import java.util.\*;

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class Targets extends Applet

{

Graphics gfx;

int score1, score2;

int x1, y1, x2, y2;

int refX= 30, refY = 30;

Color clr1 = Color.red;

Color clr2 = Color.blue;

int step = 5; // step in pixel

int ht = 20; // height (thickness ) of score bar

int maxScore = 500/step;

boolean f1 , f2; // for checking hit

Button btn1 = new Button("PLAYER: 1");

Button btn2 = new Button("PLAYER: 2");

Button btnstart = new Button("START");

Label scr1 = new Label("0");

Label scr2 = new Label("0");

public void init()

{

setLayout(null);

btn1.setBounds( refX+60, 300+10, 90, 30 );

scr1.setBounds( refX+60+100, 300+10, 40,30);

add(btn1);

add(scr1);

btn2.setBounds( refX+200 +60 , 300+10, 90, 30 );

scr2.setBounds( refX+200 +160 , 300+10, 40, 30 );

add(btn2);

add(scr2);

btnstart.setBounds( refX+200+250, 300+10, 70, 30);

add(btnstart);

btn1.addActionListener( new BtnListener());

btn2.addActionListener( new BtnListener());

btnstart.addActionListener( new StartButton());

}

private void drawScreen(Graphics g)

{

y1 = refY + 100;

y2 = refY + 200;

// Outline of Game area

g.setColor( Color.green );

g.drawRect( refX, refY , 700, 400 );

Font f = new Font("Arial", Font.BOLD, 12 );

g.setFont(f);

// Player 1 status

g.setColor( clr1 );

g.fillRoundRect(refX-5, y1 , 5+score1\*step, ht,7,7 );

g.drawString("Player 1 : " + score1 , refX+50, y1+ht+15);

g.drawRect( refX+50, 300, 150, 50);

// Player 2 status

g.setColor( clr2 );

g.fillRoundRect(refX-5, y2, 5+score2\*step, ht,7,7 );

g.drawString("Player 2 : " + score2 , refX+50, y2+ht+15);

g.drawRect( refX+50 + 200, 300, 150, 50);

// line throgh scorebars

g.setColor(Color.black);

g.drawLine( refX, y1+ht, refX +score1\*step -5, y1+ht );

g.drawLine( refX, y2+ht, refX +score2\*step -5, y2+ht );

g.setColor(Color.white);

g.drawLine( refX, y1+5, refX +score1\*step -5, y1+5 );

g.drawLine( refX, y2+5, refX +score2\*step -5, y2+5 );

// show message if any player is hit

g.setColor( Color.orange );

if( f1 == true )

g.drawString( "Payer - 1 was hit .. !",refX+150, y1+ht+25);

else if( f2== true)

g.drawString( "Payer - 2 was hit .. !",refX+150, y1+ht+25);

//g.drawString( "Payer - 2 was hit .. !",refX+150, y1+ht+15);

// plyaer wins

if( score1 >= maxScore )

{

f = new Font("Arial", Font.BOLD, 16 );

g.setColor(Color.red);

g.setFont(f);

g.drawString("Player 1 ... Wins ! ! !", 400, 400);

btn1.setEnabled(false);

btn2.setEnabled(false);

}

else if( score2 >= maxScore )

{

f = new Font("Arial", Font.BOLD, 16 );

g.setColor(Color.blue);

g.setFont(f);

g.drawString("Player 2 ... Wins ! ! !", 400, 400);

btn1.setEnabled(false);

btn2.setEnabled(false);

}

}

public void paint( Graphics g )

{

gfx = g;

setLayout(null);

drawScreen(g);

g.setFont( new Font("Arial", Font.BOLD, 20 ));

g.setColor(Color.green);

g.drawString("| Game of Targets |", 200, 60);

}

class BtnListener implements ActionListener

{

public void actionPerformed(ActionEvent ev )

{

f1 = f2 = false;

int v;

Random rnd = new Random();

v = rnd.nextInt(6);

if( v == 0 )

v = 1;

String s = ev.getActionCommand();

if( s.endsWith("1"))

{

scr1.setText( v+"");

scr2.setText("-");

btn1.setEnabled(false);

btn2.setEnabled(true);

score1 += v;

if( score1 == score2 )

{

f2 = true;

if( score2 > 5 )

score2 -= 5;

else

score2 = 0;

}

}

else if( s.endsWith("2"))

{

scr1.setText( "-");

scr2.setText(v+ "");

btn1.setEnabled(true);

btn2.setEnabled(false);

score2 += v;

if( score2 == score1 )

{

f1 = true;

if( score1 > 5 )

score1 -= 5;

else

score1 = 0;

}

}

repaint();

}

}

class StartButton implements ActionListener

{

public void actionPerformed(ActionEvent ev )

{

scr1.setText("0");

scr2.setText("0");

score1=score2=0;

f1=f2=false;

btn1.setEnabled(true);

btn2.setEnabled(true);

repaint();

}

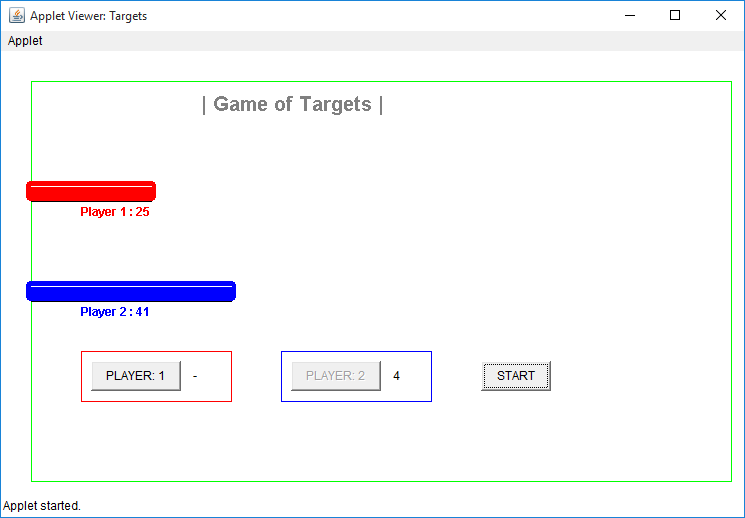
}

}

/\*

<applet code='Targets' width='800', height='500'>

</applet>

\*/