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);

= 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);

}

}

}