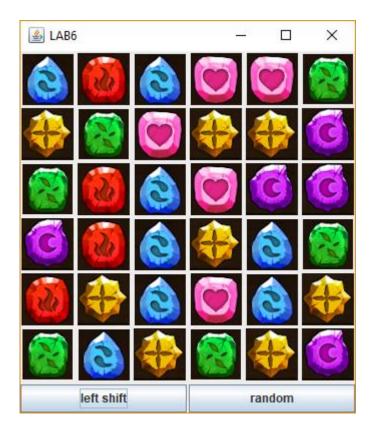
# LAB 6 Thuesday

2018/05/15

Try your best to finish today's LAB like the picture below.



### **Requirement:**

- 1. There are 2 classes in your Java application program: Lab6,Control.
- 2. There are 2 buttons (left shift and random) and many panels.
- The jewels on the rectangle are randomly draw from the jewel images.
  You need to use ImageIcon to load the jewel images and put them on JLabeI.
  Then, you add JLabeI to JPaneI.
- 4. left shift button: The jewel on the rectangle will circularly shift left.
- 5. random button: The jewel on the rectangle will change randomly.
- 6. You need to use Layout like BorderLayout, GridLayout, FlowLayout ...
- 7. You can take good advantage of panel references without always redraw the images.

#### Advance:

1. Just like Tower of Saviors, the rectangle will change color with others when you drag it.

## **HINTS:**

## More about Layout:

http://docs.oracle.com/javase/8/docs/api/index.html