

```
package interfacegrafica;
```

```
import java.awt.BorderLayout;
```

```
import java.awt.Dimension;
```

```
import java.awt.GridLayout;
```

```
import javax.swing.JFrame;
```

```
import javax.swing.JLabel;
```

```
import javax.swing.JPanel;
```

```
public class Janela extends JFrame {
```

```
    public Janela() {
```

```
        super("Janela");
```

```
        setDefaultCloseOperation(EXIT_ON_CLOSE);
```

```
        setSize(500, 500); // tamanho da janela
```

```
        setLocation(200, 300); // localizacao da janela x e y.
```

```
        organizadordecomponentes();
```

```
        setVisible(true);
```

```
    }
```

```
    private void organizadordecomponentes() {
```

```
        setLayout(new BorderLayout());
```

```
        Telainicial telainicial = new Telainicial();
```

```
        Telainicial telainicial2 = new Telainicial();
```

```
        telainicial2.setPreferredSize(new Dimension(100, 80));
```

```
        add(telainicial, BorderLayout.WEST);
```

```
        Teclas teclas = new Teclas();
```

```
        add(teclas, BorderLayout.NORTH);
```

```
Telainicial telainicial1 = new Telainicial();  
add(telainicial1, BorderLayout.SOUTH);  
}  
  
    public static void main(String[] args) {  
new Janela();  
}  
}
```

```
package interfacegrafica;
```

```
import java.awt.GridLayout;
```

```
import javax.swing.JButton;
```

```
public class Botao extends JButton {
```

```
    public Botao(String texto) {  
        setText(texto);
```

```
        add(new JButton("morfeu"));
```

```
    }
```

```
}
```

```
package interfacegrafica;
```

```
import java.awt.FlowLayout;
```

```
import java.awt.GridLayout;
```

```
import javax.swing.JButton;
```

```
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JTextField;

public class Telainicial extends JPanel { // display
    private JLabel label;

    public Telainicial() {

        label = new JLabel();
        label.setText("escolha um jogador");
        add(label);

        label = new JLabel();
        label.setText("escolha uma arma");
        add(label);

    }

}

package interfacegrafica;

import java.awt.Color;
import java.awt.GridLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

import javax.swing.JButton;
import javax.swing.JPanel;
```

```
public class Teclas extends JPanel implements ActionListener { // TECLADO
```

```
public Teclas() {
```

```
    setLayout(new GridLayout(6, 2));
```

```
    add(new JButton("morfeu"));
```

```
    add(new JButton("copinho"));
```

```
    add(new JButton("trinity"));
```

```
    add(new JButton("oracle"));
```

```
    add(new JButton("cafezinho"));
```

```
    add(new JButton("neo"));
```

```
    setLayout(new GridLayout(7, 2));
```

```
    add(new JButton("martelo"));
```

```
    add(new JButton("espada"));
```

```
    add(new JButton("lança"));
```

```
    add(new JButton("arco e flecha"));
```

```
    add(new JButton("atiradeira"));
```

```
    add(new JButton("bastao"));
```

```
    add(new JButton("chaco"));
```

```
}
```

```
@Override
```

```
public void actionPerformed(ActionEvent e) {
```

```
}
```

```
}
```