

public boolean pixelInYesButton (int x, int y)

This method checks if a particular pixel is inside the “Yes” button of the UI.

Inputs

int	x	The x-coordinate of the pixel (origin is top-left corner of the JFrame)
int	y	The y-coordinate of the pixel (origin is top-left corner of the JFrame)

Outputs

Returns true if the pixel is inside the “Yes” button, false otherwise.

public boolean pixelInNoButton (int x, int y)

This method checks if a particular pixel is inside the “No” button of the UI.

Inputs

int	x	The x-coordinate of the pixel (origin is top-left corner of the JFrame)
int	y	The y-coordinate of the pixel (origin is top-left corner of the JFrame)

Outputs

Returns true if the pixel is inside the “No” button, false otherwise.

public boolean pixelInResignButton (int x, int y)

This method checks if a particular pixel is inside the “Resign” button of the UI.

Inputs

int	x	The x-coordinate of the pixel (origin is top-left corner of the JFrame)
int	y	The y-coordinate of the pixel (origin is top-left corner of the JFrame)

Outputs

Returns true if the pixel is inside the “Resign” button, false otherwise.

The kinged checker will have a white capital 'K' on it for both red and black checkers. The 'K' is to be centered on the checker, its height should equal the radius of the checker, and its font should be 'Arial Black'. A sample image is provided.