

```

import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;

/**
 * Main Screen for the Blokus Game that includes the following:
 * Window title;
 * Blokus title on window; and
 * 3 Buttons.
 *
 *
 * @author (Zachary Cheema)
 * @version (Version 1.4)
 */
public class MainScreen extends JFrame{

    private JPanel mainPanel;
    private Container contentPane = getContentPane();
    private JLabel mainLbl;
    private JButton startButton, loadButton, exitButton;

    public MainScreen(){
        setFrame();
        createLabel();
        createButtons();
        addDetails();
        buttonAction();
        setVisible(true);
    }

    public void setFrame(){
        setSize(500,300);
        setPreferredSize(new Dimension(500,300));
        setTitle("Welcome to BLOKUS!");
        mainPanel = new JPanel();
        contentPane.add(mainPanel);
        mainPanel.setLayout(new BoxLayout(mainPanel, BoxLayout.Y_AXIS));
        setResizable(false);
    }

    public void createLabel(){
        mainLbl = new JLabel("BLOKUS");
    }
}

```

```
public void createButtons(){
    startButton = new JButton("Start");
    loadButton = new JButton("Load");
    exitButton = new JButton("Exit");
}
```

```
public void addDetails(){
    Dimension labelPanelSize = new Dimension(300, 150);
    Dimension BtnPanelSize = new Dimension(200, 50);
    Dimension btnSize = new Dimension(100, 50);
```

```
JPanel mainLblPan = new JPanel();
mainLblPan.setPreferredSize(labelPanelSize);
mainLblPan.setLayout(new FlowLayout());
mainLbl.setFont(new Font(Font.SERIF, Font.BOLD, 60));
```

```
JPanel buttonPan = new JPanel();
buttonPan.setPreferredSize(BtnPanelSize);
buttonPan.setLayout(new FlowLayout());
```

```
startButton.setPreferredSize(btnSize);
loadButton.setPreferredSize(btnSize);
exitButton.setPreferredSize(btnSize);
```

```
buttonPan.add(startButton);
buttonPan.add(Box.createRigidArea(new Dimension(5,0)));
buttonPan.add(loadButton);
buttonPan.add(Box.createRigidArea(new Dimension(5,0)));
buttonPan.add(exitButton);
mainPanel.add(buttonPan);
```

```
mainLblPan.add(Box.createRigidArea(new Dimension(0,150)));
mainLblPan.add(mainLbl);
```

```
mainPanel.add(mainLblPan);
mainPanel.add(buttonPan);
```

```
}

private void buttonAction(){
    exitButton.addActionListener((ActionEvent ev) -> {
        System.exit(0);
    });
    loadButton.addActionListener((ActionEvent ev) -> {
        dispose();
        new LoadScreen();// This button will load saved files
    });
    startButton.addActionListener((ActionEvent ev) -> {
        dispose();
        new CreateGame(); // This Button will bring you to the game setup
        //screen
    });
}
}
```