SIES COLLEGE OF ARTS,SCIENCE & COMMERCE
SION(W),MUMBAI-22
(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

TYBSc(IT),SEMESTER V

INTERNAL PROJECT

for the subject

ENTERPRISE JAVA

Title of the project:- Mini Game

Submitted by

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1. JButton

The class **JButton** is an implementation of a push button. This component has a label and generates an event when pressed. It can also have an Image.

Hierarchy

java.lang.Object

  java.awt.Component

    java.awt.Container

      java.swring.JComponent

        java.swing.AbstractButton

Constructors

Sr.No	Constructor	Description
1.	JButton()	It creates a button with no text and icon.
2.	JButton(string s)	It creates a button with specified text .
3.	JButton(Icon i)	It creates a button with the specified icon Object.

Methods

Sr.No	Method	Description
1.	void setText(String s)	It is used to set specified text on button.
2.	string getText()	It is used to return the text of the button.
3.	void setEnabled(Boolean b)	It is used to enable or disable the button.
4.	void setIcon(Icon i)	It is used to set the specified icon on the button.
5.	void addActionListener (ActionListener a)	It is used to add the actionListener to this Object.

2. JLabel

JLabel can display text, image or both . JLabel is only a display of text or image and it cannot get focus . JLabel is inactive to input events such a mouse focus or keyboard focus.

Hierarchy

java.lang.Object

java.awt.Component

java.awt.Container

java.swing.JComponent

javax.swing.JLabel

Constructors

Sr.No	Constructors	Description
1.	JLabel()	Creates a JLabel instance with no image and an empty dtring for the title.
2.	JLabel(string s)	Creates a JLabel instance with specified text.
3.	JLabel(Icon i)	Creates a JLabel instance with specified image.
4.	JLabel(string s,Icon i,int horizontalAlignment)	Creates a JLabel instance with the specified text, image and horizontal alignment.

Methods

Sr.No	Methods	Description
1.	String getText()	It returns a text string that a label displays.
2.	void setText()	It defines the single line of the text this component will display.
3.	void getTcon(Icon i)	It returns graphic image that the label displays.
4.	void setIcon(Icon i)	It sets a graphic image that the label displays.
5.	void setFont()	It sets the font size and font style of the text in the label.

3. JFrame

The class JFrame is an extended version of java.awt.Frame that adds support for the JFC/swing component architecture.

Hierarchy

Java.lang.Object

Java.awt.Component

Java.awt.Container

Java.awt.Window

Java.awt.Frame

Java.swing.JFrame

Constructors

Sr.No	Constructors	Description
1.	JFrame()	It constructs a new frame that is initially invisible.
2.	JFrame(graphicConfiguration gc)	It creates a Frame in the specified graphic configuration of the screen device.
3.	JFrame(string title)	It creates a new initially invisible frame with the specified title.
4.	JFrame(string title, graphicConfiguration gc)	It creates a JFrame with a specified title and the speciefied graphic configurationof the screen device.

Methods

Sr.No	methods	Description
1.	Void setTitle()	It sets the title of the frame.
2.	Void setSize()	It stes the size of the frame.
3.	Void setLocation()	It is used to set the location form where the frame is displayed.
4.	Void setVisible()	It shows or hides this window depending on the value of the parameter.
5.	Void setResizable()	Sets whether this frame is resizable by the user.

Program

```
package jmp;

import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.ImageIcon;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JTextField;

import java.applet.*;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class Jmp
{
   JFrame frame=new JFrame();
      JLabel l1=new JLabel();
      JLabel img=new JLabel();
      JLabel l2= new JLabel();
      JLabel ans=new JLabel("Your Answer");
      JTextField t1=new JTextField();
      JButton b= new JButton("Click me");
      JButton nxt= new JButton("next");
      JLabel h= new JLabel();
      ImageIcon hint=new ImageIcon("E:\\JavaMiniProject/hint2.png");
      JButton hintbtn=new JButton(hint);
      ImageIcon i= new ImageIcon("E:\\JavaMiniProject/mail.png");
      Font font= new Font("serif",Font.PLAIN,16);
      public Jmp()
      {
      frame.setTitle("4 pic 1 word");
      frame.setSize(800,650);
      frame.setLocation(100,100);
      frame.setVisible(true);
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
      frame.setResizable(true);
      l1.setText("Level 1");
      img.setIcon(i);
      l1.setFont(font);
      t1.setFont(font);
      ans.setFont(font);
```

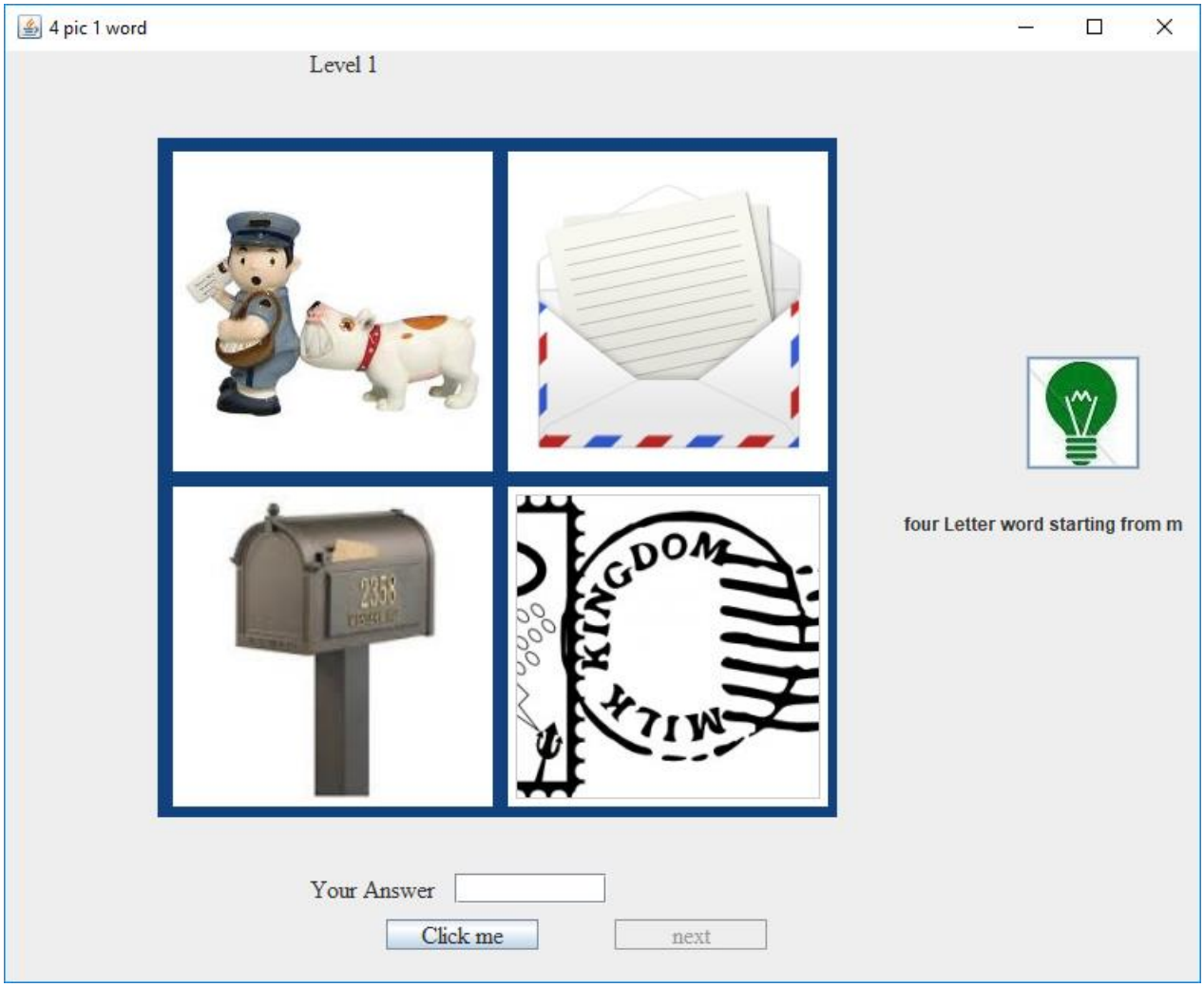
```
        l2.setFont(font);
        b.setFont(font);
        nxt.setFont(font);
        l1.setBounds(200,1,50,15);
        img.setBounds(100,30,500,500);
        ans.setBounds(200,540,93,20);
        t1.setBounds(295,540,100,20);
        b.setBounds(250,570,100,20);
        l2.setBounds(670,100,100,20);
        nxt.setBounds(400,570,100,20);
        hintbtn.setBounds(670,200,75,75);
        h.setBounds(590,300,200,20);
        nxt.setEnabled(false);
        frame.add(l1);
        frame.add(img);
        frame.add(ans);
        frame.add(t1);
        frame.add(b);
        frame.add(l2);
        frame.add(nxt);
        frame.add(hintbtn);
        frame.add(h);
        frame.setLayout(null);
        frame.show();

        b.addActionListener(new ActionListener(){
public void actionPerformed(ActionEvent e){
            if(t1.getText().equals("mail"))
            {
               l2.setText("Well Done!!!");
               nxt.setEnabled(true);
               t1.setText("");
            }
            else
            {
               l2.setText("Oops!!!Try Again!");
               t1.setText("");
            }
        }
    });

        nxt.addActionListener(new ActionListener(){
public void actionPerformed(ActionEvent e){
        frame.dispose();
```

```
        new Jmp2();
}}
        );
        hintbtn.addActionListener(new ActionListener(){
        public void actionPerformed(ActionEvent e){
        h.setText("four Letter word starting from m");
        }
        });
        }
    public static void main(String[] args)
    {
        new Jmp();

    }


}
```

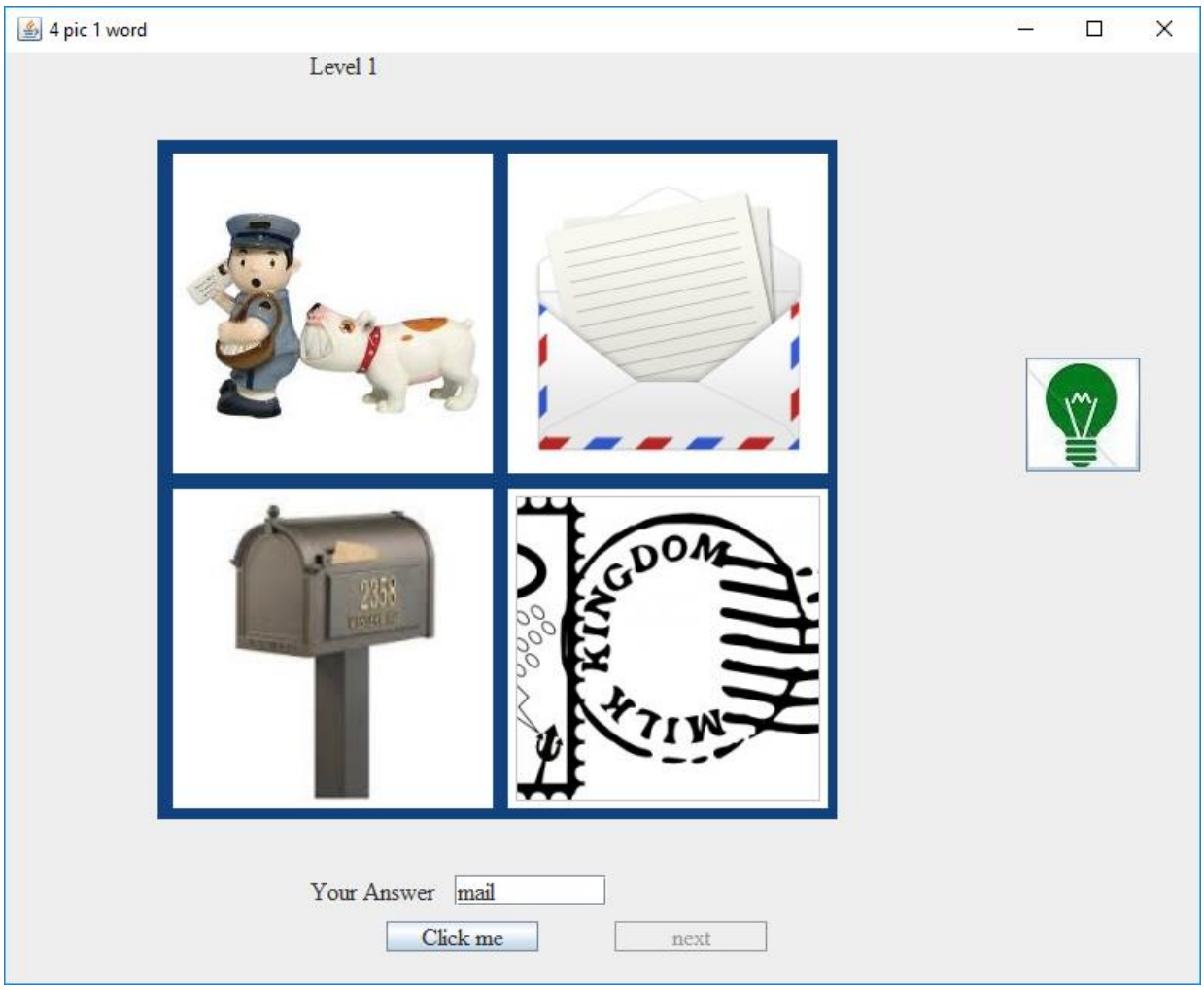
Note: Other frame contains the same code with different images set in the label and the answer differs.

Output:

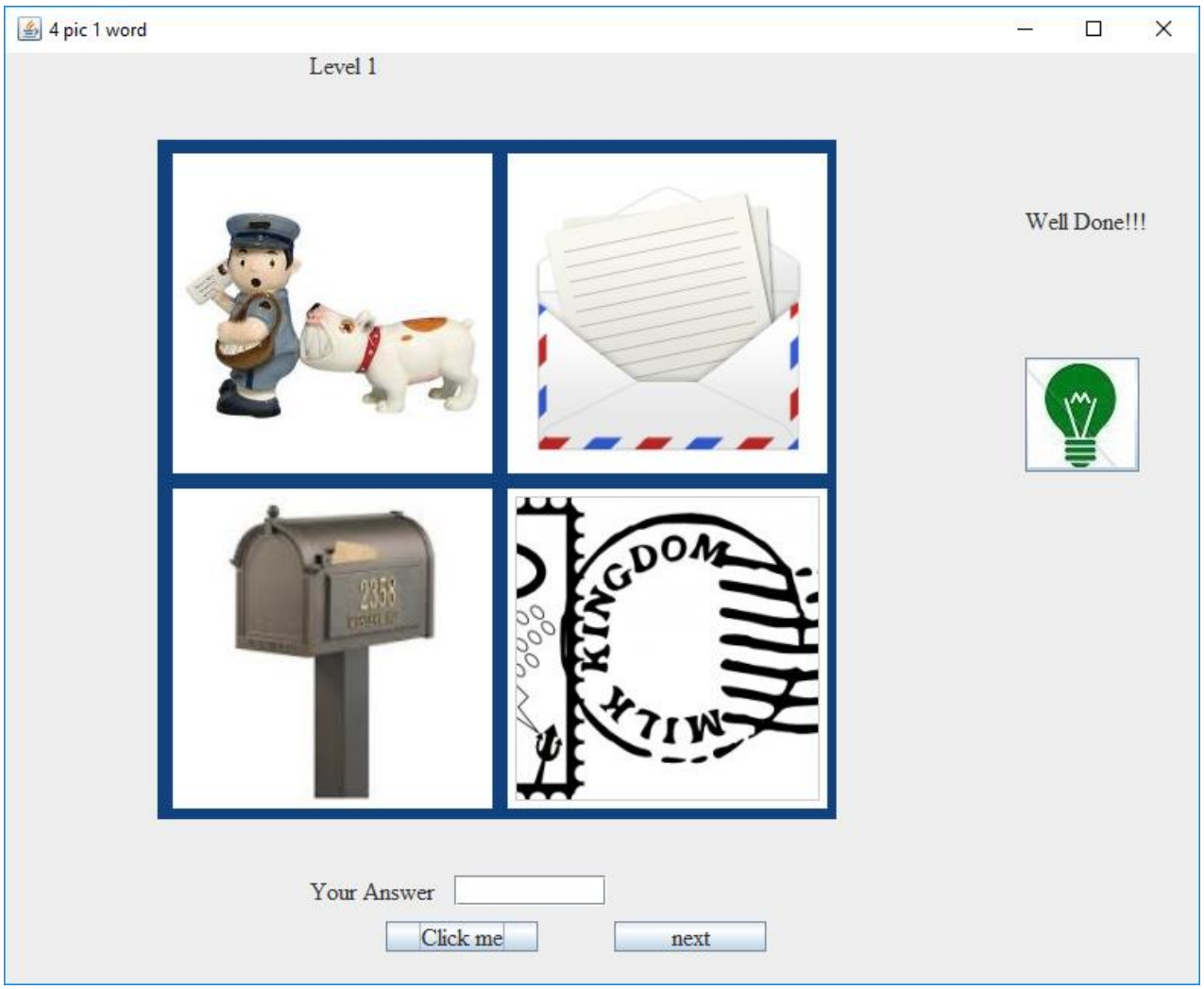
1.


4 pic 1 word
Level 1
2358
KINGDOM
MILK
four Letter word starting from m
Your Answer
Click me
next

2.


4 pic 1 word
Level 1
KINGDOM
MILK
Your Answer
mail
Click me
next

3.


4 pic 1 word
Level 1
Well Done!!!
MILK
KINGDOM
Your Answer
Click me
next