

FortuneTeller

Allows a user to get a random fortune, with a ding sound.

- **Author:** Rudd Fawcett
- **Course:** Period 6 AP CS, Ms. Litvin
- **Files:**
 - `FortuneTeller.java`
- **Due:** 12/10/2015

FortuneTeller.java

```
/**  
 * FortuneTeller  
 * Tells a user a random fortune.  
 */  
  
 * @author Rudd Fawcett  
 * @course Period 6 AP CS, Ms. Litvin  
 * @due 2015-12-07  
 */  
  
import java.awt.Color;  
import java.awt.Container;  
import java.awt.FlowLayout;  
  
import java.awt.event.ActionListener;  
import java.awt.event.ActionEvent;  
  
import javax.swing.JFrame;  
import javax.swing.JTextField;  
import javax.swing.JButton;  
  
public class FortuneTeller extends JFrame implements ActionListener {  
    private JTextField display;  
  
    private static final EasySound ding = new EasySound("ding.wav");  
  
    private static String[] fortunes = {"Happiness will find you soon.", "I see great  
    loss in the near future.", "You will do well on your next big task.", "I see a  
    bright future in your midst.", "Continue trying, what you desire is closer than  
    you think."};  
  
    /**  
     * Constructs a new FortuneTeller.  
     * @return The FortuneTeller.  
     */  
    public FortuneTeller() {  
        super("Fortune Teller");  
  
        display = new JTextField(" Press \"Next\" to see your fortune...", 25);  
        display.setBackground(Color.WHITE);  
    }  
}
```

```

    ...display.setEditable(false);
}

    ...JButton go = new JButton("Next");
    ...go.addActionListener(this);
}

    ...Container c = getContentPane();
    ...c.setLayout(new FlowLayout());
    ...c.add(display);
    ...c.add(go);
}

/**
 * Invoked when an action occurs.
 * @param e The action event.
 */
public void actionPerformed(ActionEvent e) {
    ...int fortuneIndex = (int)(Math.random() * fortunes.length);

    ...display.setText(" " + fortunes[fortuneIndex]);
    ...ding.play();
}

public static void main(String[] args) {
    ...JFrame window = new FortuneTeller();
    ...window.setBounds(300, 300, 400, 100);
    ...window.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    ...window.setResizable(false);
    ...window.setVisible(true);
}
}

```

java FortuneTeller



