MANUAL TÉCNICO
JUEGO: PRACTICA 2 IPC1

SOFTWARE UTILIZADO:

- Lenguaje: **Java 11 con openJDK 11**
- IDE utilizado: **Apache NetBeans 13**
- Sistema operativo: **Fedora Linux 36**
- Herramienta de gestión y construcción de proyecto: **Maven, version: 4.0.0**
- Version: **1.0 – SNAPSHOT**
- Paquetería: **Jar**

REQUISITOS PARA EJECUTAR EL PROGRAMA:

- Es necesario tener instalado el programa Java en la última versión.

ARCHIVO: Main.java

```java
package com.robertob.practica2ipc1;

import com.robertob.practica2ipc1.engine.*;

public class Main {

    public static void main(String[] args) {
        System.out.println("Iniciando juego...");
        MainEngine mainGame = new MainEngine();
        mainGame.startMainGame();
    }
}
```

PAQUETE: engine

      ARCHIVO: MainEngine.java:

```java
package com.robertob.practica2ipc1.engine;

import com.robertob.practica2ipc1.engine.character.Pet;
import com.robertob.practica2ipc1.engine.character.Player;
import com.robertob.practica2ipc1.frames.*;

public class MainEngine {

    public Player player = new Player();

    public void buyPet(String type, String nick){
        Pet newPet = new Pet(type, nick);
        player.setPlayerPets(newPet);
        player.lowerMoney(50);
    }

    public void startMainGame(){
        new WelcomeFrame().setVisible(true);
    }

}
```

ARCHIVO: character/Pet.java:

```java
package com.robertob.practica2ipc1.engine.character;

import java.util.logging.Level;
import java.util.logging.Logger;
import javax.swing.JOptionPane;

public class Pet implements Runnable{

    private String type;
    private String nick;
    private int level = 1;
    private int sickness = 0;
    private int foodRequests = 0;
    private int maxFoodRequests = 5;
    private int dirtiness = 0;
    private int walkRequests = 0;
    private boolean petIsAlive = true;
    private int revivePrice = ((5*level)+10);
    private int age;
    private int maxAge;
    private int timesAte = 0;

    //Intervalos para pedir comida, excretar, paseo
    private int requestFoodInterval = 4000;
    public Thread tPet;


    @Override
    public void run(){
        while (true) {
            askForFood();
        }
    }

    private void askForFood(){
        if (petIsAlive){
            try {
                tPet.sleep(requestFoodInterval);
            } catch (InterruptedException ex) {
                Logger.getLogger(Pet.class.getName()).log(Level.SEVERE,
null, ex);
            }
            JOptionPane.showMessageDialog(null, "La mascota "+ this.nick +"
tiene hambre", "Mascota tiene hambre", JOptionPane.INFORMATION_MESSAGE);
            this.foodRequests++;
```

```java
            checkPetIsAlive();
        } else if (!petIsAlive){
            JOptionPane.showMessageDialog(null, "La mascota "+ this.nick +"
ha muerto de hambre", "Mascota ha muerto",
JOptionPane.INFORMATION_MESSAGE);
            tPet.suspend();
        }

    }
    private void excrete(){
        if(timesAte == 2){dirtiness = 1;}
    }

    public void eat(int newMaxFoodRequests){

    }

    private void askForWalk(){}

    public Pet(String type, String nick) {
        this.type = type;
        this.nick = nick;
        tPet = new Thread(this);
        tPet.start();
    }

    private void checkPetIsAlive(){
        if(foodRequests == maxFoodRequests || sickness == 6){
            petIsAlive = false;
        }
    }

    public void setPetAlive(boolean status){
        this.petIsAlive = status;
    }

    public boolean isPetAlive(){
        return petIsAlive;
    }

    public void revive(){
    }

    public String getType() {
        return type;
    }
```

```java
    public void setType(String type) {
        this.type = type;
    }

    public String getNick() {
        return nick;
    }

    public void setNick(String nick) {
        this.nick = nick;
    }

    public int getLevel() {
        return level;
    }

    public void setLevel(int level) {
        this.level = level;
    }

    public int getSickness() {
        return sickness;
    }

    public void setSickness(int sickness) {
        this.sickness = sickness;
    }

    public int getFoodRequests() {
        return foodRequests;
    }

    public void setFoodRequests(int foodRequests) {
        this.foodRequests = foodRequests;
    }

    public int getMaxFoodRequests() {
        return maxFoodRequests;
    }

    public void setMaxFoodRequests(int maxFoodRequests) {
        this.maxFoodRequests = maxFoodRequests;
    }

    public int getDirtiness() {
```

```java
        return dirtiness;
    }

    public void setDirtiness(int dirtiness) {
        this.dirtiness = dirtiness;
    }

    public int getWalkRequests() {
        return walkRequests;
    }

    public void setWalkRequests(int walkRequests) {
        this.walkRequests = walkRequests;
    }

    public int getRevivePrice() {
        return revivePrice;
    }

}
```

ARCHIVO: character/Player.java:

```java
package com.robertob.practica2ipc1.engine.character;

import com.robertob.practica2ipc1.engine.consumables.*;

public class Player {

    private Pet[] playerPets = new Pet[10];
    private int money = 100;
    private int wonBattles = 0;
    private int lostBattles = 0;
    private int currentIndex = 0;

    public int getCurrentIndex() {
        return currentIndex;
    }

    public Pet getPlayerPets(int index) {
        return playerPets[index];
    }

    public void setPlayerPets(Pet newPet) {
        this.playerPets[currentIndex] = newPet;
        currentIndex += 1;
    }

    public int getWonBattles() {
        return wonBattles;
    }

    public void setWonBattles(int wonBattles) {
        this.wonBattles = wonBattles;
    }

    public int getLostBattles() {
        return lostBattles;
    }

    public void setLostBattles(int lostBattles) {
        this.lostBattles = lostBattles;
    }
```

```java
    public int getMoney() {
        return money;
    }

    public void lowerMoney(int money) {
        this.money -= money;
    }

    public boolean playerCanBuyPet(){
        return this.money >= 50;
    }

    public boolean playerCanBuyMed(int medPrice){
        return this.money >= medPrice;
    }

    public boolean playerCanBuyFood(int foodPrice){
        return this.money >= foodPrice;
    }

    public boolean playerCanRevive(){
        return this.money >= 15;
    }

}
```

ARCHIVO: consumables/Analgesic.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.Pet;

public class Analgesic extends Med {

    public Analgesic() {
        type = "Analgesico";
        price = 50;
    }

    @Override
    public void boost(Pet petToBoost) {
        if(petToBoost.getSickness() != 0 && petToBoost.getSickness()
>= 2){
            petToBoost.setSickness(petToBoost.getSickness() - 2);
        }
    }

}
```

ARCHIVO: consumables/Antibiotic.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.Pet;

public class Antibiotic extends Med {
    public Antibiotic() {
        type = "Antibiotico";
        price = 80;
    }

    @Override
    public void boost(Pet petToBoost) {
        if(petToBoost.getSickness() != 0 && petToBoost.getSickness()
>= 3){
            petToBoost.setSickness(petToBoost.getSickness() - 3);
        }
    }
}
```

ARCHIVO: consumables/Vitamin.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.Pet;

public class Vitamin extends Med {

    public Vitamin() {
        type = "Vitamina";
        price = 20;
    }

    @Override
    public void boost(Pet petToBoost) {
        if(petToBoost.getSickness() != 0 && petToBoost.getSickness() >= 1){
            petToBoost.setSickness(petToBoost.getSickness() - 1);
        }
    }
}
```

ARCHIVO: consumables/Med.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.*;

public abstract class Med {

    String type;
    int price;

    public int getPrice() {
        return price;
    }

    public String getType() {
        return type;
    }

    public abstract void boost(Pet petToBoost);

}
```

ARCHIVO: consumables/Food.java:

```java
package com.robertob.practica2ipc1.engine.consumables;
import com.robertob.practica2ipc1.engine.character.*;

public abstract class Food {

    String type;
    int price;

    public int getPrice() {
        return price;
    }

    public String getType() {
        return type;
    }

    public abstract void boost(Pet petToBoost);

}
```

ARCHIVO: consumables/Apple.java:

```java
package com.robertob.practica2ipc1.engine.consumables;
import com.robertob.practica2ipc1.engine.*;
import com.robertob.practica2ipc1.engine.character.*;

public class Apple extends Food {

  public Apple() {
    type = "Manzana";
    price = 10;
  }

  @Override
  public void boost(Pet petToBoost){
    petToBoost.setMaxFoodRequests(5);
    petToBoost.setFoodRequests(0);
  }

}
```

ARCHIVO: consumables/Cereal.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.*;

public class Cereal extends Food {

  public Cereal() {
    type = "Cereal";
    price = 30;
  }

  @Override
  public void boost(Pet petToBoost){
    petToBoost.setMaxFoodRequests(7);
    petToBoost.setFoodRequests(0);

  }

}
```

ARCHIVO: consumables/Waffle.java:

```java
package com.robertob.practica2ipc1.engine.consumables;

import com.robertob.practica2ipc1.engine.character.*;

public class Waffle extends Food {

    public Waffle() {
        type = "Waffles";
        price = 50;
    }

    @Override
    public void boost(Pet petToBoost){
        petToBoost.setMaxFoodRequests(10);
        petToBoost.setFoodRequests(0);

    }

}
```

PAQUETE: frames

   ARCHIVO: MainFrame.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;

import com.robertob.practica2ipc1.engine.*;
import com.robertob.practica2ipc1.engine.character.*;
import java.util.logging.Level;
import java.util.logging.Logger;
import javax.swing.DefaultListModel;
import javax.swing.JButton;
import javax.swing.JLabel;
import javax.swing.JOptionPane;

/**
 *
 * @author robertob
 */
public class MainFrame extends javax.swing.JFrame {

    String[] confirmationOptions = {"Si","No"};
    public final MainEngine mainEngine = new MainEngine();
    StoreFrame storeFrame = new StoreFrame(mainEngine, this);
    ExitGameConfirmFrame exitConfirmFrame = new ExitGameConfirmFrame();
    AboutFrame aboutFrame = new AboutFrame();
    DefaultListModel petsListModel = new DefaultListModel();
    Pet selectedPet;

    public MainFrame() {
        initComponents();

playerMoneyLabel.setText(String.valueOf(mainEngine.player.getMoney()));
    }




    /**
     * This method is called from within the constructor to initialize the
form.
```

```java
     * WARNING: Do NOT modify this code. The content of this method is
always
     * regenerated by the Form Editor.
     */



    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
    private void initComponents() {

        myPetsTitle = new javax.swing.JLabel();
        petsCount = new javax.swing.JLabel();
        storeBtn = new javax.swing.JButton();
        petStatsTitle = new javax.swing.JLabel();
        typeTitle = new javax.swing.JLabel();
        nickTitle = new javax.swing.JLabel();
        levelTitle = new javax.swing.JLabel();
        foodRequestsTitle = new javax.swing.JLabel();
        dirtinessTitle = new javax.swing.JLabel();
        walkRequestsTitle = new javax.swing.JLabel();
        petImage = new javax.swing.JLabel();
        typeLabel = new javax.swing.JLabel();
        nickLabel = new javax.swing.JLabel();
        levelLabel = new javax.swing.JLabel();
        foodRequestsLabel = new javax.swing.JLabel();
        dirtinessLabel = new javax.swing.JLabel();
        walkRequestsLabel = new javax.swing.JLabel();
        cleanBtn = new javax.swing.JButton();
        walkBtn = new javax.swing.JButton();
        reviveBtn = new javax.swing.JButton();
        jLabel1 = new javax.swing.JLabel();
        jLabel2 = new javax.swing.JLabel();
        jLabel3 = new javax.swing.JLabel();
        maxFoodRequestsLabel = new javax.swing.JLabel();
        sicknessTitle = new javax.swing.JLabel();
        sicknessLabel = new javax.swing.JLabel();
        petStatusLabel = new javax.swing.JLabel();
        jScrollPane1 = new javax.swing.JScrollPane();
        petList = new javax.swing.JList<>();
        playerMoneyLabel = new javax.swing.JLabel();
        jLabel4 = new javax.swing.JLabel();
        performingActionLabel = new javax.swing.JLabel();
        mainMenuBar = new javax.swing.JMenuBar();
        gameMenu = new javax.swing.JMenu();
```

```java
        storeMenuItem = new javax.swing.JMenuItem();
        jSeparator1 = new javax.swing.JPopupMenu.Separator();
        exitGameMenuItem = new javax.swing.JMenuItem();
        helpMenu = new javax.swing.JMenu();
        howPlayMenuItem = new javax.swing.JMenuItem();
        reportsMenu = new javax.swing.JMenu();
        aboutMenu = new javax.swing.JMenu();
        openAboutMenuItem = new javax.swing.JMenuItem();


setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
        setResizable(false);

        myPetsTitle.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N
        myPetsTitle.setText("MIS MASCOTAS");

        petsCount.setFont(new java.awt.Font("Cantarell", 1, 18)); // NOI18N

        storeBtn.setBackground(new java.awt.Color(102, 102, 102));
        storeBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        storeBtn.setForeground(new java.awt.Color(255, 255, 255));
        storeBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/storeIconSym.png"))); // NOI18N
        storeBtn.setText(" ABRIR TIENDA");
        storeBtn.setBorderPainted(false);
        storeBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        storeBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                storeBtnActionPerformed(evt);
            }
        });

        petStatsTitle.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N
        petStatsTitle.setText("ESTADISTICAS DE LA MASCOTA");

        typeTitle.setFont(new java.awt.Font("Cantarell", 0, 20)); // NOI18N
        typeTitle.setText("Tipo:");

        nickTitle.setFont(new java.awt.Font("Cantarell", 0, 20)); // NOI18N
        nickTitle.setText("Apodo:");
```

```java
        levelTitle.setFont(new java.awt.Font("Cantarell", 0, 20)); //
NOI18N
        levelTitle.setText("Nivel:");

        foodRequestsTitle.setFont(new java.awt.Font("Cantarell", 0, 20));
// NOI18N
        foodRequestsTitle.setText("Veces que ha pedido comer:");

        dirtinessTitle.setFont(new java.awt.Font("Cantarell", 0, 20)); //
NOI18N
        dirtinessTitle.setText("Excreciones:");

        walkRequestsTitle.setFont(new java.awt.Font("Cantarell", 0, 20));
// NOI18N
        walkRequestsTitle.setText("Veces que ha pedido paseo:");

        petImage.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 2, true));
        petImage.setCursor(new
java.awt.Cursor(java.awt.Cursor.DEFAULT_CURSOR));

        typeLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        typeLabel.setText("---");
        typeLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        nickLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        nickLabel.setText("---");
        nickLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        levelLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); //
NOI18N
        levelLabel.setText("---");
        levelLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        foodRequestsLabel.setFont(new java.awt.Font("Cantarell", 1, 19));
// NOI18N
        foodRequestsLabel.setText("---");
        foodRequestsLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        dirtinessLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); //
NOI18N
        dirtinessLabel.setText("---");
```

```java
        dirtinessLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        walkRequestsLabel.setFont(new java.awt.Font("Cantarell", 1, 19));
// NOI18N
        walkRequestsLabel.setText("---");
        walkRequestsLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        cleanBtn.setBackground(new java.awt.Color(0, 102, 102));
        cleanBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        cleanBtn.setForeground(new java.awt.Color(255, 255, 255));
        cleanBtn.setText("LIMPIAR");
        cleanBtn.setBorderPainted(false);
        cleanBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        cleanBtn.setEnabled(false);
        cleanBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                cleanBtnActionPerformed(evt);
            }
        });

        walkBtn.setBackground(new java.awt.Color(0, 102, 102));
        walkBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        walkBtn.setForeground(new java.awt.Color(255, 255, 255));
        walkBtn.setText("PASEAR");
        walkBtn.setBorderPainted(false);
        walkBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        walkBtn.setEnabled(false);

        reviveBtn.setBackground(new java.awt.Color(0, 102, 102));
        reviveBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        reviveBtn.setForeground(new java.awt.Color(255, 255, 255));
        reviveBtn.setText("REVIVIR");
        reviveBtn.setBorderPainted(false);
        reviveBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        reviveBtn.setEnabled(false);
        reviveBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                reviveBtnActionPerformed(evt);
            }
        });
```

```java
        jLabel1.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel1.setText("Presiona una de las mascotas para");

        jLabel2.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel2.setText("ver (o actualizar) su estado");

        jLabel3.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        jLabel3.setText("/");

        maxFoodRequestsLabel.setFont(new java.awt.Font("Cantarell", 1,
19)); // NOI18N
        maxFoodRequestsLabel.setText("---");
        maxFoodRequestsLabel.setBorder(new
javax.swing.border.LineBorder(new java.awt.Color(204, 204, 204), 1, true));

        sicknessTitle.setFont(new java.awt.Font("Cantarell", 0, 20)); //
NOI18N
        sicknessTitle.setText("Enfermedades:");

        sicknessLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); //
NOI18N
        sicknessLabel.setText("---");
        sicknessLabel.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(204, 204, 204), 1, true));

        petStatusLabel.setFont(new java.awt.Font("Cantarell", 1, 19)); //
NOI18N

        petList.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        petList.setModel(petsListModel);
        petList.addMouseListener(new java.awt.event.MouseAdapter() {
            public void mouseClicked(java.awt.event.MouseEvent evt) {
                petListMouseClicked(evt);
            }
        });
        jScrollPane1.setViewportView(petList);

        playerMoneyLabel.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N

        jLabel4.setFont(new java.awt.Font("Cantarell", 1, 22)); // NOI18N
        jLabel4.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel4.setText("=");
        jLabel4.setToolTipText("");
```

```java
        performingActionLabel.setFont(new java.awt.Font("Cantarell", 0,
19)); // NOI18N

        gameMenu.setText("Juego");

        storeMenuItem.setFont(new java.awt.Font("Cantarell", 0, 19)); //
NOI18N
        storeMenuItem.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/storeIconSymBlack.png"))); // NOI18N
        storeMenuItem.setText(" Abrir tienda...");
        storeMenuItem.addActionListener(new java.awt.event.ActionListener()
{
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                storeMenuItemActionPerformed(evt);
            }
        });
        gameMenu.add(storeMenuItem);
        gameMenu.add(jSeparator1);

        exitGameMenuItem.setFont(new java.awt.Font("Cantarell", 0, 19)); //
NOI18N
        exitGameMenuItem.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/exitIconSymBlack.png"))); // NOI18N
        exitGameMenuItem.setText(" Salir del juego...");
        exitGameMenuItem.addActionListener(new
java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                exitGameMenuItemActionPerformed(evt);
            }
        });
        gameMenu.add(exitGameMenuItem);

        mainMenuBar.add(gameMenu);

        helpMenu.setText("Ayuda");

        howPlayMenuItem.setFont(new java.awt.Font("Cantarell", 0, 19)); //
NOI18N
        howPlayMenuItem.setText("?  Como jugar");
        helpMenu.add(howPlayMenuItem);

        mainMenuBar.add(helpMenu);
```

```java
        reportsMenu.setText("Reportes");
        mainMenuBar.add(reportsMenu);

        aboutMenu.setText("Acerca De");

        openAboutMenuItem.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/informationIconBlack.png"))); // NOI18N
        openAboutMenuItem.setText("  Ver acerca de");
        openAboutMenuItem.addActionListener(new
java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                openAboutMenuItemActionPerformed(evt);
            }
        });
        aboutMenu.add(openAboutMenuItem);

        mainMenuBar.add(aboutMenu);

        setJMenuBar(mainMenuBar);

        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(23, 23, 23)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING)
                    .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                            .addGroup(layout.createSequentialGroup()
                                .addComponent(typeTitle)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                .addComponent(typeLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 140,
javax.swing.GroupLayout.PREFERRED_SIZE))
                            .addGroup(layout.createSequentialGroup()
                                .addComponent(nickTitle)
```

```java
                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                .addComponent(nickLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 140,
javax.swing.GroupLayout.PREFERRED_SIZE))
                        .addGroup(layout.createSequentialGroup()
                                .addComponent(levelTitle)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                .addComponent(levelLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
                        .addGroup(layout.createSequentialGroup()
                                .addComponent(foodRequestsTitle)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                .addComponent(foodRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                                .addComponent(jLabel3)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                                .addComponent(maxFoodRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
                        .addGroup(layout.createSequentialGroup()
                                .addComponent(dirtinessTitle)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                .addComponent(dirtinessLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))

                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)

                .addGroup(javax.swing.GroupLayout.Alignment.LEADING,
layout.createSequentialGroup()
                                        .addComponent(sicknessTitle)

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                        .addComponent(sicknessLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
```

```java
                                .addGroup(layout.createSequentialGroup()
                                    .addComponent(walkRequestsTitle)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                    .addComponent(walkRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 101,
Short.MAX_VALUE)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                                    .addComponent(petImage,
javax.swing.GroupLayout.PREFERRED_SIZE, 209,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                    .addGap(28, 28, 28)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING, false)
                                            .addComponent(cleanBtn,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)
                                            .addComponent(walkBtn,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)
                                            .addComponent(reviveBtn,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE))
                                        .addComponent(performingActionLabel))
                                    .addGap(83, 83, 83))

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                                    .addComponent(petStatusLabel)
                                    .addGap(266, 266, 266))))
                        .addGroup(javax.swing.GroupLayout.Alignment.LEADING,
layout.createSequentialGroup()
                            .addComponent(petStatsTitle)
                            .addContainerGap()))
```

```java
                    .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                .addGroup(layout.createSequentialGroup()
                                    .addComponent(myPetsTitle)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                    .addComponent(petsCount))
                                .addComponent(jLabel1)
                                .addComponent(jLabel2))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING)

.addGroup(javax.swing.GroupLayout.Alignment.LEADING,
layout.createSequentialGroup()
                                    .addGap(97, 97, 97)
                                    .addComponent(jLabel4)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                                    .addComponent(playerMoneyLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 46,
javax.swing.GroupLayout.PREFERRED_SIZE))
                                .addComponent(storeBtn))
                            .addGap(45, 45, 45))))
                    .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                        .addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)
                        .addComponent(jScrollPane1,
javax.swing.GroupLayout.PREFERRED_SIZE, 496,
javax.swing.GroupLayout.PREFERRED_SIZE)
                        .addGap(208, 208, 208))
                );
                layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
                    .addGroup(layout.createSequentialGroup()
                        .addGap(16, 16, 16)
                        .addComponent(petsCount)
```

```
            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                        .addGroup(layout.createSequentialGroup()
                            .addGap(1, 1, 1)
                            .addComponent(myPetsTitle)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                            .addComponent(jLabel1)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                            .addComponent(jLabel2))
                        .addGroup(layout.createSequentialGroup()

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                            .addComponent(storeBtn)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING, false)
                                .addComponent(jLabel4,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)
                                .addComponent(playerMoneyLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 31,
javax.swing.GroupLayout.PREFERRED_SIZE))))
                    .addGap(17, 17, 17)
                    .addComponent(jScrollPane1,
javax.swing.GroupLayout.DEFAULT_SIZE, 266, Short.MAX_VALUE)
                    .addGap(18, 18, 18)
                    .addComponent(petStatsTitle)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                        .addGroup(layout.createSequentialGroup()
                            .addGap(24, 24, 24)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING)
                                .addComponent(typeTitle,
javax.swing.GroupLayout.PREFERRED_SIZE, 31,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                .addComponent(typeLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE))
```

```
                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                        .addComponent(nickLabel,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                        .addComponent(nickTitle))

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                        .addComponent(levelLabel,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                        .addComponent(levelTitle))

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                                        .addComponent(foodRequestsTitle)
                                        .addComponent(foodRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                        .addComponent(jLabel3)
                                        .addComponent(maxFoodRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE))

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                        .addComponent(dirtinessLabel,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                        .addComponent(dirtinessTitle))

                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
```

```java
                    .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                                    .addComponent(walkRequestsTitle)
                                    .addComponent(walkRequestsLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                        .addGroup(layout.createSequentialGroup()
                            .addGap(18, 18, 18)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                    .addGroup(layout.createSequentialGroup()
                                        .addComponent(cleanBtn)
                                        .addGap(18, 18, 18)
                                        .addComponent(walkBtn)
                                        .addGap(18, 18, 18)
                                        .addComponent(reviveBtn)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                                        .addComponent(performingActionLabel))
                                    .addComponent(petImage,
javax.swing.GroupLayout.PREFERRED_SIZE, 228,
javax.swing.GroupLayout.PREFERRED_SIZE))))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                        .addComponent(petStatusLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 26,
javax.swing.GroupLayout.PREFERRED_SIZE)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                            .addComponent(sicknessTitle)
                            .addComponent(sicknessLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 25,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                    .addGap(47, 47, 47))
            );

        pack();
    }// </editor-fold>//GEN-END:initComponents

    protected void updateNickOnList(){
```

```java
        this.petsListModel.removeAllElements();
        for (int i = 0; i < 10; i++) {
            if(mainEngine.player.getPlayerPets(i) != null){

petsListModel.addElement(mainEngine.player.getPlayerPets(i).getNick());
            };
        }
        this.petList.setModel(petsListModel);

    }

    private void storeBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_storeBtnActionPerformed
        storeFrame.setVisible(true);

storeFrame.getPlayerMoneyLabel().setText(String.valueOf(mainEngine.player.g
etMoney()));
    }//GEN-LAST:event_storeBtnActionPerformed

    private void storeMenuItemActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_storeMenuItemActionPerformed
        storeFrame.setVisible(true);
    }//GEN-LAST:event_storeMenuItemActionPerformed

    private void exitGameMenuItemActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_exitGameMenuItemActionPerformed
        exitConfirmFrame.setVisible(true);
    }//GEN-LAST:event_exitGameMenuItemActionPerformed

    private void
openAboutMenuItemActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_openAboutMenuItemActionPerformed
        aboutFrame.setVisible(true);
    }//GEN-LAST:event_openAboutMenuItemActionPerformed

    private void cleanBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_cleanBtnActionPerformed
        performingActionLabel.setText("Limpiando mascota...");
        try {
            Thread.sleep(1500);
        } catch (InterruptedException ex) {
            Logger.getLogger(MainFrame.class.getName()).log(Level.SEVERE,
null, ex);
        }
        performingActionLabel.setText("");
```

```java
mainEngine.player.getPlayerPets(petList.getSelectedIndex()).setDirtiness(0)
;
    }//GEN-LAST:event_cleanBtnActionPerformed

    private void petListMouseClicked(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_petListMouseClicked
        try {
            selectedPet =
mainEngine.player.getPlayerPets(petList.getSelectedIndex());
            setStatsText(selectedPet);
            enableBtns(selectedPet);
        } catch (ArrayIndexOutOfBoundsException aioobe) {
            System.out.println("No se selecciono mascota");
        }


    }//GEN-LAST:event_petListMouseClicked

    private void reviveBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_reviveBtnActionPerformed
        if(mainEngine.player.playerCanRevive()){
            int confirmationRevive = JOptionPane.showOptionDialog(this,
"¿Estas seguro que quieres revivr esta mascota por "+
selectedPet.getRevivePrice() +" monedas?",
"Confirmacion",JOptionPane.YES_NO_OPTION,JOptionPane.QUESTION_MESSAGE,null,
confirmationOptions,confirmationOptions[0]);
            if (confirmationRevive == JOptionPane.YES_OPTION){
                selectedPet.setPetAlive(true);
                selectedPet.setFoodRequests(0);
                mainEngine.player.lowerMoney(selectedPet.getRevivePrice());
                selectedPet.tPet.resume();
            }

        } else {
            JOptionPane.showMessageDialog(null, "No tienes suficiente
dinero para revivir a esta mascota!","Sin
dinero",JOptionPane.ERROR_MESSAGE);

        }
    }//GEN-LAST:event_reviveBtnActionPerformed

    private void setStatsText(Pet pet){
        typeLabel.setText(pet.getType());
        nickLabel.setText(pet.getNick());
        levelLabel.setText(String.valueOf(pet.getLevel()));
```

```java
            foodRequestsLabel.setText(String.valueOf(pet.getFoodRequests()));

    maxFoodRequestsLabel.setText(String.valueOf(pet.getMaxFoodRequests()));
            dirtinessLabel.setText(String.valueOf(pet.getDirtiness()));
            walkRequestsLabel.setText(String.valueOf(pet.getWalkRequests()));
            sicknessLabel.setText(String.valueOf(pet.getSickness()));
            if (pet.isPetAlive()){
                petStatusLabel.setText("Mascota viva");
            } else if(!pet.isPetAlive()){
                petStatusLabel.setText("Mascota muerta");
            }

        }

        private void enableBtns(Pet selectedPet){
            if(selectedPet.isPetAlive()){
                if(selectedPet.getDirtiness() == 0){
                    cleanBtn.setEnabled(false);
                }
                walkBtn.setEnabled(true);
                reviveBtn.setEnabled(false);
            } else if (!selectedPet.isPetAlive()){
                cleanBtn.setEnabled(false);
                walkBtn.setEnabled(false);
                reviveBtn.setEnabled(true);
            }

        }

        public JLabel getPlayerMoneyLabel(){
            return playerMoneyLabel;
        }

        // Variables declaration - do not modify//GEN-BEGIN:variables
        private javax.swing.JMenu aboutMenu;
        private javax.swing.JButton cleanBtn;
        private javax.swing.JLabel dirtinessLabel;
        private javax.swing.JLabel dirtinessTitle;
        private javax.swing.JMenuItem exitGameMenuItem;
        private javax.swing.JLabel foodRequestsLabel;
        private javax.swing.JLabel foodRequestsTitle;
        private javax.swing.JMenu gameMenu;
        private javax.swing.JMenu helpMenu;
        private javax.swing.JMenuItem howPlayMenuItem;
        private javax.swing.JLabel jLabel1;
        private javax.swing.JLabel jLabel2;
```

```java
        private javax.swing.JLabel jLabel3;
        private javax.swing.JLabel jLabel4;
        private javax.swing.JScrollPane jScrollPane1;
        private javax.swing.JPopupMenu.Separator jSeparator1;
        private javax.swing.JLabel levelLabel;
        private javax.swing.JLabel levelTitle;
        private javax.swing.JMenuBar mainMenuBar;
        private javax.swing.JLabel maxFoodRequestsLabel;
        private javax.swing.JLabel myPetsTitle;
        private javax.swing.JLabel nickLabel;
        private javax.swing.JLabel nickTitle;
        private javax.swing.JMenuItem openAboutMenuItem;
        private javax.swing.JLabel performingActionLabel;
        private javax.swing.JLabel petImage;
        private javax.swing.JList<String> petList;
        private javax.swing.JLabel petStatsTitle;
        private javax.swing.JLabel petStatusLabel;
        private javax.swing.JLabel petsCount;
        private javax.swing.JLabel playerMoneyLabel;
        private javax.swing.JMenu reportsMenu;
        private javax.swing.JButton reviveBtn;
        private javax.swing.JLabel sicknessLabel;
        private javax.swing.JLabel sicknessTitle;
        private javax.swing.JButton storeBtn;
        private javax.swing.JMenuItem storeMenuItem;
        private javax.swing.JLabel typeLabel;
        private javax.swing.JLabel typeTitle;
        private javax.swing.JButton walkBtn;
        private javax.swing.JLabel walkRequestsLabel;
        private javax.swing.JLabel walkRequestsTitle;
        // End of variables declaration//GEN-END:variables
    }
```

ARCHIVO: WelcomeFrame.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;

import com.robertob.practica2ipc1.engine.MainEngine;

/**
 *
 * @author robertob
 */
public class WelcomeFrame extends javax.swing.JFrame {


    /**
     * Creates new form WelcomeFrame
     */
    public WelcomeFrame() {
        initComponents();
    }

    MainFrame mainFrame = new MainFrame();

    /**
     * This method is called from within the constructor to initialize the
form.
     * WARNING: Do NOT modify this code. The content of this method is
always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
    private void initComponents() {

        jButton2 = new javax.swing.JButton();
        welcomeTitle = new javax.swing.JLabel();
        welcomeTitle1 = new javax.swing.JLabel();
        welcomeTitle2 = new javax.swing.JLabel();
        exitWelcomeBtn = new javax.swing.JButton();
        startWelcomeBtn = new javax.swing.JButton();
```

```java
        jButton2.setText("jButton2");


setDefaultCloseOperation(javax.swing.WindowConstants.DO_NOTHING_ON_CLOSE);
        setTitle("Iniciar Juego");
        setBounds(new java.awt.Rectangle(0, 0, 0, 0));
        setCursor(new java.awt.Cursor(java.awt.Cursor.DEFAULT_CURSOR));
        setResizable(false);

        welcomeTitle.setFont(new java.awt.Font("Cantarell", 1, 24)); //
NOI18N
        welcomeTitle.setText("¡Bienvenid@ al juego!");

        welcomeTitle1.setFont(new java.awt.Font("Cantarell", 0, 24)); //
NOI18N
        welcomeTitle1.setText("o presiona \"Salir\" para salir del juego");

        welcomeTitle2.setFont(new java.awt.Font("Cantarell", 0, 24)); //
NOI18N
        welcomeTitle2.setText("Presiona el botón de abajo para empezar,");

        exitWelcomeBtn.setBackground(new java.awt.Color(255, 204, 204));
        exitWelcomeBtn.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        exitWelcomeBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/exitIconSymBlack.png"))); // NOI18N
        exitWelcomeBtn.setText(" SALIR");
        exitWelcomeBtn.setBorderPainted(false);
        exitWelcomeBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        exitWelcomeBtn.addActionListener(new
java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                exitWelcomeBtnActionPerformed(evt);
            }
        });

        startWelcomeBtn.setBackground(new java.awt.Color(0, 255, 204));
        startWelcomeBtn.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        startWelcomeBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/playIcon.png"))); // NOI18N
        startWelcomeBtn.setText(" INICIAR");
```

```java
        startWelcomeBtn.setBorderPainted(false);
        startWelcomeBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        startWelcomeBtn.addActionListener(new
java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                startWelcomeBtnActionPerformed(evt);
            }
        });

        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                .addGap(0, 0, Short.MAX_VALUE)
                .addComponent(welcomeTitle)
                .addGap(166, 166, 166))
            .addGroup(layout.createSequentialGroup()
                .addGap(67, 67, 67)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                    .addComponent(welcomeTitle2,
javax.swing.GroupLayout.Alignment.TRAILING)
                    .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING,
false)

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                            .addComponent(startWelcomeBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 131,
javax.swing.GroupLayout.PREFERRED_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
                            .addComponent(exitWelcomeBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)
                            .addGap(26, 26, 26))
```

```java
                        .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                                .addComponent(welcomeTitle1)
                                .addGap(18, 18, 18))))
                    .addContainerGap(69, Short.MAX_VALUE))
        );
        layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(31, 31, 31)
                .addComponent(welcomeTitle)
                .addGap(64, 64, 64)
                .addComponent(welcomeTitle2)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(welcomeTitle1)
                .addGap(46, 46, 46)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                    .addComponent(startWelcomeBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 45,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addComponent(exitWelcomeBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 45,
javax.swing.GroupLayout.PREFERRED_SIZE))
                .addContainerGap(42, Short.MAX_VALUE))
        );

        pack();
    }// </editor-fold>//GEN-END:initComponents

    private void exitWelcomeBtnActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_exitWelcomeBtnActionPerformed
        System.exit(0);
    }//GEN-LAST:event_exitWelcomeBtnActionPerformed

    private void startWelcomeBtnActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_startWelcomeBtnActionPerformed
        mainFrame.setVisible(true);
        this.dispose();
    }//GEN-LAST:event_startWelcomeBtnActionPerformed

    /**
```

```java
     * @param args the command line arguments
     */



    // Variables declaration - do not modify//GEN-BEGIN:variables
    private javax.swing.JButton exitWelcomeBtn;
    private javax.swing.JButton jButton2;
    private javax.swing.JButton startWelcomeBtn;
    private javax.swing.JLabel welcomeTitle;
    private javax.swing.JLabel welcomeTitle1;
    private javax.swing.JLabel welcomeTitle2;
    // End of variables declaration//GEN-END:variables
}
```

ARCHIVO: StoreFrame.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;

import com.robertob.practica2ipc1.engine.*;
import com.robertob.practica2ipc1.engine.consumables.*;
import com.robertob.practica2ipc1.engine.character.*;
import javax.swing.JLabel;
import javax.swing.JOptionPane;

/**
 *
 * @author robertob
 */
public class StoreFrame extends javax.swing.JFrame {


    final MainFrame mainFrame;
    final MainEngine mainEngine;
    PetSelector petSelectorFrame;
    String[] confirmationOptions = {"Si","No"};

    /**
     * Creates new form StoreFrame
     */
    public StoreFrame(MainEngine mainEngine, MainFrame mainFrame) {
        initComponents();
        this.mainFrame = mainFrame;
        this.mainEngine = mainEngine;
        this.petSelectorFrame = new PetSelector(this.mainEngine);

playerMoneyLabel.setText(String.valueOf(mainEngine.player.getMoney()));
    }


    /**
     * This method is called from within the constructor to initialize the
form.
     * WARNING: Do NOT modify this code. The content of this method is
always
```

```java
 * regenerated by the Form Editor.
 */
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
private void initComponents() {

    jButton10 = new javax.swing.JButton();
    jTabbedPane1 = new javax.swing.JTabbedPane();
    pokemonTab = new javax.swing.JPanel();
    typeComboBox = new javax.swing.JComboBox<>();
    jLabel2 = new javax.swing.JLabel();
    jLabel6 = new javax.swing.JLabel();
    jLabel7 = new javax.swing.JLabel();
    jLabel8 = new javax.swing.JLabel();
    buyPetBtn = new javax.swing.JButton();
    jLabel12 = new javax.swing.JLabel();
    nickTextField = new javax.swing.JTextField();
    jLabel13 = new javax.swing.JLabel();
    jLabel14 = new javax.swing.JLabel();
    foodTab = new javax.swing.JPanel();
    jLabel1 = new javax.swing.JLabel();
    jLabel4 = new javax.swing.JLabel();
    jLabel5 = new javax.swing.JLabel();
    jLabel9 = new javax.swing.JLabel();
    jLabel10 = new javax.swing.JLabel();
    jLabel11 = new javax.swing.JLabel();
    cerealBtn = new javax.swing.JButton();
    wafflesBtn = new javax.swing.JButton();
    appleBtn = new javax.swing.JButton();
    medTab = new javax.swing.JPanel();
    jLabel15 = new javax.swing.JLabel();
    jLabel16 = new javax.swing.JLabel();
    jLabel17 = new javax.swing.JLabel();
    jLabel18 = new javax.swing.JLabel();
    jLabel19 = new javax.swing.JLabel();
    jLabel20 = new javax.swing.JLabel();
    antibioticsBtn = new javax.swing.JButton();
    analgesicBtn = new javax.swing.JButton();
    vitaminBtn = new javax.swing.JButton();
    storeTitle = new javax.swing.JLabel();
    playerMoneyLabel = new javax.swing.JLabel();
    jLabel3 = new javax.swing.JLabel();
    jButton1 = new javax.swing.JButton();
```

```java
        jButton10.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/apple.png"))); // NOI18N
        jButton10.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        jButton10.setContentAreaFilled(false);
        jButton10.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        jButton10.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                jButton10ActionPerformed(evt);
            }
        });


setDefaultCloseOperation(javax.swing.WindowConstants.DISPOSE_ON_CLOSE);
        setTitle("Tienda");
        setResizable(false);

        jTabbedPane1.setFont(new java.awt.Font("Cantarell", 2, 20)); //
NOI18N

        typeComboBox.setFont(new java.awt.Font("Cantarell", 0, 20)); //
NOI18N
        typeComboBox.setModel(new javax.swing.DefaultComboBoxModel<>(new
String[] { "Bulbasur", "Ivysaur", "Venusaur", "Charmander", "Charmeleon",
"Charizard", "Squirtle", "Wartortle", "Blastoise", "Caterpie", "Metapod",
"Butterfree", "Weedle", "Kakuna", "Beedrill", "Pidgey", "Pidgeotto",
"Pidgeot", "Rattata", "Raticate" }));
        typeComboBox.addActionListener(new java.awt.event.ActionListener()
{
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                typeComboBoxActionPerformed(evt);
            }
        });

        jLabel2.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel2.setText("Selecciona de la lista el");

        jLabel6.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel6.setText("pokemon que quieres comprar");

        jLabel7.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel7.setText("Presiona este boton para");

        jLabel8.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
```

```java
        jLabel8.setText("confirmar la compra");

        buyPetBtn.setBackground(new java.awt.Color(0, 255, 204));
        buyPetBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        buyPetBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/basket.png"))); // NOI18N
        buyPetBtn.setText(" COMPRAR");
        buyPetBtn.setBorderPainted(false);
        buyPetBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        buyPetBtn.setEnabled(false);
        buyPetBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                buyPetBtnActionPerformed(evt);
            }
        });

        jLabel12.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        jLabel12.setText("Todos los pokemons cuestan 50 monedas");

        nickTextField.addKeyListener(new java.awt.event.KeyAdapter() {
            public void keyTyped(java.awt.event.KeyEvent evt) {
                nickTextFieldKeyTyped(evt);
            }
        });

        jLabel13.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel13.setText("Escribe el apodo que quieres");

        jLabel14.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel14.setText("ponerle al pokemon");

        javax.swing.GroupLayout pokemonTabLayout = new
javax.swing.GroupLayout(pokemonTab);
        pokemonTab.setLayout(pokemonTabLayout);
        pokemonTabLayout.setHorizontalGroup(

pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
            .addGroup(pokemonTabLayout.createSequentialGroup()
                .addGap(48, 48, 48)

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.LEADING)
                    .addGroup(pokemonTabLayout.createSequentialGroup()
```

```
                            .addComponent(jLabel12)

.addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))
                    .addGroup(pokemonTabLayout.createSequentialGroup()

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.LEADING)
                            .addComponent(jLabel2)
                            .addComponent(jLabel6)
                            .addComponent(typeComboBox,
javax.swing.GroupLayout.PREFERRED_SIZE, 171,
javax.swing.GroupLayout.PREFERRED_SIZE))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 128,
Short.MAX_VALUE)

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.LEADING)
                            .addComponent(jLabel7,
javax.swing.GroupLayout.Alignment.TRAILING)

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING, false)
                                .addComponent(buyPetBtn,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)
                                .addComponent(jLabel8,
javax.swing.GroupLayout.Alignment.TRAILING,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)))
                        .addGap(52, 52, 52))
                    .addGroup(pokemonTabLayout.createSequentialGroup()

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.LEADING)
                            .addComponent(jLabel13)

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.TRAILING, false)
                                .addComponent(nickTextField,
javax.swing.GroupLayout.Alignment.LEADING)
                                .addComponent(jLabel14,
javax.swing.GroupLayout.Alignment.LEADING,
```

```
                javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE)))
                            .addGap(0, 0, Short.MAX_VALUE))))
        );
        pokemonTabLayout.setVerticalGroup(

pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
            .addGroup(pokemonTabLayout.createSequentialGroup()
                .addGap(34, 34, 34)
                .addComponent(jLabel12)
                .addGap(37, 37, 37)

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.BASELINE)
                    .addComponent(jLabel2)
                    .addComponent(jLabel7))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.BASELINE)
                    .addComponent(jLabel6)
                    .addComponent(jLabel8))

.addGroup(pokemonTabLayout.createParallelGroup(javax.swing.GroupLayout.Alig
nment.LEADING)
                    .addGroup(pokemonTabLayout.createSequentialGroup()

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                        .addComponent(buyPetBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 69,
javax.swing.GroupLayout.PREFERRED_SIZE))
                    .addGroup(pokemonTabLayout.createSequentialGroup()
                        .addGap(18, 18, 18)
                        .addComponent(typeComboBox,
javax.swing.GroupLayout.PREFERRED_SIZE, 49,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                .addGap(18, 18, 18)
                .addComponent(jLabel13)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(jLabel14)
                .addGap(18, 18, 18)
```

```java
                .addComponent(nickTextField,
javax.swing.GroupLayout.PREFERRED_SIZE, 49,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addContainerGap(37, Short.MAX_VALUE))
        );

        jTabbedPane1.addTab("Mascotas", pokemonTab);

        jLabel1.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel1.setText("Manzana");

        jLabel4.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel4.setText("Cereal");

        jLabel5.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel5.setText("Waffles");

        jLabel9.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel9.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel9.setText("10");

        jLabel10.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel10.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel10.setText("30");

        jLabel11.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel11.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel11.setText("50");

        cerealBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/cereal.png"))); // NOI18N
        cerealBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        cerealBtn.setContentAreaFilled(false);
        cerealBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        cerealBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                cerealBtnActionPerformed(evt);
```

```java
                }
        });

        wafflesBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/waffle.png"))); // NOI18N
        wafflesBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        wafflesBtn.setContentAreaFilled(false);
        wafflesBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        wafflesBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                wafflesBtnActionPerformed(evt);
            }
        });

        appleBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/apple.png"))); // NOI18N
        appleBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        appleBtn.setContentAreaFilled(false);
        appleBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        appleBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                appleBtnActionPerformed(evt);
            }
        });

        javax.swing.GroupLayout foodTabLayout = new
javax.swing.GroupLayout(foodTab);
        foodTab.setLayout(foodTabLayout);
        foodTabLayout.setHorizontalGroup(

foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING
)
            .addGroup(foodTabLayout.createSequentialGroup()
                .addGap(64, 64, 64)

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                    .addGroup(foodTabLayout.createSequentialGroup()
                        .addGap(17, 17, 17)
```

```
.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                              .addGroup(foodTabLayout.createSequentialGroup()
                                  .addGap(18, 18, 18)
                                  .addComponent(jLabel9))
                              .addComponent(jLabel1))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                              .addComponent(jLabel4)
                              .addGroup(foodTabLayout.createSequentialGroup()
                                  .addGap(6, 6, 6)
                                  .addComponent(jLabel10)))
                          .addGap(153, 153, 153)

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                              .addComponent(jLabel5)
                              .addGroup(foodTabLayout.createSequentialGroup()
                                  .addGap(6, 6, 6)
                                  .addComponent(jLabel11)))
                          .addGap(12, 12, 12))
                      .addGroup(foodTabLayout.createSequentialGroup()
                          .addComponent(appleBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)
                          .addGap(104, 104, 104)
                          .addComponent(cerealBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 104,
Short.MAX_VALUE)
                          .addComponent(wafflesBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                  .addGap(66, 66, 66))
        );
        foodTabLayout.setVerticalGroup(

foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING
)
```

```
                    .addGroup(foodTabLayout.createSequentialGroup()
                        .addGap(76, 76, 76)

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                            .addGroup(foodTabLayout.createSequentialGroup()

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
foodTabLayout.createSequentialGroup()
                                        .addComponent(jLabel5)
                                        .addGap(52, 52, 52))
                                    .addGroup(foodTabLayout.createSequentialGroup()
                                        .addComponent(jLabel4)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.BASELINE)
                                            .addComponent(jLabel10)
                                            .addComponent(jLabel11))
                                        .addGap(18, 18, 18)))

.addGroup(foodTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignme
nt.LEADING)
                                    .addComponent(cerealBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                    .addComponent(wafflesBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                            .addGroup(foodTabLayout.createSequentialGroup()
                                .addGap(2, 2, 2)
                                .addComponent(jLabel1)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                                .addComponent(jLabel9)
                                .addGap(18, 18, 18)
                                .addComponent(appleBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                        .addContainerGap(112, Short.MAX_VALUE))
            );
```

```java
        jTabbedPane1.addTab("Restaurante", foodTab);

        jLabel15.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel15.setText("Vitamina");

        jLabel16.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel16.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel16.setText("20");

        jLabel17.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel17.setText("Analgesico");

        jLabel18.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel18.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel18.setText("50");

        jLabel19.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel19.setText("Antibiotico");

        jLabel20.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel20.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel20.setText("80");

        antibioticsBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/antibiotics.png"))); // NOI18N
        antibioticsBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        antibioticsBtn.setContentAreaFilled(false);
        antibioticsBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        antibioticsBtn.addActionListener(new
java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                antibioticsBtnActionPerformed(evt);
            }
        });
```

```java
        analgesicBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/analgesic.png"))); // NOI18N
        analgesicBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        analgesicBtn.setContentAreaFilled(false);
        analgesicBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        analgesicBtn.addActionListener(new java.awt.event.ActionListener()
{
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                analgesicBtnActionPerformed(evt);
            }
        });

        vitaminBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/vitamin.png"))); // NOI18N
        vitaminBtn.setBorder(new javax.swing.border.LineBorder(new
java.awt.Color(153, 153, 153), 3, true));
        vitaminBtn.setContentAreaFilled(false);
        vitaminBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        vitaminBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                vitaminBtnActionPerformed(evt);
            }
        });

        javax.swing.GroupLayout medTabLayout = new
javax.swing.GroupLayout(medTab);
        medTab.setLayout(medTabLayout);
        medTabLayout.setHorizontalGroup(

medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(medTabLayout.createSequentialGroup()
                .addGap(64, 64, 64)

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                    .addGroup(medTabLayout.createSequentialGroup()
                        .addGap(17, 17, 17)

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                            .addGroup(medTabLayout.createSequentialGroup()
```

```
                                .addGap(18, 18, 18)
                                .addComponent(jLabel16))
                        .addComponent(jLabel15))

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                                .addGroup(medTabLayout.createSequentialGroup()

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 137,
Short.MAX_VALUE)
                                        .addComponent(jLabel18)
                                        .addGap(134, 134, 134))
                                .addGroup(medTabLayout.createSequentialGroup()
                                        .addGap(113, 113, 113)
                                        .addComponent(jLabel17)))

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                                .addGroup(medTabLayout.createSequentialGroup()
                                        .addGap(34, 34, 34)
                                        .addComponent(jLabel20))
                                .addGroup(medTabLayout.createSequentialGroup()
                                        .addGap(6, 6, 6)
                                        .addComponent(jLabel19)))
                            .addGap(6, 6, 6))
                    .addGroup(medTabLayout.createSequentialGroup()
                        .addComponent(vitaminBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)
                        .addGap(104, 104, 104)
                        .addComponent(analgesicBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 104,
Short.MAX_VALUE)
                        .addComponent(antibioticsBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                .addGap(66, 66, 66))
        );
        medTabLayout.setVerticalGroup(

medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(medTabLayout.createSequentialGroup()
                .addGap(76, 76, 76)
```

```java
                    .addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                        .addGroup(medTabLayout.createSequentialGroup()

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.BASELINE)
                                .addComponent(jLabel17)
                                .addComponent(jLabel19))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.BASELINE)
                                .addComponent(jLabel18)
                                .addComponent(jLabel20))
                            .addGap(18, 18, 18)

.addGroup(medTabLayout.createParallelGroup(javax.swing.GroupLayout.Alignmen
t.LEADING)
                                .addComponent(analgesicBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)
                                .addComponent(antibioticsBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                        .addGroup(medTabLayout.createSequentialGroup()
                            .addGap(2, 2, 2)
                            .addComponent(jLabel15)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                            .addComponent(jLabel16)
                            .addGap(18, 18, 18)
                            .addComponent(vitaminBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 136,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                .addContainerGap(112, Short.MAX_VALUE))
        );

        jTabbedPane1.addTab("Farmacia", medTab);

        storeTitle.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N
        storeTitle.setText("¿Qué deseas comprar?");
```

```java
        playerMoneyLabel.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N

        jLabel3.setFont(new java.awt.Font("Cantarell", 1, 22)); // NOI18N
        jLabel3.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/coinIcon.png"))); // NOI18N
        jLabel3.setText("=");
        jLabel3.setToolTipText("");

        jButton1.setBackground(new java.awt.Color(102, 102, 102));
        jButton1.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        jButton1.setForeground(new java.awt.Color(255, 255, 255));
        jButton1.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/exitIconSymWhite.png"))); // NOI18N
        jButton1.setText(" SALIR");
        jButton1.setBorder(new
javax.swing.border.SoftBevelBorder(javax.swing.border.BevelBorder.RAISED));
        jButton1.setBorderPainted(false);
        jButton1.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        jButton1.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                jButton1ActionPerformed(evt);
            }
        });

        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addComponent(jTabbedPane1)
            .addGroup(layout.createSequentialGroup()
                .addGap(30, 30, 30)
                .addComponent(jButton1)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
                .addComponent(storeTitle)
                .addGap(97, 97, 97)
                .addComponent(jLabel3)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
```

```java
                    .addComponent(playerMoneyLabel,
javax.swing.GroupLayout.PREFERRED_SIZE, 46,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addGap(31, 31, 31))
        );
        layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(26, 26, 26)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING, false)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                        .addComponent(jButton1,
javax.swing.GroupLayout.PREFERRED_SIZE, 30,
javax.swing.GroupLayout.PREFERRED_SIZE)
                        .addComponent(storeTitle))
                    .addComponent(jLabel3,
javax.swing.GroupLayout.DEFAULT_SIZE, 31, Short.MAX_VALUE)
                    .addComponent(playerMoneyLabel,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 12,
Short.MAX_VALUE)
                .addComponent(jTabbedPane1))
        );

        pack();
    }// </editor-fold>//GEN-END:initComponents

    private void jButton1ActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_jButton1ActionPerformed
        this.setVisible(false);

mainFrame.getPlayerMoneyLabel().setText(String.valueOf(mainEngine.player.ge
tMoney()));
    }//GEN-LAST:event_jButton1ActionPerformed

    private void cerealBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_cerealBtnActionPerformed
        buyItem("Cereal", 30);
    }//GEN-LAST:event_cerealBtnActionPerformed
```

```java
    private void wafflesBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_wafflesBtnActionPerformed
        buyItem("Waffle", 50);
    }//GEN-LAST:event_wafflesBtnActionPerformed

    private void jButton10ActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_jButton10ActionPerformed
        // TODO add your handling code here:
    }//GEN-LAST:event_jButton10ActionPerformed

    private void appleBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_appleBtnActionPerformed
        buyItem("Manzana", 10);
    }//GEN-LAST:event_appleBtnActionPerformed

    private void antibioticsBtnActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_antibioticsBtnActionPerformed
        buyItem("Antibiotico", 80);
    }//GEN-LAST:event_antibioticsBtnActionPerformed

    private void analgesicBtnActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_analgesicBtnActionPerformed
        buyItem("Analgesico", 50);
    }//GEN-LAST:event_analgesicBtnActionPerformed

    private void vitaminBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_vitaminBtnActionPerformed
        buyItem("Vitamina", 20);
    }//GEN-LAST:event_vitaminBtnActionPerformed

    private void typeComboBoxActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_typeComboBoxActionPerformed
        // TODO add your handling code here:
    }//GEN-LAST:event_typeComboBoxActionPerformed

    private void buyPetBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_buyPetBtnActionPerformed
        if(mainEngine.player.getCurrentIndex() == 9){
            JOptionPane.showMessageDialog(null, "Ya no puedes comprar mas
mascotas! Tu lista esta llena","Mascotas
llenas",JOptionPane.ERROR_MESSAGE);
        } else if (!mainEngine.player.playerCanBuyPet()){
            JOptionPane.showMessageDialog(null, "No tienes suficiente
dinero para comprar mascotas!","Sin dinero",JOptionPane.ERROR_MESSAGE);
        } else {
```

```java
            int confirmation = JOptionPane.showOptionDialog(this, "¿Estas
seguro que quieres comprar este pokemon?",
"Confirmacion",JOptionPane.YES_NO_OPTION,JOptionPane.QUESTION_MESSAGE,null,
confirmationOptions,confirmationOptions[0]);
            if(confirmation == JOptionPane.YES_OPTION){

mainEngine.buyPet(typeComboBox.getSelectedItem().toString(),
nickTextField.getText());

playerMoneyLabel.setText(String.valueOf(mainEngine.player.getMoney()));
                mainFrame.updateNickOnList();
            }
        }

    }//GEN-LAST:event_buyPetBtnActionPerformed

    private void nickTextFieldKeyTyped(java.awt.event.KeyEvent evt)
{//GEN-FIRST:event_nickTextFieldKeyTyped
        if (!nickTextField.getText().equals("")) {
            buyPetBtn.setEnabled(true);
        } else {
            buyPetBtn.setEnabled(false);
        }
    }//GEN-LAST:event_nickTextFieldKeyTyped

    private void buyItem(String item, int itemPrice){
        if(!mainEngine.player.playerCanBuyFood(itemPrice)){
            JOptionPane.showMessageDialog(this, "No tienes suficiente
dinero para comprar este item!", "Dinero insuficiente",
JOptionPane.ERROR_MESSAGE);
        } else {
            petSelectorFrame.setVisible(true);
            petSelectorFrame.showItemLabel(item);
            petSelectorFrame.updateNickOnList();
        }
    }

    public JLabel getPlayerMoneyLabel(){
        return playerMoneyLabel;
    }

    // Variables declaration - do not modify//GEN-BEGIN:variables
    private javax.swing.JButton analgesicBtn;
    private javax.swing.JButton antibioticsBtn;
    private javax.swing.JButton appleBtn;
    private javax.swing.JButton buyPetBtn;
```

```java
    private javax.swing.JButton cerealBtn;
    private javax.swing.JPanel foodTab;
    private javax.swing.JButton jButton1;
    private javax.swing.JButton jButton10;
    private javax.swing.JLabel jLabel1;
    private javax.swing.JLabel jLabel10;
    private javax.swing.JLabel jLabel11;
    private javax.swing.JLabel jLabel12;
    private javax.swing.JLabel jLabel13;
    private javax.swing.JLabel jLabel14;
    private javax.swing.JLabel jLabel15;
    private javax.swing.JLabel jLabel16;
    private javax.swing.JLabel jLabel17;
    private javax.swing.JLabel jLabel18;
    private javax.swing.JLabel jLabel19;
    private javax.swing.JLabel jLabel2;
    private javax.swing.JLabel jLabel20;
    private javax.swing.JLabel jLabel3;
    private javax.swing.JLabel jLabel4;
    private javax.swing.JLabel jLabel5;
    private javax.swing.JLabel jLabel6;
    private javax.swing.JLabel jLabel7;
    private javax.swing.JLabel jLabel8;
    private javax.swing.JLabel jLabel9;
    private javax.swing.JTabbedPane jTabbedPane1;
    private javax.swing.JPanel medTab;
    private javax.swing.JTextField nickTextField;
    private javax.swing.JLabel playerMoneyLabel;
    private javax.swing.JPanel pokemonTab;
    private javax.swing.JLabel storeTitle;
    private javax.swing.JComboBox<String> typeComboBox;
    private javax.swing.JButton vitaminBtn;
    private javax.swing.JButton wafflesBtn;
    // End of variables declaration//GEN-END:variables
}
```

ARCHIVO: PetSelector.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;
```

```java
import com.robertob.practica2ipc1.engine.consumables.*;
import com.robertob.practica2ipc1.engine.MainEngine;
import com.robertob.practica2ipc1.engine.character.*;
import javax.swing.DefaultListModel;

/**
 *
 * @author robertob
 */
public class PetSelector extends javax.swing.JFrame {

    MainEngine mainEngine;
    DefaultListModel petsListModel = new DefaultListModel();
    Pet selectedPet;
    String itemName;

    public PetSelector(MainEngine mainEngine) {
        initComponents();
        this.mainEngine = mainEngine;
    }

    /**
     * This method is called from within the constructor to initialize the
form.
     * WARNING: Do NOT modify this code. The content of this method is
always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
    private void initComponents() {

        selectorTitle = new javax.swing.JLabel();
        itemNameSelector = new javax.swing.JLabel();
        cancelBtn = new javax.swing.JButton();
        giveBtn = new javax.swing.JButton();
        jScrollPane1 = new javax.swing.JScrollPane();
        petSelectorList = new javax.swing.JList<>();


setDefaultCloseOperation(javax.swing.WindowConstants.DO_NOTHING_ON_CLOSE);
        setResizable(false);

        selectorTitle.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N
```

```java
        selectorTitle.setText("¿A qué mascota quieres darle: ");

        itemNameSelector.setFont(new java.awt.Font("Cantarell", 1, 22)); //
NOI18N
        itemNameSelector.setText(" ");

        cancelBtn.setBackground(new java.awt.Color(102, 102, 102));
        cancelBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        cancelBtn.setForeground(new java.awt.Color(255, 255, 255));
        cancelBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/cancelIcon.png"))); // NOI18N
        cancelBtn.setText(" CANCELAR");
        cancelBtn.setBorderPainted(false);
        cancelBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        cancelBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                cancelBtnActionPerformed(evt);
            }
        });

        giveBtn.setBackground(new java.awt.Color(51, 255, 204));
        giveBtn.setFont(new java.awt.Font("Cantarell", 1, 19)); // NOI18N
        giveBtn.setForeground(new java.awt.Color(255, 255, 255));
        giveBtn.setText("DAR OBJETO");
        giveBtn.setBorderPainted(false);
        giveBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        giveBtn.setEnabled(false);
        giveBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                giveBtnActionPerformed(evt);
            }
        });

        petSelectorList.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        petSelectorList.setModel(petsListModel);
        petSelectorList.addMouseListener(new java.awt.event.MouseAdapter()
{
            public void mouseClicked(java.awt.event.MouseEvent evt) {
                petSelectorListMouseClicked(evt);
            }
        });
        jScrollPane1.setViewportView(petSelectorList);
```

```java
        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                .addGap(42, 42, 42)
                .addComponent(cancelBtn)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
                .addComponent(giveBtn)
                .addGap(51, 51, 51))
            .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                    .addGroup(layout.createSequentialGroup()
                        .addGap(69, 69, 69)
                        .addComponent(jScrollPane1,
javax.swing.GroupLayout.PREFERRED_SIZE, 535,
javax.swing.GroupLayout.PREFERRED_SIZE))
                    .addGroup(layout.createSequentialGroup()
                        .addGap(122, 122, 122)
                        .addComponent(selectorTitle)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                        .addComponent(itemNameSelector,
javax.swing.GroupLayout.PREFERRED_SIZE, 137,
javax.swing.GroupLayout.PREFERRED_SIZE)))
                .addContainerGap(77, Short.MAX_VALUE))
        );
        layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(34, 34, 34)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                    .addComponent(selectorTitle)
```

```java
                            .addComponent(itemNameSelector,
javax.swing.GroupLayout.PREFERRED_SIZE, 33,
javax.swing.GroupLayout.PREFERRED_SIZE))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 32,
Short.MAX_VALUE)
                        .addComponent(jScrollPane1,
javax.swing.GroupLayout.PREFERRED_SIZE, 208,
javax.swing.GroupLayout.PREFERRED_SIZE)
                        .addGap(56, 56, 56)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                            .addComponent(cancelBtn)
                            .addComponent(giveBtn))
                        .addGap(32, 32, 32))
        );

        pack();
    }// </editor-fold>//GEN-END:initComponents

    protected void updateNickOnList(){

        this.petsListModel.removeAllElements();
        for (int i = 0; i < 10; i++) {
            if(mainEngine.player.getPlayerPets(i) != null){

petsListModel.addElement(mainEngine.player.getPlayerPets(i).getNick());
            };
        }
        this.petSelectorList.setModel(petsListModel);

    }

    private void cancelBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_cancelBtnActionPerformed
        this.dispose();
    }//GEN-LAST:event_cancelBtnActionPerformed

    private void giveBtnActionPerformed(java.awt.event.ActionEvent evt)
{//GEN-FIRST:event_giveBtnActionPerformed

        switch (itemName) {
            case "Manzana":
                Food manzana = new Apple();
                manzana.boost(selectedPet);
```

```java
                mainEngine.player.lowerMoney(manzana.getPrice());
                break;
            case "Cereal":
                Food cereal = new Cereal();
                cereal.boost(selectedPet);
                mainEngine.player.lowerMoney(cereal.getPrice());
                break;
            case "Waffles":
                Food waffle = new Waffle();
                waffle.boost(selectedPet);
                mainEngine.player.lowerMoney(waffle.getPrice());
                break;
            case "Vitamina":
                Med vitamin = new Vitamin();
                vitamin.boost(selectedPet);
                mainEngine.player.lowerMoney(vitamin.getPrice());
                break;
            case "Analgesico":
                Med analgesic = new Analgesic();
                analgesic.boost(selectedPet);
                mainEngine.player.lowerMoney(analgesic.getPrice());
                break;
            case "Antibiotico":
                System.out.println("vitamina");
                break;
        }

        this.dispose();
    }//GEN-LAST:event_giveBtnActionPerformed

    private void petSelectorListMouseClicked(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_petSelectorListMouseClicked
        try {
            selectedPet =
mainEngine.player.getPlayerPets(petSelectorList.getSelectedIndex());
            giveBtn.setEnabled(true);
        } catch (ArrayIndexOutOfBoundsException aioobe) {
            System.out.println("No se selecciono mascota");
        }


    }//GEN-LAST:event_petSelectorListMouseClicked

    public void showItemLabel(String itemName){
        itemNameSelector.setText(itemName);
        giveBtn.setText(("DAR "+itemName.toUpperCase()));
```

```java
        this.itemName = itemName;


    }

    /**
     * @param args the command line arguments
     */



    // Variables declaration - do not modify//GEN-BEGIN:variables
    private javax.swing.JButton cancelBtn;
    private javax.swing.JButton giveBtn;
    private javax.swing.JLabel itemNameSelector;
    private javax.swing.JScrollPane jScrollPane1;
    private javax.swing.JList<String> petSelectorList;
    private javax.swing.JLabel selectorTitle;
    // End of variables declaration//GEN-END:variables
}
```

ARCHIVO: AboutFrame.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;

import java.awt.event.MouseAdapter;
import java.awt.*;
import java.awt.event.MouseEvent;
import java.net.URI;
import javax.swing.JOptionPane;

/**
 *
 * @author robertob
 */
public class AboutFrame extends javax.swing.JFrame {

    /**
     * Creates new form AboutFrame
     */
    public AboutFrame() {
        initComponents();
```

```java
        projectLink.addMouseListener(new MouseAdapter(){
            @Override
            public void mouseClicked(MouseEvent e) {
                try {
                    Desktop.getDesktop().browse(new
URI("https://github.com/rrobertobt/practica2-ipc1"));
                } catch (Exception ex) {
                    System.out.println("Hubo un error al intentar abrir el
link en el explorador...");
                    System.out.println("El error fue: "+ex);
                    JOptionPane.showMessageDialog(null, "Hubo un error al
intentar abrir el link en el explorador...","Error al abrir
URL",JOptionPane.ERROR_MESSAGE);
                }
            }
            }
        );
    }

    /**
     * This method is called from within the constructor to initialize the
form.
     * WARNING: Do NOT modify this code. The content of this method is
always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
    private void initComponents() {

        jLabel1 = new javax.swing.JLabel();
        jLabel2 = new javax.swing.JLabel();
        jLabel3 = new javax.swing.JLabel();
        jLabel4 = new javax.swing.JLabel();
        jLabel5 = new javax.swing.JLabel();
        jLabel6 = new javax.swing.JLabel();
        jLabel7 = new javax.swing.JLabel();
        jLabel8 = new javax.swing.JLabel();
        projectLink = new javax.swing.JLabel();
        backToGameBtn = new javax.swing.JButton();


setDefaultCloseOperation(javax.swing.WindowConstants.DO_NOTHING_ON_CLOSE);
        setTitle("Acerca de");
```

```java
        setResizable(false);

        jLabel1.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel1.setText("Juego como Practica de IPC 1");

        jLabel2.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel2.setText("para el curso de Introducción a la Computación Y
Programación 1.");

        jLabel3.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel3.setText("Este es un juego realizado como una practica de
programación");

        jLabel4.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel4.setText("Está realizado con el lenguaje de programación
Java, con apoyo de");

        jLabel5.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        jLabel5.setText("la libreria de herramientas de widgets graficos,
Swing.");

        jLabel6.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel6.setText("Realizado por:");

        jLabel7.setFont(new java.awt.Font("Cantarell", 1, 23)); // NOI18N
        jLabel7.setText("Codigo fuente en Github:");

        jLabel8.setText("José Bautista");

        projectLink.setFont(new java.awt.Font("Cantarell", 2, 18)); //
NOI18N
        projectLink.setForeground(new java.awt.Color(153, 102, 255));

projectLink.setText("https://github.com/rrobertobt/practica2-ipc1");
        projectLink.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));

        backToGameBtn.setBackground(new java.awt.Color(0, 255, 204));
        backToGameBtn.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        backToGameBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/backIconBlack.png"))); // NOI18N
        backToGameBtn.setText(" CERRAR");
        backToGameBtn.setToolTipText("");
        backToGameBtn.setBorderPainted(false);
```

```java
        backToGameBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        backToGameBtn.addActionListener(new java.awt.event.ActionListener()
{
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                backToGameBtnActionPerformed(evt);
            }
        });

        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                .addContainerGap(36, Short.MAX_VALUE)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING, false)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                        .addComponent(jLabel5)
                        .addGap(91, 91, 91))

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING)
                            .addComponent(jLabel2)
                            .addGroup(layout.createSequentialGroup()
                                .addComponent(jLabel3)
                                .addGap(10, 10, 10))

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                                .addComponent(jLabel8)
                                .addComponent(jLabel4)))
                        .addGap(45, 45, 45)))
```

```java
                            .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAI
LING)
                                .addComponent(projectLink)
                                .addGroup(layout.createSequentialGroup()
                                    .addComponent(jLabel6)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
                                    .addComponent(jLabel7)))
                        .addGap(37, 37, 37))))
                .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                        .addGroup(layout.createSequentialGroup()
                            .addGap(170, 170, 170)
                            .addComponent(jLabel1))
                        .addGroup(layout.createSequentialGroup()
                            .addGap(254, 254, 254)
                            .addComponent(backToGameBtn)))
                    .addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE))
        );
        layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(40, 40, 40)
                .addComponent(jLabel1)
                .addGap(34, 34, 34)
                .addComponent(jLabel3)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(jLabel2)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(jLabel4)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(jLabel5)
                .addGap(41, 41, 41)
```

```java
                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                        .addComponent(jLabel6)
                        .addComponent(jLabel7))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
LINE)
                        .addComponent(jLabel8)
                        .addComponent(projectLink))

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, 31,
Short.MAX_VALUE)
                    .addComponent(backToGameBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 45,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addGap(28, 28, 28))
            );

        pack();
    }// </editor-fold>//GEN-END:initComponents

    private void backToGameBtnActionPerformed(java.awt.event.ActionEvent
evt) {//GEN-FIRST:event_backToGameBtnActionPerformed
        this.dispose();
    }//GEN-LAST:event_backToGameBtnActionPerformed

    /**
     * @param args the command line arguments
     */

    // Variables declaration - do not modify//GEN-BEGIN:variables
    private javax.swing.JButton backToGameBtn;
    private javax.swing.JLabel jLabel1;
    private javax.swing.JLabel jLabel2;
    private javax.swing.JLabel jLabel3;
    private javax.swing.JLabel jLabel4;
    private javax.swing.JLabel jLabel5;
    private javax.swing.JLabel jLabel6;
    private javax.swing.JLabel jLabel7;
    private javax.swing.JLabel jLabel8;
    private javax.swing.JLabel projectLink;
    // End of variables declaration//GEN-END:variables
```

```
}
```

ARCHIVO: ExitGameConfirmFrame.java:

```java
/*
 * Click
nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to
change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/GUIForms/JFrame.java to
edit this template
 */
package com.robertob.practica2ipc1.frames;

/**
 *
 * @author robertob
 */
public class ExitGameConfirmFrame extends javax.swing.JFrame {

    /**
     * Creates new form ExitGameConfirmFrame
     */
    public ExitGameConfirmFrame() {
        initComponents();
    }

    /**
     * This method is called from within the constructor to initialize the
form.
     * WARNING: Do NOT modify this code. The content of this method is
always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
    private void initComponents() {

        exitTitle = new javax.swing.JLabel();
        exitDes1 = new javax.swing.JLabel();
        exitDes2 = new javax.swing.JLabel();
        exitGameBtn = new javax.swing.JButton();
        backToGameBtn = new javax.swing.JButton();
```

```java
setDefaultCloseOperation(javax.swing.WindowConstants.DISPOSE_ON_CLOSE);
        setTitle("Cerrar juego?");
        setResizable(false);

        exitTitle.setFont(new java.awt.Font("Cantarell", 1, 22)); // NOI18N
        exitTitle.setText("¿Salir?");

        exitDes1.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        exitDes1.setText("¿Estas seguro de que quieres salir del juego?");

        exitDes2.setFont(new java.awt.Font("Cantarell", 0, 19)); // NOI18N
        exitDes2.setText("Se borrará todo el progreso");

        exitGameBtn.setBackground(new java.awt.Color(255, 204, 204));
        exitGameBtn.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        exitGameBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/exitIconSymBlack.png"))); // NOI18N
        exitGameBtn.setText(" SALIR");
        exitGameBtn.setBorderPainted(false);
        exitGameBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        exitGameBtn.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                exitGameBtnActionPerformed(evt);
            }
        });

        backToGameBtn.setBackground(new java.awt.Color(0, 255, 204));
        backToGameBtn.setFont(new java.awt.Font("Cantarell", 1, 18)); //
NOI18N
        backToGameBtn.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/com/robertob/practica2ipc1/i
mages/backIconBlack.png"))); // NOI18N
        backToGameBtn.setText(" REGRESAR");
        backToGameBtn.setBorderPainted(false);
        backToGameBtn.setCursor(new
java.awt.Cursor(java.awt.Cursor.HAND_CURSOR));
        backToGameBtn.addActionListener(new java.awt.event.ActionListener()
{
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                backToGameBtnActionPerformed(evt);
            }
        });
```

```java
        javax.swing.GroupLayout layout = new
javax.swing.GroupLayout(getContentPane());
        getContentPane().setLayout(layout);
        layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING)
                    .addGroup(layout.createSequentialGroup()
                        .addGap(118, 118, 118)
                        .addComponent(exitDes2))
                    .addGroup(layout.createSequentialGroup()
                        .addGap(196, 196, 196)
                        .addComponent(exitTitle))
                    .addGroup(layout.createSequentialGroup()
                        .addGap(47, 47, 47)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEAD
ING, false)
                            .addGroup(layout.createSequentialGroup()
                                .addComponent(exitGameBtn,
javax.swing.GroupLayout.PREFERRED_SIZE, 120,
javax.swing.GroupLayout.PREFERRED_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
                                .addComponent(backToGameBtn))
                            .addComponent(exitDes1))))
                .addContainerGap(49, Short.MAX_VALUE))
        );
        layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
            .addGroup(layout.createSequentialGroup()
                .addGap(26, 26, 26)
                .addComponent(exitTitle)
                .addGap(26, 26, 26)
                .addComponent(exitDes1)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
                .addComponent(exitDes2)
                .addGap(40, 40, 40)
```

```java
                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASE
            LINE)
                            .addComponent(exitGameBtn,
        javax.swing.GroupLayout.PREFERRED_SIZE, 45,
        javax.swing.GroupLayout.PREFERRED_SIZE)
                            .addComponent(backToGameBtn,
        javax.swing.GroupLayout.PREFERRED_SIZE, 45,
        javax.swing.GroupLayout.PREFERRED_SIZE))
                        .addContainerGap(41, Short.MAX_VALUE))
                );

                pack();
            }// </editor-fold>//GEN-END:initComponents

            private void exitGameBtnActionPerformed(java.awt.event.ActionEvent evt)
        {//GEN-FIRST:event_exitGameBtnActionPerformed
                System.exit(0);
            }//GEN-LAST:event_exitGameBtnActionPerformed

            private void backToGameBtnActionPerformed(java.awt.event.ActionEvent
        evt) {//GEN-FIRST:event_backToGameBtnActionPerformed
                this.dispose();
            }//GEN-LAST:event_backToGameBtnActionPerformed

            /**
             * @param args the command line arguments
             */


            // Variables declaration - do not modify//GEN-BEGIN:variables
            private javax.swing.JButton backToGameBtn;
            private javax.swing.JLabel exitDes1;
            private javax.swing.JLabel exitDes2;
            private javax.swing.JButton exitGameBtn;
            private javax.swing.JLabel exitTitle;
            // End of variables declaration//GEN-END:variables
        }
```

DIAGRAMA DE CLASES

MainFrame

- MainFrame()
- aboutFrame : AboutFrame
- typeLabel : JLabel
- nickLabel : JLabel
- confirmationOptions : String[]
- petsCount : JLabel
- reportsMenu : JMenu
- jLabel4 : JLabel
- petList : JList<String>
- typeTitle : JLabel
- jLabel1 : JLabel
- mainEngine : MainEngine
- gameMenu : JMenu
- foodRequestsTitle : JLabel
- petsListModel : DefaultListModel
- exitConfirmFrame : ExitGameConfirmFrame
- levelTitle : JLabel
- mainMenuBar : JMenuBar
- levelLabel : JLabel
- petImage : JLabel
- reviveBtn : JButton
- petStatusLabel : JLabel
- jLabel2 : JLabel
- nickTitle : JLabel
- walkRequestsTitle : JLabel
- jSeparator1 : Separator
- openAboutMenuItem : JMenuItem
- storeBtn : JButton
- storeFrame : StoreFrame
- performingActionLabel : JLabel
- selectedPet : Pet
- dirtinessTitle : JLabel
- storeMenuItem : JMenuItem
- aboutMenu : JMenu
- dirtinessLabel : JLabel
- walkBtn : JButton
- jLabel3 : JLabel
- maxFoodRequestsLabel : JLabel
- walkRequestsLabel : JLabel
- playerMoneyLabel : JLabel
- foodRequestsLabel : JLabel
- sicknessTitle : JLabel
- cleanBtn : JButton
- myPetsTitle : JLabel
- petStatsTitle : JLabel
- sicknessLabel : JLabel
- jScrollPane1 : JScrollPane
- helpMenu : JMenu
- exitGameMenuItem : JMenuItem
- howPlayMenuItem : JMenuItem
- initComponents() : void
- cleanBtnActionPerformed(ActionEvent) : void
- enableBtns(Pet) : void
- storeBtnActionPerformed(ActionEvent) : void
- updateNickOnList() : void
- storeMenuItemActionPerformed(ActionEvent) : void
- reviveBtnActionPerformed(ActionEvent) : void
- setStatsText(Pet) : void
- getPlayerMoneyLabel() : JLabel
- petListMouseClicked(MouseEvent) : void
- exitGameMenuItemActionPerformed(ActionEvent) : void
- openAboutMenuItemActionPerformed(ActionEvent) : void

StoreFrame

- StoreFrame(MainEngine, MainEngine)
- appleBtn : JButton
- medTab : JPanel
- jLabel17 : JLabel
- jTabbedPane1 : JTabbedPane
- jLabel16 : JLabel
- buyPetBtn : JButton
- jLabel19 : JLabel
- confirmationOptions : String[]
- antibioticsBtn : JButton
- jLabel3 : JLabel
- jLabel1 : JLabel
- jLabel9 : JLabel
- jLabel7 : JLabel
- jLabel10 : JLabel
- jLabel4 : JLabel
- wafflesBtn : JButton
- jLabel20 : JLabel
- vitaminBtn : JButton
- jLabel6 : JLabel
- petSelectorFrame : PetSelector
- playerMoneyLabel : JLabel
- foodTab : JPanel
- jButton10 : JButton
- jLabel12 : JLabel
- analgesicBtn : JButton
- mainEngine : MainEngine
- jLabel11 : JLabel
- nickTextField : JTextField
- jLabel5 : JLabel
- jLabel15 : JLabel
- pokemonTab : JPanel
- typeComboBox : JComboBox<String>
- jLabel13 : JLabel
- jLabel14 : JLabel
- jLabel18 : JLabel
- jLabel8 : JLabel
- jLabel2 : JLabel
- mainFrame : MainFrame
- cerealBtn : JButton
- jButton1 : JButton
- storeTitle : JLabel
- typeComboBoxActionPerformed(ActionEvent) : void
- buyItem(String, int) : void
- nickTextFieldKeyTyped(KeyEvent) : void
- initComponents() : void
- buyPetBtnActionPerformed(ActionEvent) : void
- wafflesBtnActionPerformed(ActionEvent) : void
- cerealBtnActionPerformed(ActionEvent) : void
- analgesicBtnActionPerformed(ActionEvent) : void
- antibioticsBtnActionPerformed(ActionEvent) : void
- vitaminBtnActionPerformed(ActionEvent) : void
- getPlayerMoneyLabel() : JLabel
- jButton10ActionPerformed(ActionEvent) : void
- appleBtnActionPerformed(ActionEvent) : void
- jButton1ActionPerformed(ActionEvent) : void

PetSelector

- PetSelector(MainEngine)
- itemName : String
- petSelectorList : JList<String>
- selectedPet : Pet
- selectorTitle : JLabel
- petsListModel : DefaultListModel
- cancelBtn : JButton
- mainEngine : MainEngine
- itemNameSelector : JLabel
- giveBtn : JButton
- jScrollPane1 : JScrollPane
- updateNickOnList() : void
- initComponents() : void
- showItemLabel(String) : void
- cancelBtnActionPerformed(ActionEvent) : void
- petSelectorListMouseClicked(MouseEvent) : void
- giveBtnActionPerformed(ActionEvent) : void

AboutFrame

- AboutFrame()
- backToGameBtn : JButton
- jLabel6 : JLabel
- projectLink : JLabel
- jLabel4 : JLabel
- jLabel7 : JLabel
- jLabel1 : JLabel
- jLabel5 : JLabel
- jLabel2 : JLabel
- jLabel3 : JLabel
- jLabel8 : JLabel
- initComponents() : void
- backToGameBtnActionPerformed(ActionEvent) : void

WelcomeFrame

- WelcomeFrame()
- jButton2 : JButton
- exitWelcomeBtn : JButton
- welcomeTitle2 : JLabel
- welcomeTitle : JLabel
- welcomeTitle1 : JLabel
- mainFrame : MainFrame
- startWelcomeBtn : JButton
- startWelcomeBtnActionPerformed(ActionEvent) : void
- exitWelcomeBtnActionPerformed(ActionEvent) : void
- initComponents() : void

ExitGameConfirmFrame

- ExitGameConfirmFrame()
- exitDes1 : JLabel
- exitDes2 : JLabel
- backToGameBtn : JButton
- exitGameBtn : JButton
- exitTitle : JLabel
- exitGameBtnActionPerformed(ActionEvent) : void
- initComponents() : void
- backToGameBtnActionPerformed(ActionEvent) : void

Main
- m 🔒 main(*String*[]) void

Med
- f ○ type *String*
- f ○ price int
- m 🔒 boost(*Pet*) void
- m 🔒 getPrice() int
- m 🔒 getType() *String*

MainEngine
- f 🔒 player *Player*
- m 🔒 buyPet(*String*, *String*) void
- m 🔒 startMainGame() void

Food
- f ○ type *String*
- f ○ price int
- m 🔒 getPrice() int
- m 🔒 getType() *String*
- m 🔒 boost(*Pet*) void

Vitamin
- m 🔒 boost(*Pet*) void

Antibiotic
- m 🔒 boost(*Pet*) void

Analgesic
- m 🔒 boost(*Pet*) void

Cereal
- m 🔒 boost(*Pet*) void

Waffle
- m 🔒 boost(*Pet*) void

Apple
- m 🔒 boost(*Pet*) void

Player
- f 🔒 wonBattles int
- f 🔒 playerPets *Pet*[]
- f 🔒 money int
- f 🔒 currentIndex int
- f 🔒 lostBattles int
- m 🔒 playerCanBuyPet() boolean
- m 🔒 setWonBattles(int) void
- m 🔒 getLostBattles() int
- m 🔒 setLostBattles(int) void
- m 🔒 getMoney() int
- m 🔒 lowerMoney(int) void
- m 🔒 playerCanBuyFood(int) boolean
- m 🔒 getWonBattles() int
- m 🔒 playerCanRevive() boolean
- m 🔒 playerCanBuyMed(int) boolean
- m 🔒 setPlayerPets(*Pet*) void
- m 🔒 getCurrentIndex() int
- m 🔒 getPlayerPets(int) *Pet*

Pet
- f 🔒 walkRequests int
- f 🔒 tPet *Thread*
- f 🔒 nick *String*
- f 🔒 type *String*
- f 🔒 maxFoodRequests int
- f 🔒 age int
- f 🔒 petIsAlive boolean
- f 🔒 timesAte int
- f 🔒 sickness int
- f 🔒 dirtiness int
- f 🔒 foodRequests int
- f 🔒 revivePrice int
- f 🔒 maxAge int
- f 🔒 level int
- f 🔒 requestFoodInterval int
- m 🔒 setNick(*String*) void
- m 🔒 setWalkRequests(int) void
- m 🔒 setType(*String*) void
- m 🔒 getFoodRequests() int
- m 🔒 getLevel() int
- m 🔒 setLevel(int) void
- m 🔒 setMaxFoodRequests(int) void
- m 🔒 askForFood() void
- m 🔒 setFoodRequests(int) void
- m 🔒 getNick() *String*
- m 🔒 getMaxFoodRequests() int
- m 🔒 checkPetIsAlive() void
- m 🔒 eat(int) void
- m 🔒 getWalkRequests() int
- m 🔒 setDirtiness(int) void
- m 🔒 excrete() void
- m 🔒 getType() *String*
- m 🔒 getDirtiness() int
- m 🔒 revive() void
- m 🔒 getSickness() int
- m 🔒 askForWalk() void
- m 🔒 isPetAlive() boolean
- m 🔒 getRevivePrice() int
- m 🔒 setSickness(int) void
- m 🔒 setPetAlive(boolean) void
- m 🔒 run() void