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 StartPanel extends JPanel

{

private Graphics myBuffer;

private BufferedImage myImage;

JButton button;

JLabel label1, label2, label3, label4;

public StartPanel()

{

setLayout(new FlowLayout());

button = new JButton("Click to Start");

button.addActionListener(new DisplayListener());

add(button);

myImage = new BufferedImage(1000, 1000, BufferedImage.TYPE\_INT\_RGB);

myBuffer = myImage.getGraphics();

myBuffer.setColor(Color.BLACK);

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

myBuffer.setFont(new Font("Serif", Font.BOLD, 50));

myBuffer.setColor(Color.ORANGE);

myBuffer.drawString("HIT BUTTON TO START", 225, 525);

myBuffer.setColor(Color.MAGENTA.darker());

myBuffer.drawString("HIT BUTTON TO START", 223, 528);

//circles

int z = 0;

int c1 = 0;

int c2 = 0;

int c3 = 0;

myBuffer.setColor(Color.WHITE);

for(int x = 50; x < 1000; x +=50)

for(int y = 50; y < 1000; y +=100)

{

c1 = (int)(Math.random()\*255);

c2 = (int)(Math.random()\*255);

c3 = (int)(Math.random()\*255);

myBuffer.setColor(new Color(c1, c2, c3));

z = (int)(Math.random()\* 15 + 5);

myBuffer.fillOval(x, y, z, z);

}

}

public void paintComponent(Graphics g)

{

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

}

private class DisplayListener implements ActionListener

{

public void actionPerformed(ActionEvent e)

{

JFrame frame = new JFrame("FINAL");

frame.setSize(1000,1000);

frame.setLocation(0,0);

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setContentPane(new CharacterSelection());

frame.setVisible(true);

}

}

}