

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <form xmlns="http://www.intellij.com/uidesigner/form/" version="1" bind-to-class="GuessTheNumberV2">
3   <grid id="27dc6" binding="PanelMain" layout-manager="GridLayoutManager" row-count="5" column-count="4" same-
   size-horizontally="false" same-size-vertically="false" hgap="-1" vgap="-1">
4     <margin top="0" left="0" bottom="0" right="0"/>
5     <constraints>
6       <xy x="20" y="20" width="814" height="400"/>
7     </constraints>
8     <properties/>
9     <border type="none"/>
10    <children>
11      <vspacer id="25165">
12        <constraints>
13          <grid row="4" column="1" row-span="1" col-span="2" vsize-policy="6" hsize-policy="1" anchor="0" fill
            ="2" indent="0" use-parent-layout="false"/>
14        </constraints>
15      </vspacer>
16      <component id="3e87e" class="javax.swing.JLabel">
17        <constraints>
18          <grid row="1" column="0" row-span="1" col-span="2" vsize-policy="0" hsize-policy="0" anchor="8" fill
            ="0" indent="0" use-parent-layout="false"/>
19        </constraints>
20        <properties>
21          <font size="16"/>
22          <text value="Enter The Number : "/>
23        </properties>
24      </component>
25      <component id="85e6" class="javax.swing.JTextField" binding="TextFieldGuessingNumber">
26        <constraints>
27          <grid row="1" column="2" row-span="1" col-span="2" vsize-policy="0" hsize-policy="6" anchor="8" fill
            ="1" indent="0" use-parent-layout="false">
28            <preferred-size width="150" height="-1"/>
29          </grid>
30        </constraints>
31      </properties>
32    </children>
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33     <component id="7ca3d" class="javax.swing.JButton" binding="ButtonGuessComputer">
34         <constraints>
35             <grid row="2" column="0" row-span="1" col-span="4" vsize-policy="0" hsize-policy="3" anchor="0" fill
36             ="1" indent="0" use-parent-layout="false"/>
37         </constraints>
38         <properties>
39             <text value="Let The Computer Guess The Entered Number"/>
40         </properties>
41     </component>
42     <component id="c4b9" class="javax.swing.JLabel">
43         <constraints>
44             <grid row="3" column="0" row-span="1" col-span="4" vsize-policy="0" hsize-policy="0" anchor="8" fill
45             ="0" indent="0" use-parent-layout="false"/>
46         </constraints>
47         <properties>
48             <font size="18"/>
49             <text value="During using buttons of bottom , computer will detect whether you're cheating or not"/>
50         </properties>
51     </component>
52     <component id="15824" class="javax.swing.JButton" binding="ButtonDecreaseEnteredNumber">
53         <constraints>
54             <grid row="4" column="0" row-span="1" col-span="1" vsize-policy="0" hsize-policy="3" anchor="0" fill
55             ="1" indent="0" use-parent-layout="false"/>
56         </constraints>
57         <properties>
58             <text value="Decrease Entered Number"/>
59         </properties>
60     </component>
61     <component id="e888c" class="javax.swing.JButton" binding="ButtonIncreaseEnteredNumber">
62         <constraints>
63             <grid row="4" column="3" row-span="1" col-span="1" vsize-policy="0" hsize-policy="3" anchor="0" fill
64             ="1" indent="0" use-parent-layout="false"/>
65         </constraints>
66         <properties>
67             <text value="Increase Entered Number"/>
68         </properties>

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65     </component>
66     <vspacer id="ccd36">
67         <constraints>
68             <grid row="0" column="1" row-span="1" col-span="1" vsize-policy="6" hsize-policy="1" anchor="0" fill
        ="2" indent="0" use-parent-layout="false"/>
69         </constraints>
70     </vspacer>
71 </children>
72 </grid>
73 </form>
74
```

```
1 import javax.swing.*;
2 import java.util.Random;
3
4 public class GuessTheNumberV2 extends JFrame{
5     private JPanel PanelMain;
6     private JTextField TextFieldGuessingNumber;
7     private JButton ButtonGuessComputer;
8     private JButton ButtonDecreaseEnteredNumber;
9     private JButton ButtonIncreaseEnteredNumber;
10
11     public GuessTheNumberV2(){
12         this.add(PanelMain);
13         this.setSize(800,200);
14         this.setTitle("Guess The Number V2 Homework");
15         this.setDefaultCloseOperation(EXIT_ON_CLOSE);
16
17         ButtonIncreaseEnteredNumber.setEnabled(false);
18         ButtonDecreaseEnteredNumber.setEnabled(false);
19
20         ButtonGuessComputer.addActionListener(e->{
21             if (TextFieldGuessingNumber.getText().equals(""))
22                 JOptionPane.showMessageDialog(this,"Boş değer girdiniz , 0-100 arasında değer giriniz.");
23
24             else if(Integer.parseInt(TextFieldGuessingNumber.getText()) < 0 || Integer.parseInt(
25                 TextFieldGuessingNumber.getText()) > 100)
26                 JOptionPane.showMessageDialog(this,"Değer girdiniz fakat 0-100 arasında değer girmeniz gerekir
27                 .");
28
29             else{
30                 exactNumber = Integer.parseInt(TextFieldGuessingNumber.getText());
31                 TextFieldGuessingNumber.setEnabled(false);
32                 ButtonIncreaseEnteredNumber.setEnabled(true);
33                 ButtonDecreaseEnteredNumber.setEnabled(true);
34                 LetTheComputerGuess();
35             }
36         });
37     }
38 }
```

```
35
36     ButtonIncreaseEnteredNumber.addActionListener(e->{
37         IncreaseCheatingCount();
38         exactNumber++;
39         TextFieldGuessingNumber.setText(String.valueOf(exactNumber));
40     });
41
42     ButtonDecreaseEnteredNumber.addActionListener(e->{
43         IncreaseCheatingCount();
44         exactNumber--;
45         TextFieldGuessingNumber.setText(String.valueOf(exactNumber));
46     });
47 }
48
49 private void IncreaseCheatingCount() {
50     cheatingCount++;
51 }
52
53 private void LetTheComputerGuess(){
54     Random rand = new Random();
55     int computerGuessNumber = rand.nextInt(0,3);
56
57     if (computerGuessNumber != exactNumber && cheatingCount == 0)
58         JOptionPane.showMessageDialog(this,"I didn't found it . Can you let me to try again ?");
59
60     else if (computerGuessNumber != exactNumber && cheatingCount > 0) {
61         String message = "I didn't found it , because you are cheating " + cheatingCount + " times . Can
you let me to try again ?";
62         JOptionPane.showMessageDialog(this, message);
63     }
64
65     else if (computerGuessNumber == exactNumber && cheatingCount > 0){
66         String message = "Hurray , I won even you are cheating " + cheatingCount + " times";
67         TextFieldGuessingNumber.setEnabled(true);
68         ButtonIncreaseEnteredNumber.setEnabled(false);
69         ButtonDecreaseEnteredNumber.setEnabled(false);
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70         JOptionPane.showMessageDialog(this, message);
71     }
72 }
73
74 else{
75     JOptionPane.showMessageDialog(this, "Hurray , I won !!");
76     TextFieldGuessingNumber.setEnabled(true);
77     ButtonIncreaseEnteredNumber.setEnabled(false);
78     ButtonDecreaseEnteredNumber.setEnabled(false);
79 }
80 }
81
82 int exactNumber = 0;
83 int cheatingCount = 0;
84
85 public static void main(String[] args){
86     //Set Windows's Component To Your Project
87     try {
88         UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
89     } catch (ClassNotFoundException e) {
90         e.printStackTrace();
91     } catch (InstantiationException e) {
92         e.printStackTrace();
93     } catch (IllegalAccessException e) {
94         e.printStackTrace();
95     } catch (UnsupportedLookAndFeelException e) {
96         e.printStackTrace();
97     }
98
99
100     //Set UI Thread to another thread
101     SwingUtilities.invokeLater(() -> {
102         GuessTheNumberV2 gui = new GuessTheNumberV2();
103         gui.setVisible(true);
104     });
105 }
```

106

107

108 }

109

