




830  
LOTTO

로또  
GUI



 ImageLabel.java

 Lotto\_main.java

 Lotto\_panel.java

 Lotto\_result.java

 Lotto\_start.java

 MyLottoNums.java

 WinNums.java

File -> New -> Class -> Java Class

# Class Lotto\_start

배치

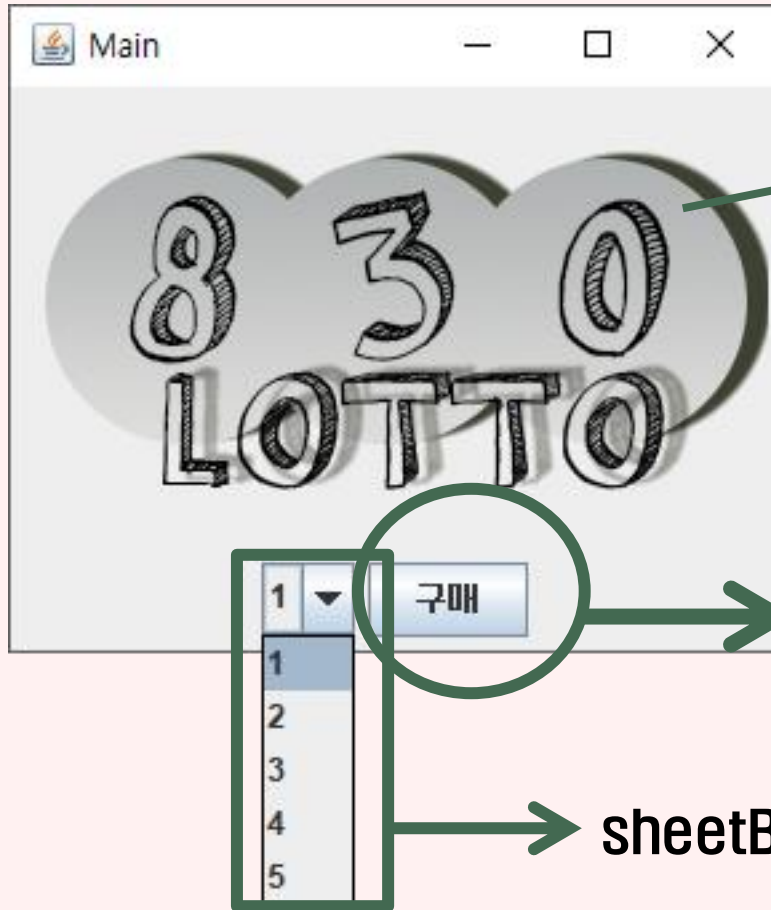


Image Icon :  
JLabel

Jbutton

sheetBox : JComboBox

BorderLayout.***NORTH***

BorderLayout.***CENTER***

# Class Lotto\_panel

배치

Pnlchk : TitledBorder

(new LineBorder(Color.magenta, 3, "Game"))



Game

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45

# Class Lotto\_main

배치

pnlCenter : JPanel

Game

1 2 3 4 5  
6 7 8 9 10  
11 12 13 14 15  
16 17 18 19 20  
21 22 23 24 25  
26 27 28 29 30  
31 32 33 34 35  
36 37 38 39 40  
41 42 43 44 45

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Lotto\_Panel을 배열로 받아와서  
pnlCenter 에 부착

pnlSouth : Jpanel  
-BorderLayout

결과

JButton

# Class Lotto\_panel

배치

Game

<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9	<input type="checkbox"/> 10
<input type="checkbox"/> 11	<input type="checkbox"/> 12	<input type="checkbox"/> 13	<input type="checkbox"/> 14	<input type="checkbox"/> 15
<input type="checkbox"/> 16	<input type="checkbox"/> 17	<input type="checkbox"/> 18	<input type="checkbox"/> 19	<input type="checkbox"/> 20
<input type="checkbox"/> 21	<input type="checkbox"/> 22	<input type="checkbox"/> 23	<input type="checkbox"/> 24	<input type="checkbox"/> 25
<input type="checkbox"/> 26	<input type="checkbox"/> 27	<input type="checkbox"/> 28	<input type="checkbox"/> 29	<input type="checkbox"/> 30
<input type="checkbox"/> 31	<input type="checkbox"/> 32	<input type="checkbox"/> 33	<input type="checkbox"/> 34	<input type="checkbox"/> 35
<input type="checkbox"/> 36	<input type="checkbox"/> 37	<input type="checkbox"/> 38	<input type="checkbox"/> 39	<input type="checkbox"/> 40
<input type="checkbox"/> 41	<input type="checkbox"/> 42	<input type="checkbox"/> 43	<input type="checkbox"/> 44	<input type="checkbox"/> 45

**pnlMiddle : JPanel**

JCheckBox[45]

GridLayout(9, 5)



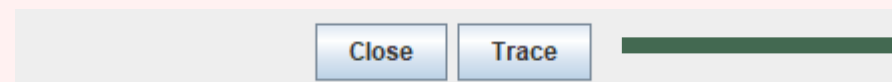
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**pnlSouth :**  
**JRadioButton**

**Jbutton**

# Class Lotto\_result

배치



JButton

pnlNum : JPanel

BorderLayout.  
*NORTH*

pnl : JPanel

BorderLayout.  
*CENTER*

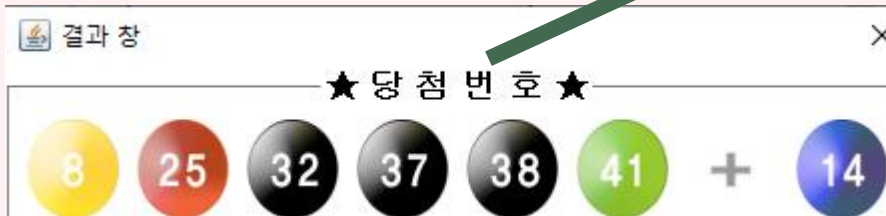
pnlbtn : JPanel

BorderLayout.  
*SOUTH*

# Class Lotto\_result

배치

**tb : TitleBorder**



**btnclose : JButton**

**btntrace : JButton**



# Class Lotto\_start

# 이벤트



ActionListener 구매 누르면  
Lotto\_main 창이 뜬다

ActionListener  
수량 선택

# Class Lotto\_main

# 이벤트

The screenshot displays the 'Class Lotto\_main' application window. It contains five identical game panels, each titled 'Game'. Each panel features a grid of 45 numbered buttons (1-45) arranged in 9 rows and 5 columns. Below each grid, there are four radio buttons: '자동' (Automatic), '수동' (Manual), '리셋' (Reset), and '저장' (Save). The '수동' radio button is selected in all five panels. The '저장' button is highlighted in blue.



Lotto\_result를 불러옴

The screenshot shows the application window with a blue header bar labeled '결과' (Result). A message dialog box is open in the foreground. The dialog box has a title bar '메시지' (Message) and a close button. It contains an information icon and the text: '빈 값이 있습니다. 수동일 경우 저장을 눌러주세요' (There are empty values. Please press Save when manual). Below the text is an '확인' (OK) button.

Panel에 빈 값이 있을때 알림창 뜸

# Class Lotto\_panel

# 이벤트

Game

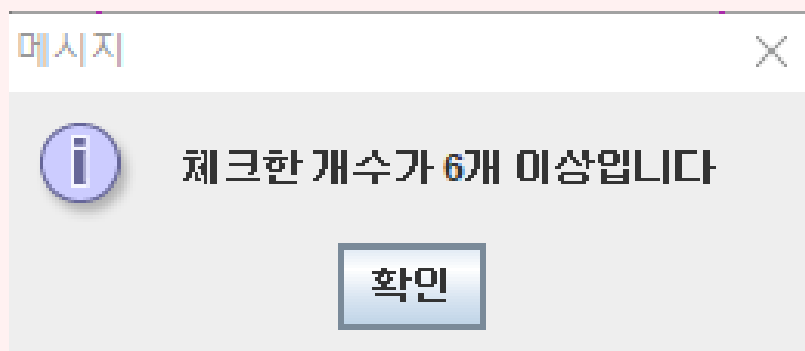
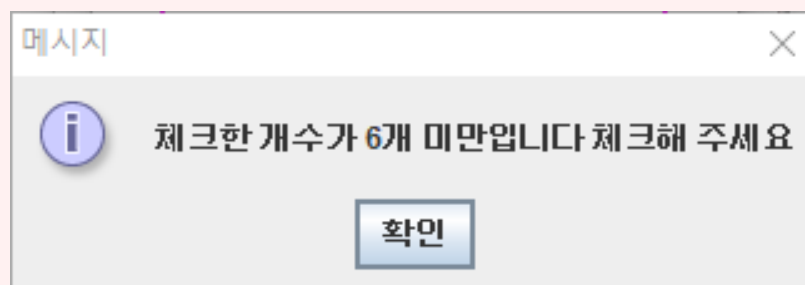
<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9	<input type="checkbox"/> 10
<input type="checkbox"/> 11	<input type="checkbox"/> 12	<input type="checkbox"/> 13	<input type="checkbox"/> 14	<input type="checkbox"/> 15
<input type="checkbox"/> 16	<input type="checkbox"/> 17	<input type="checkbox"/> 18	<input type="checkbox"/> 19	<input type="checkbox"/> 20
<input type="checkbox"/> 21	<input type="checkbox"/> 22	<input type="checkbox"/> 23	<input type="checkbox"/> 24	<input type="checkbox"/> 25
<input type="checkbox"/> 26	<input type="checkbox"/> 27	<input type="checkbox"/> 28	<input type="checkbox"/> 29	<input type="checkbox"/> 30
<input type="checkbox"/> 31	<input type="checkbox"/> 32	<input type="checkbox"/> 33	<input type="checkbox"/> 34	<input type="checkbox"/> 35
<input type="checkbox"/> 36	<input type="checkbox"/> 37	<input type="checkbox"/> 38	<input type="checkbox"/> 39	<input type="checkbox"/> 40
<input type="checkbox"/> 41	<input type="checkbox"/> 42	<input type="checkbox"/> 43	<input type="checkbox"/> 44	<input type="checkbox"/> 45

☐ 자동 ☒ 수동 ☐ 리셋

저장

수동을 선택하고 6개 미만  
or 초과 선택할 경우

→ ActionListener : JOptionPane



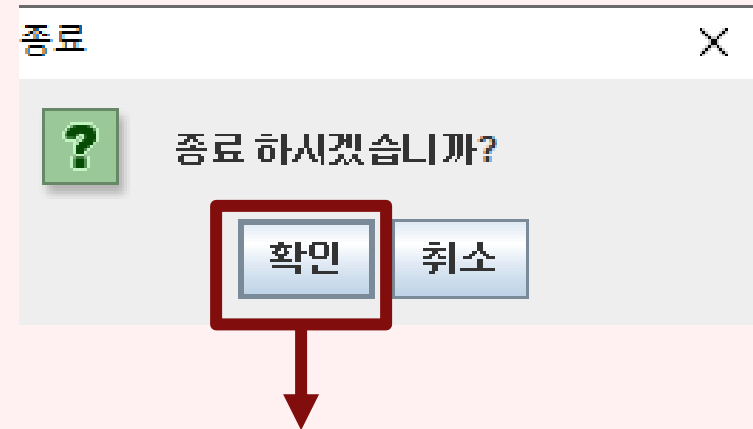
actionPerformed → Lotto\_result창 실행

# Class Lotto\_result

# 이벤트



ActionListener : JOptionPane →



ActionListener  
→ 모든 창 종료

2등이 되려면?

