**import** javax.swing.JPanel;

**import** java.awt.Color;

**import** java.awt.Graphics;

**import** java.awt.Dimension;

**public class** Scenery **extends** JPanel{

**private** String **cloudChoice**;

**private** String **timeChoice**;

**private float w** = 255.0f;

**private float a** = 0.7f;

**private int x1** = 0;

**private int x2** = 300;

**private int x3** = 700;

**private int y1** = 100;

**public** Scenery(String cloudInpt, String timeInpt){

**cloudChoice** = cloudInpt;

**timeChoice** = timeInpt;

}

**public** Dimension getPreferredSize(){

**return new** Dimension(1000,800);

}

**public void** paintComponent(Graphics g){

**super**.paintComponent(g);

*//day or night*

**if**(**timeChoice**.equals(**"day"**)){

Color lightBlue = **new** Color(16, 230, 197);

g.setColor(lightBlue);

g.fillRect(0,0,1000,800);

Color outerColorSun = **new** Color(220, 227, 11);

Color innerColorSun = **new** Color(214, 204, 11);

g.setColor(outerColorSun);

g.fillOval(850, 75, 100, 100);

g.setColor(innerColorSun);

g.fillOval(855, 80, 90, 90);

*//cloud or nah*

**if**(**cloudChoice**.equals(**"yes"**)){

Color colorClouds = **new** Color(255,255,255);

g.setColor(colorClouds);

*//cloud1*

g.fillOval(**x1**, **y1**, 150, 75);

g.fillOval(**x1**+5, **y1**, 50, 50);

g.fillOval(**x1**+45, **y1**-15, 60, 60);

g.fillOval(**x1**+95, **y1**, 50, 50);

*//cloud2*

g.fillOval(**x2**, **y1**+25, 150, 75);

g.fillOval(**x2**+5, **y1**+25, 50, 50);

g.fillOval(**x2**+45, **y1**+10, 60, 60);

g.fillOval(**x2**+95, **y1** + 25, 50, 50);

*//cloud3*

g.fillOval(**x3**,**y1**-10, 150, 75);

g.fillOval(**x3**+5, **y1**-10, 50, 50);

g.fillOval(x3+45, y1-25, 60, 60);

g.fillOval(x3+95, y1-10, 50, 50);

}

}**else if**(timeChoice.equals(**"night"**)){

Color darkBlue = **new** Color(36, 27, 97);

g.setColor(darkBlue);

g.fillRect(0,0,1000,800);

Color outerColorMoon = **new** Color(148, 146, 109);

Color innerColorMoon = **new** Color(140, 139, 111);

g.setColor(outerColorMoon);

g.fillOval(850, 75, 100, 100);

g.setColor(innerColorMoon);

g.fillOval(857, 82, 85, 85);

*//cloud or nah*

**if**(cloudChoice.equals(**"yes"**)){

Color colorClouds = **new** Color(80,81,102);

g.setColor(colorClouds);

*//cloud1*

g.fillOval(x1, y1, 150, 75);

g.fillOval(x1+5, y1, 50, 50);

g.fillOval(x1+45, y1-15, 60, 60);

g.fillOval(x1+95, y1, 50, 50);

*//cloud2*

g.fillOval(x2, y1+25, 150, 75);

g.fillOval(x2+5, y1+25, 50, 50);

g.fillOval(x2+45, y1+10, 60, 60);

g.fillOval(x2+95, y1 + 25, 50, 50);

*//cloud3*

g.fillOval(x3,y1-10, 150, 75);

g.fillOval(x3+5, y1-10, 50, 50);

g.fillOval(x3+45, y1-25, 60, 60);

g.fillOval(x3+95, y1-10, 50, 50);

}

}

*//grass*

Color green = **new** Color(4, 112, 24);

g.setColor(green);

g.fillRect(0, 550, 1000, 250);

*//trees*

**int** x = 50;

**for**(**int** i = 0; i<=4; i++){

Color brown = **new** Color(102, 69, 20);

g.setColor(brown);

g.fillRoundRect(x + 25, 500, 10, 65, 10, 10);

Color lightGreen = **new** Color(7, 184, 40);

g.setColor(lightGreen);

g.fillOval(x, 475, 60, 50);

x += 50;

}

*//building*

Color colorBuilding = **new** Color(96, 105, 120);

g.setColor(colorBuilding);

g.fillRect(700, 400, 90, 175);

**if**(timeChoice.equals(**"day"**)) {

Color dayWindows = **new** Color(118, 184, 207);

g.setColor(dayWindows);

}**else if**(timeChoice.equals(**"night"**)){

Color nightWindows = **new** Color(180, 191, 61);

g.setColor(nightWindows);

}

**int** y = 420;

**for**(**int** i = 0; i < 4; i++){

g.fillRect(715, y, 25, 20);

g.fillRect(750, y, 25, 20);

y += 30;

}

Color colorDoor = **new** Color(87, 78, 72);

g.setColor(colorDoor);

g.fillRoundRect(735, 540, 20, 25, 5, 5);

Color colorYellow = **new** Color(214, 201, 19);

g.setColor(colorYellow);

g.fillOval( 750, 550, 3, 3);

*//sign*

Color colorSignPosts = **new** Color(54, 51, 5);

g.setColor(colorSignPosts);

g.fillRect(500, 540, 5, 40);

g.fillRect(570, 540, 5, 40);

Color colorSign = **new** Color(36, 34, 4);

g.setColor(colorSign);

g.fillRect(500, 520, 75, 40);

Color colorWhite = **new** Color(255, 255, 255);

g.setColor(colorWhite);

g.drawString(**"Welcome"**, 514, 530);

g.drawString(**"to"**, 535, 542);

g.drawString(**"Scenery Park!"**, 501, 554);

}

**public void** animate() {

**while**(**true**) {

*//wait for .1 second*

**try** {

Thread.*sleep*(100);

} **catch** (InterruptedException ex) {

Thread.*currentThread*().interrupt();

}

*//increment x*

**x1**+=2;

**x2**+=2;

**x3**+=2;

**if**(**x1** >= 1150){

**x1** = 0;

}

**if**(**x2** >= 1150){

**x2** = 0;

}

**if**(**x3** >= 1150){

**x3** = 0;

}

*//repaint the graphics drawn*

repaint();

}

}

}