

# Final Project

專案名稱: Bowl

描述: 設計一個養魚遊戲

遊戲功能: 買魚、餵魚、賣魚

使用:

1. Using Inheritance and Polymorphism
2. Using Exception Handling
3. Using Abstract Classes and Interface
4. Event-Driven Programming
5. Using Graphical User Interfaces
6. File I/O (optional)
7. JPanel、JLabel、JButton、ImageIcon
8. ActionListener、TimeListener

創建四個class:

Bowel class:

(set frame)

FrameWork:

JPanel jp\_title  
JPanel jp\_main  
JPanel jp\_option  
JLabel user\_grade  
JLabel user\_experience  
JLabel user\_money  
JButton jb\_fish\_status  
JButton jb\_fish\_feeding  
JButton jb\_fish\_shop  
JButton jb\_setFrameWork  
JButton jb\_exit

User class:

private member:

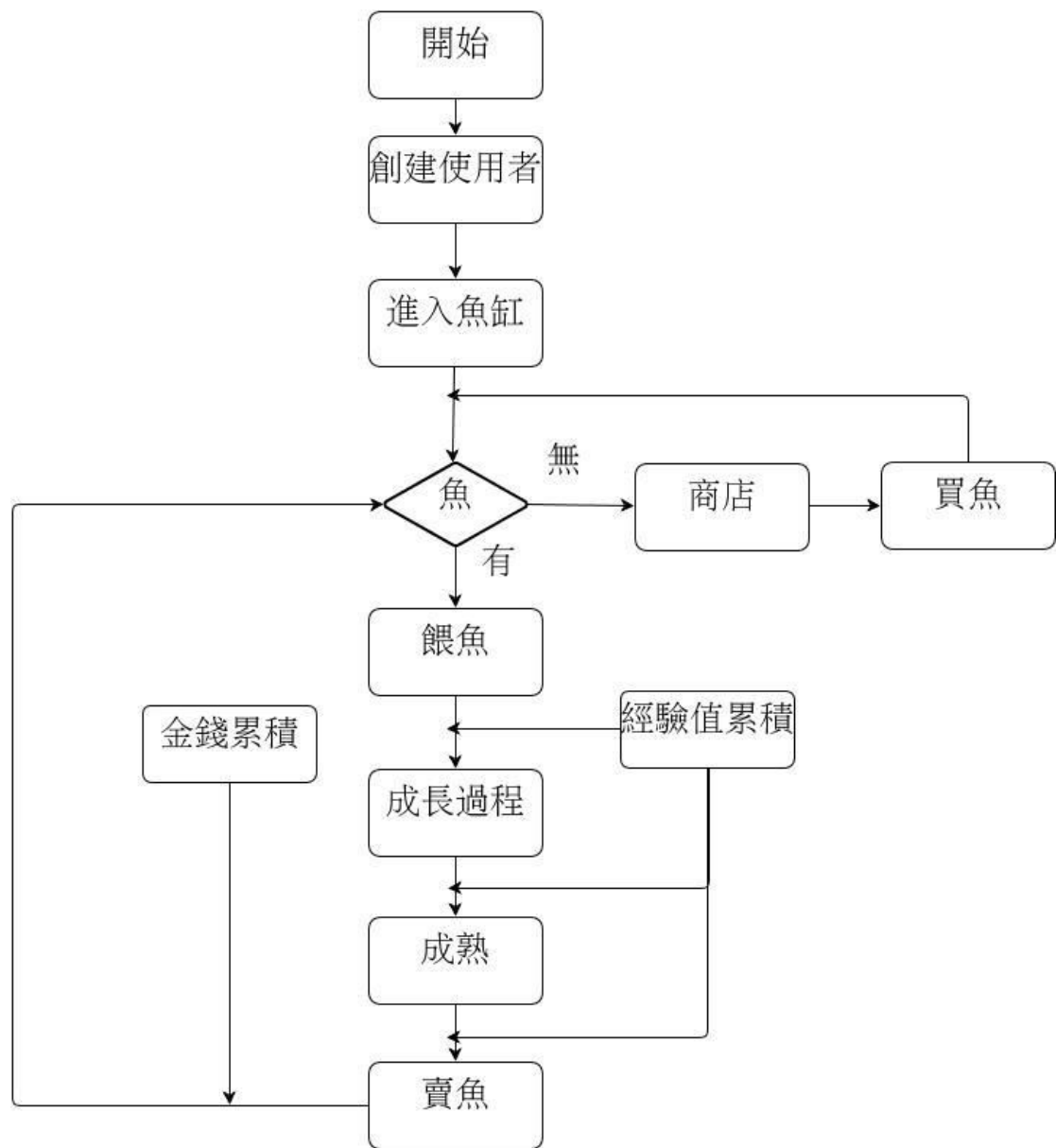
string username  
double money  
double experience

Fish class:

private member:

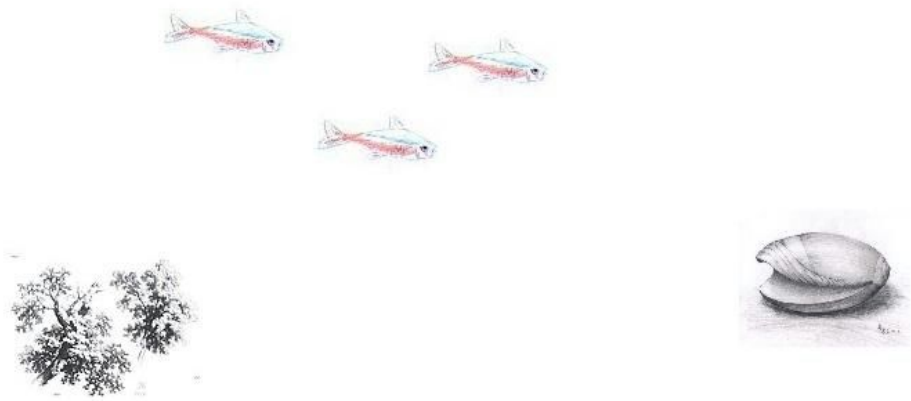
int age  
boolean satiety  
int speed  
double position\_x  
double position\_y  
ImageIcon fish\_Image

流程圖:



GUI:

離開	返回主選單	等級	<input type="text"/>	經驗值	<input type="text"/>	金錢	<input type="text"/>
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狀態	餵食	商店	設置	說明
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