Eleutheria Title Screen | Introduction-Jeremy Amsler

I Code References:

Part I: <https://www.youtube.com/watch?v=G5yr4sekAI0>

Part II: <https://www.youtube.com/watch?v=RcvABhflOkI>

II Pseudo Code | Notes

JRE System Library

Javax.swing=see a list of class files-

Import javax.swing.\*;

Create an object using jframe class

Jframe frame = new Jframe(“Eleutheria”);

Frame.setVisible(true);

Frame.setSize(500,500);

Frame.setDefault(CloseOperation(Jframe.EXIT\_ON\_CLOSE);

Frame.setLocationRelativeTo(null);

1. import java.x.swing.Jframe;
2. import java.awt.Color;
3. import java.x.swing.JPanel;
4. import java.awt.Font;
5. Container con;
6. Import java.awt.Container
7. //create a game window gameWindow

Jframe gameWindow;

1. gameWindow = new Jframe();
2. gameWIndow.setSize(1200,600);
3. gameWindow.setDefaultCloseOperation(Jframe.EXIT\_ON\_CLOSE);
4. gameWindow.getCOntentPane().setBackground(Color.black);
5. gameWindow.setLayout(null);
6. gameWIndow.setVisible(true);
7. con = window.getContentPane();
8. JPanel titleNamePanel, startButtonPanel, mainTextPanel;
9. titleNamePanel = new JPanel();
10. titleNamePanel.setBounds(100, 100, 600, 150);
11. titleNamePanel.setBackground(Color.black);
12. con.add(titleNamePanel);
13. JLabel titleNameLabel;
14. Import .javax.swing.Jlabel;
15. Import.javax.swing.JtextArea;
16. titleNameLabel = new Jlabel(“Eleutheria”);
17. titleNameLabel.setForeground(Color.white);
18. titleNamePanel.add(titleNameLabel);
19. Font titleFont=new Font(“Times New Roman”, Font.PLAIN, 90);
20. titleNameLable.setFont(titleFont);
21. startButtonPanel = new JPanel();
22. startButtonPanel.setBounds(300, 400, 200, 100);
23. startButtonPanel.setBackground(Color.black);
24. con.add (startButtonPanel);
25. Jbutton startButton;
26. JtextArea mainTextArea;
27. Import javax..swing.Jbutton;
28. startButton = new Jbutton(“START”);
29. startButton.setBackground(Color.black);
30. startButton.setForeground(Color.white);
31. startButtonPanel.add(startButton);
32. Font normalfont = new Font(“Times New Roman”, Font.PLAIN, 30);
33. startButton.setFont(normalFont);
34. public void createGameScreen(){
35. mainTextPanel = new JPanel();
36. mainTextPanel.setBounds(100, 100, 600, 250);
37. mainTextPanel.setBackground(Color.blue);
38. con.add(mainTextPanel);
39. mainTextArea = new JtextArea**(“Every year, Athens sends… ” );**
40. mainTextArea.setBounds(100, 100, 600, 250);
41. mainTextArea.setBackground(Color.black);
42. mainTextArea.setForeground(Color.white);
43. mainTextArea.setFont(normalFont);
44. mainTextArea.setLineWrap(true);
45. mainTextPanel.add(mainTextArea);
46. public class TitleScreenHandler implements ActionListener{
47. public void actionPerformed(ActionEvent event){
48. import java.awt.event.ActionEvent;
49. import java.awt.event.ActionListener;
50. TitleScreenHandler tsHandler = new TitleScreenHandler();
51. startButton.addActionListener(tsHandler);
52. createGameScreen();
53. titleNamePanel.setVisible(false);
54. startButtonPanel.setVisible(false);