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-Driver 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

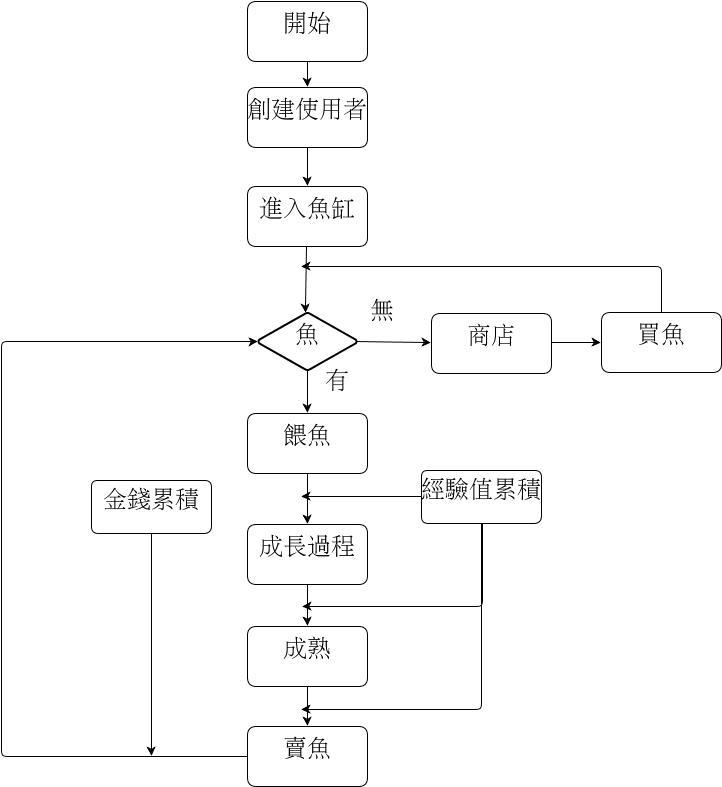
boolean satiety

int speed

double position\_x

double position\_y

ImageIcon fish\_Image

流程圖:

GUI:

