package game;

import java.awt.\*;

import javax.swing.\*;

import java.awt.event.\*;

public class puzzle extends JFrame implements ActionListener{

JButton b1,b2,b3,b4,b5,b6,b7,b8,b9,next;

puzzle(){

super("Puzzle Game - JavaTpoint");

b1=new JButton("1");

b2=new JButton("2");

b3=new JButton("3");

b4=new JButton("4");

b5=new JButton("5");

b6=new JButton("6");

b7=new JButton("7");

b8=new JButton("8");

b9=new JButton(" ");

next=new JButton("next");

b1.setBounds(10,30,50,40);

b2.setBounds(70,30,50,40);

b3.setBounds(130,30,50,40);

b4.setBounds(10,80,50,40);

b5.setBounds(70,80,50,40);

b6.setBounds(130,80,50,40);

b7.setBounds(10,130,50,40);

b8.setBounds(70,130,50,40);

b9.setBounds(130,130,50,40);

next.setBounds(70,200,100,40);

add(b1);add(b2);add(b3);add(b4);add(b5);add(b6);add(b7);add(b8);add(b9); add(next);

b1.addActionListener(this);

b2.addActionListener(this);

b3.addActionListener(this);

b4.addActionListener(this);

b5.addActionListener(this);

b6.addActionListener(this);

b7.addActionListener(this);

b8.addActionListener(this);

b9.addActionListener(this);

next.addActionListener(this);

next.setBackground(Color.black);

next.setForeground(Color.green);

setSize(250,300);

setLayout(null);

setVisible(true);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

}//end of constructor

public void actionPerformed(ActionEvent e){

if(e.getSource()==next){

String s=b4.getLabel();

b4.setLabel(b9.getLabel());

b9.setLabel(s);

s=b1.getLabel();

b1.setLabel(b5.getLabel());

b5.setLabel(s);

s=b2.getLabel();

b2.setLabel(b7.getLabel());

b7.setLabel(s);

}

if(e.getSource()==b1){

String s=b1.getLabel();

if(b2.getLabel().equals(" ")){ b2.setLabel(s); b1.setLabel(" ");}

else if(b4.getLabel().equals(" ")){ b4.setLabel(s); b1.setLabel(" ");}

}//end of if

if(e.getSource()==b3){

String s=b3.getLabel();

if(b2.getLabel().equals(" ")){ b2.setLabel(s); b3.setLabel(" ");}

else if(b6.getLabel().equals(" ")){ b6.setLabel(s); b3.setLabel(" ");}

}//end of if

if(e.getSource()==b2){

String s=b2.getLabel();

if(b1.getLabel().equals(" ")){ b1.setLabel(s); b2.setLabel(" ");}

else if(b3.getLabel().equals(" ")){ b3.setLabel(s); b2.setLabel(" ");}

else if(b5.getLabel().equals(" ")){ b5.setLabel(s); b2.setLabel(" ");}

}//end of if

if(e.getSource()==b4){

String s=b4.getLabel();

if(b1.getLabel().equals(" ")){ b1.setLabel(s); b4.setLabel(" ");}

else if(b7.getLabel().equals(" ")){ b7.setLabel(s); b4.setLabel(" ");}

else if(b5.getLabel().equals(" ")){ b5.setLabel(s); b4.setLabel(" ");}

}//end of if

if(e.getSource()==b5){

String s=b5.getLabel();

if(b2.getLabel().equals(" ")){ b2.setLabel(s); b5.setLabel(" ");}

else if(b4.getLabel().equals(" ")){ b4.setLabel(s); b5.setLabel(" ");}

else if(b6.getLabel().equals(" ")){ b6.setLabel(s); b5.setLabel(" ");}

else if(b8.getLabel().equals(" ")){ b8.setLabel(s); b5.setLabel(" ");}

}//end of if

if(e.getSource()==b6){

String s=b6.getLabel();

if(b9.getLabel().equals(" ")){ b9.setLabel(s); b6.setLabel(" ");}

else if(b3.getLabel().equals(" ")){ b3.setLabel(s); b6.setLabel(" ");}

else if(b5.getLabel().equals(" ")){ b5.setLabel(s); b6.setLabel(" ");}

}//end of if

if(e.getSource()==b7){

String s=b7.getLabel();

if(b4.getLabel().equals(" ")){ b4.setLabel(s); b7.setLabel(" ");}

else if(b8.getLabel().equals(" ")){ b8.setLabel(s); b7.setLabel(" ");}

}//end of if

if(e.getSource()==b8){

String s=b8.getLabel();

if(b7.getLabel().equals(" ")){ b7.setLabel(s); b8.setLabel(" ");}

else if(b9.getLabel().equals(" ")){ b9.setLabel(s); b8.setLabel(" ");}

else if(b5.getLabel().equals(" ")){ b5.setLabel(s); b8.setLabel(" ");}

}//end of if

if(e.getSource()==b9){

String s=b9.getLabel();

if(b6.getLabel().equals(" ")){ b6.setLabel(s); b9.setLabel(" ");}

else if(b8.getLabel().equals(" ")){ b8.setLabel(s); b9.setLabel(" ");}

if(b1.getLabel().equals("1")&&b2.getLabel().equals("2")&&b3.getLabel()

.equals("3")&&b4.getLabel().equals("4")&&b5.getLabel().equals("5")

&&b6.getLabel().equals("6")&&b7.getLabel().equals("7")&&b8.getLabel()

.equals("8")&&b9.getLabel().equals(" ")){

JOptionPane.showMessageDialog(puzzle.this,"!!!you won!!!");

}

}//end of if

}//end of actionPerformed

public static void main(String[] args){

new puzzle();

}//end of main

}//end of class