Lab assignment 6 due today 4:45 pm 10/7/2015 (10pts)

Get familiar with GUI. (10 pts)

Note: This is an individual work. Submission: submit the source code of all your .java files.

1. Create a Java project Called CardGame. Add a new swing form file calls StartPage, which will be the first page when you run your game. Add a label “welcome to the card game!”. Then add a start button in the page.

2. Add a new swing form file called GameGUI, which will be the game interface for your game and show the back of a card and two face of cards. You need to use jLabels for cards and one deal button in the interface. (10pts)

3. When the user clicks the start button on the startPage screen, it will jump to the gameGUI page.

*4. add your card class and deck class from your lab3 to this project.*

*Hint:*

*Put the following statements in your start button action.*

*GameGUI g = new GameGUI();*

*g.setVisible(true);*