

```
import javax.swing.*;
```

```
import java.awt.*;
```

```
import java.awt.image.*;
```

```
import java.awt.event.*;
```

```
import java.io.*;
```

```
import java.util.*;
```

```
import javax.swing.JOptionPane;
```

```
import javax.swing.JFrame;
```

```
public class CharacterSelection extends JPanel
```

```
{
```

```
    private Graphics myBuffer;
```

```
    private BufferedImage myImage;
```

```
    public CharacterSelection()
```

```
{

myImage = new BufferedImage(1000, 1000, BufferedImage.TYPE_INT_RGB);

g = myImage.getGraphics();

myBuffer.setColor(Color.BLACK);

myBuffer.fillRect(0, 0, 1000, 1000);

//setLayout(new GridLayout(1, 4, 5, 0));

Character[] options = new Character[4];

JButton select = new JButton("Select");

select.addActionListener(new SelectListener());

add(select);

JPanel[] subs = new JPanel[4];

for(int k = 0; k<options.length; k++)

{
```

```
options[k] = new PlayerChar();
```

```
subs[k] = new JPanel();
```

```
displayCharacter(options[k], subs[k], k);
```

```
add(subs[k]);
```

```
}
```

```
ImageIcon doggo = new ImageIcon("doggo.png");
```

```
myBuffer.drawImage(doggo.getImage(),100, 100, 125 ,225,null);
```

```
ImageIcon turtle = new ImageIcon("turtle.png");
```

```
myBuffer.drawImage(turtle.getImage(),100, 100, 125 ,225,null);
```

```
}
```

```
public void paintComponent(Graphics g)
```

```
{
```

```
g.drawImage(myImage, 0, 0, getWidth(), getHeight(), null);
```

```
}

public void displayCharacter(Character c, JPanel sub, int num)

{

    sub.setLayout(new GridLayout(5, 1, 0, 10)); //row, column, horizontal
    gap, vertical gap

    JLabel image = new JLabel(c.getImage());

    sub.add(image);

    /*JLabel[] attacks = new JLabel[3];

    attacks[0] = new JLabel("" + c.getOneAttack());

    attacks[1] = new JLabel("" + c.getTwoAttack());

    attacks[2] = new JLabel("" + c.getThreeAttack());

    for(int k = 0; k < 3; k++)

    sub.add(attacks[k]);*/
```

```
}
```

```
private class SelectListener implements ActionListener
```

```
{
```

```
private String charactername;
```

```
public void actionPerformed(ActionEvent e)
```

```
{
```

```
String name = JOptionPane.showInputDialog("Which Character?");
```

```
charactername = name;
```

```
frame = new JFrame("FINAL");
```

```
frame.setSize(1000,1000);
```

```
frame.setLocation(0,0);
```

```
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
frame.setContentPane(new BattlePanel(charactername));
```

```
frame.setVisible(true);
```

```
}
```

```
}
```

```
}
```