package quiz.application;

import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

public class Score extends JFrame implements ActionListener{

Score(String name, int score){

setBounds(400, 150, 750, 550);

getContentPane().setBackground(Color.WHITE);

setLayout(null);

ImageIcon i1 = new ImageIcon(ClassLoader.getSystemResource("icons/score.png"));

Image i2 = i1.getImage().getScaledInstance(300, 250, Image.SCALE\_DEFAULT);

ImageIcon i3 = new ImageIcon(i2);

JLabel image = new JLabel(i3);

image.setBounds(0, 200, 300, 250);

add(image);

JLabel heading = new JLabel("ThankYou" + name + " for playing Simple Minds");

heading.setBounds(45, 30, 700, 30);

heading.setFont(new Font("Tahoma", Font.PLAIN, 24));

add(heading);

JLabel lblscore = new JLabel("Your Score is " + score);

lblscore.setBounds(350, 200, 300, 30);

lblscore.setFont(new Font("Tahoma", Font.PLAIN, 24));

add(lblscore);

JButton submit = new JButton("Play Again");

submit.setBounds(380,270, 120, 40);

submit.setBackground(new Color(30, 144, 255));

submit.setForeground(Color.WHITE);

submit.addActionListener(this);

add(submit);

setVisible(true);

}

@Override

public void actionPerformed(java.awt.event.ActionEvent ae) {

setVisible(false);

new Login();

}

public static void main(String[] args){

new Score("User", 0);

}

}