**CIS163 Lab 4**

**Purpose of this lab:**

**“Help with view and some model work for Project 2**

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**Getting a good start on Project”**

**Preparation:**

Attend class and read Chapter 6 and 7

**Objectives** (after completing the lab you will be able to do:)

* Understand how to use enumerated types
* Have a better understanding of Project 2 requirements
* Getting started on Project 2

**Activities:**

1. Unzip the project 2 starting code found in BB (Assignment folder, project 2)
2. Open your IntelliJ IDE and load in project 2.
3. Execute the program given to you.
4. Do the following ToDos to help you better understand project 2.
   1. Do icons show up on **your** computer?
      1. If not, then fix this issue.
         1. It is most likely a directory problem, i.e., you have stored the icons in the wrong directory.
   2. Make the board size 10 X 10, 10 rows by 10 cols. (currently in the start up code is 3 x 3)
   3. Currently the player X wins, with a Horizonal win.
      1. Your task is to make O win with a Horizonal connection
      2. Your task is to make X win with a Vertical connection
      3. Your task is to make O win with a Vertical connection
   4. Display a JOptionPane message asking for the size of the board, then resize the board based upon this input.
      1. This is difficult, because, the board needs to resize by removing the old JButtons and recreating new JButtons on the JPanel
   5. Display a JOPtionPane message asking for the number of connections to win.
      1. Goto step c and change the code to work with a different number of connections.