Gareth, Bob, Stuart");
     C.setText("Kevin, Bob, Nathan");
     D.setText("Kevin, Sally, Stuart");}
     else if(qno==4)
```

```java
       check('A');}
else if(qno==5 || qno==6)
   {if (qno==5){qu1.setText("Q.3.Who is the bigger sister in ");
    qu2.setText("the Despicable Me films??");
    qu3.setText("");
    A.setText("Edith");
    B.setText("Agnus");
    C.setText("Margo");
    D.setText("Heather");}
   else if(qno==6)
    check('C');}
else if(qno==7 || qno==8)
   {if(qno==7){qu1.setText("Q.4.How many fingers do the ");
    qu2.setText("minions have in each ");
    qu3.setText("hand?");
    A.setText("5");
    B.setText("3");
    C.setText("4");
    D.setText("6");}
   else if(qno==8)
    check('B'); }
else if (qno==9 ||qno==10)
  {if(qno==9){qu1.setText("Q.5.The Minions say the word ");
   qu2.setText("\"Kanpai\", but what does this");
   qu3.setText("mean??");
   A.setText("Can we start?");
   B.setText("Hello");
   C.setText("Party");
   D.setText("Cheers");}
  else if(qno==10)
   check('D'); }
else if (qno==11 || qno==12)
   {if(qno==11){qu1.setText("Q.6.Who made the purple Minions??");
    qu2.setText("");
    qu3.setText("");
```
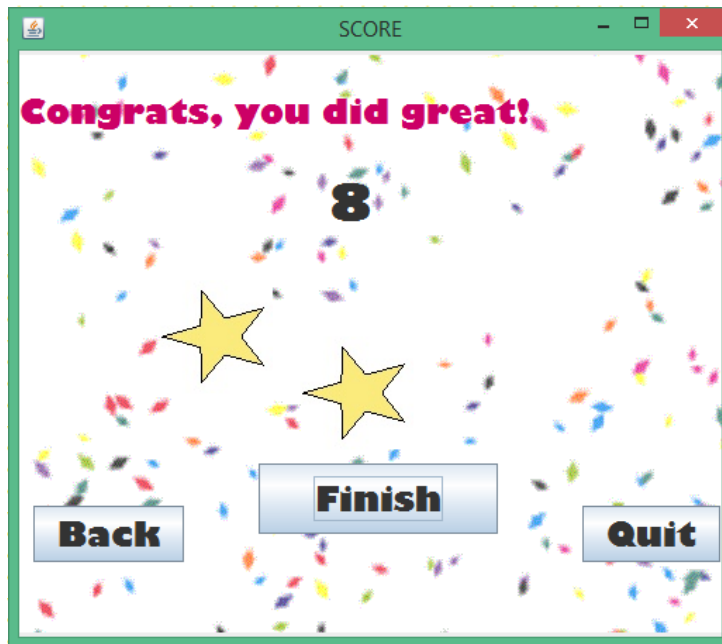
```java
      A.setText("Dr.Nefario");
      B.setText("Gru");
      C.setText("Gareth");
      D.setText("El Macho");}
      else if(qno==12)
        check('D');  }
else if (qno==13 || qno==14){
    if(qno==13){qu1.setText("Q.7.Why did the Minions go to  ");
    qu2.setText("Orlando??");
    qu3.setText("");
    A.setText("Villian Con");
    B.setText("To fing Gru");
    C.setText("Vacation");
    D.setText("To find some Bananas");}
    else if(qno==14)
    check('A'); }
else if (qno==15 || qno==16)
{if (qno==15){qu1.setText("Q.8.How did all the Minions arrive");
  qu2.setText(" in London??");
  qu3.setText("");
  A.setText("Swam");
  B.setText("A Boat");
  C.setText("The Tube");
  D.setText("An Airplane");}
  else if(qno==16)
  check('C');}
else if (qno==17 ||qno==18)
  {if(qno==17){qu1.setText("Q.9.How many natural hairstyles");
  qu2.setText("do the minions have??");
  qu3.setText("");
 A.setText("4");
 B.setText("3");
 C.setText("1");
 D.setText("5");}
 else if(qno==18)
```

```
        check('B'); }
    else if(qno==19 || qno==20)
        {if (qno==19){qu1.setText("Q.10.Minions speak a mixture of..");
        qu2.setText("");
        qu3.setText("");
        A.setText("3 Languages");
        B.setText("4 Languages");
        C.setText("5 Languages");
        D.setText("6 Languages");}
        else if (qno==20)
        check('D');}}
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
if(qno<=20){qno++;quizz(qno);}
else {Quiz.setVisible(false); QuizScore.setVisible(true);}}
```

Quiz score


```java
private void QuizScoreWindowActivated(java.awt.event.WindowEvent evt) {
if(quizscore>=90){
    quizs.setText(((quizscore/10)+2) + "");
    Q1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
    Q2.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
    Q3.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
}
else if(quizscore>=60 && quizscore<=80){
    quizs.setText(((quizscore/10)+1) + "");
    Q1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
    Q2.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
}
else if(quizscore<60){
    quizs.setText(((quizscore/10))+ "");
    Q1.setIcon(new ImageIcon("C:\\memorygame\\star.jpg"));
}
AudioPlayer.player.stop(as3);
AudioPlayer.player.start(as4);
    Congrats6.setText("Congrats, you did great!");
int qs=Integer.parseInt(quizs.getText());
if(qs>q1){
try {
```

```java
        Class.forName("java.sql.Driver");

        con = DriverManager.getConnection("jdbc:mysql://localhost/12thbproject", "root", "1234");

        st = con.createStatement();

        String sql = "update login set quizs="+qs+" where nickname='"+nickname+"';";

        st.executeUpdate(sql);

    } catch (Exception e) {

        System.out.println(e.getMessage());

    }}}
```

'Back' Button

```java
        private void jButton40ActionPerformed(java.awt.event.ActionEvent evt) {
QuizHome.setVisible(true);
QuizScore.setVisible(false);}
```

'Finish' Button

```java
private void jButton39ActionPerformed(java.awt.event.ActionEvent evt) {
gamehome.setVisible(true);
QuizScore.setVisible(false); }
```

'Quit' Button

```java
private void jButton41ActionPerformed(java.awt.event.ActionEvent evt) {
dispose();
    }
```

MySQL Database

Database name: 12thbproject

Table name: login

Table:

```
+----------+----------+------------+----------+------+------+------+-------+-------+-------+-------+
| uname    | pass     | dob        | nickname | mgs1 | mgs2 | mgs3 | stds1 | stds2 | stds3 | quizs |
+----------+----------+------------+----------+------+------+------+-------+-------+-------+-------+
| ishita_23| ishita23 | 1999-12-23 | ishu     |    5 |    8 | NULL |     6 |     7 |     9 |     8 |
| yash_04  | Yash04   | 2006-09-04 | yash     |    5 |    8 | NULL |     6 |     1 |  NULL |  NULL |
| arush07  | asw@2813 | 2009-05-02 | arushu   |    0 |    0 |    0 |     6 |     0 |     0 |    11 |
+----------+----------+------------+----------+------+------+------+-------+-------+-------+-------+
```

Table Description:

```
+----------+-------------+------+-----+---------+-------+
| Field    | Type        | Null | Key | Default | Extra |
+----------+-------------+------+-----+---------+-------+
| uname    | varchar(20) | YES  |     | NULL    |       |
| pass     | varchar(8)  | YES  |     | NULL    |       |
| dob      | date        | YES  |     | NULL    |       |
| nickname | varchar(10) | YES  |     | NULL    |       |
| mgs1     | int(11)     | YES  |     | NULL    |       |
| mgs2     | int(11)     | YES  |     | NULL    |       |
| mgs3     | int(11)     | YES  |     | NULL    |       |
| stds1    | int(11)     | YES  |     | NULL    |       |
| stds2    | int(11)     | YES  |     | NULL    |       |
| stds3    | int(11)     | YES  |     | NULL    |       |
| quizs    | int(11)     | YES  |     | NULL    |       |
+----------+-------------+------+-----+---------+-------+
```

Bibliography

- **Sumita Arora-Informatics Practices: A Textbook (Class 11 & 12)**

- **A Text Book on INFORMATICS PRACTICES (Class 11 & 12)**

- **http://stackoverflow.com/**

- **https://www.google.co.in/**

- **http://www.allthetests.com/quiz32/quiz/143558 2023/Minions-Quiz**

- **http://giphy.com/search/gify**