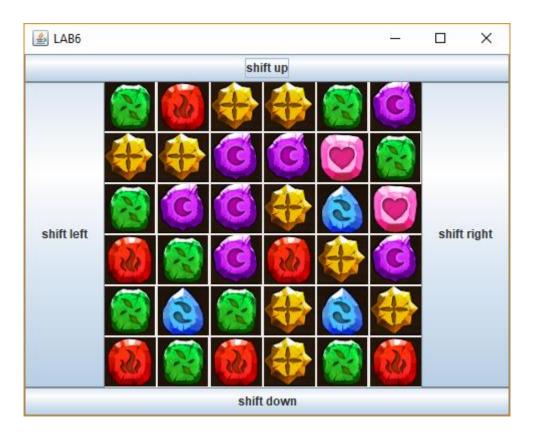# LAB 7 Thursday

2017/5/25

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 4 shift buttons and many panels.
3. The jewels on the rectangle are randomly draw from the jewel set.
    You need to use ImageIcon to load the jewel images and put them on JLabel. Then, you add JLabel to JPanel.
4. four shift buttons : The jewel on the rectangle will circularly shift.
5. 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