import javafx.event.ActionEvent;

import javafx.event.EventHandler;

import javafx.geometry.Insets;

import javafx.geometry.Orientation;

import javafx.geometry.Pos;

import javafx.scene.control.Button;

import javafx.scene.control.Label;

import javafx.scene.image.Image;

import javafx.scene.image.ImageView;

import javafx.scene.layout.FlowPane;

import javafx.scene.layout.HBox;

import javafx.scene.layout.Priority;

import javafx.scene.layout.StackPane;

import javafx.scene.layout.VBox;

import javafx.scene.paint.Color;

import javafx.scene.text.Font;

import javafx.scene.text.FontWeight;

import java.util.Random;

import javax.swing.ImageIcon;

import javax.swing.JOptionPane;

public class SlotMachinePane extends VBox{

private FlowPane buttonPane, newSlotPane;

private VBox primary;

private Label spinLabel, tokenLabel,textLabel;

private Button spinButton,cashButton;

private Image imageLabel;

private int line,count,value;

private ImageView imageView;

//-------------------------------

//Constructor for slot machine pane

//-------------------------------

public SlotMachinePane () {

count = 5;

value = 0;

spinLabel = new Label("Result of spin: "+ value);

spinLabel.setFont(Font.font("Helvetcia", FontWeight.LIGHT, 40));

spinLabel.setTextFill(Color.BLACK);

tokenLabel = new Label("Current token: " + count);

tokenLabel.setFont(Font.font("Helvetcia", FontWeight.LIGHT, 40));

tokenLabel.setTextFill(Color.BLACK);

textLabel = new Label("NO Button Pushed");

textLabel.setFont(Font.font("Helvetcia", FontWeight.BOLD, 40));

textLabel.setTextFill(Color.WHITE);

spinButton = new Button("Spin");

spinButton.setPrefSize(250, 80);

spinButton.setFont(Font.font("Arial", FontWeight.NORMAL, 40));

spinButton.setOnAction(this::processButtonPress);

cashButton = new Button("Cash Out");

cashButton.setPrefSize(250, 80);

cashButton.setFont(Font.font("Arial", FontWeight.NORMAL, 40));

cashButton.setOnAction(this::processButtonPress);

imageLabel = new Image ("aaa.png");

imageView = new ImageView (imageLabel);

newSlotPane = new FlowPane (tokenLabel,spinLabel,imageView);

newSlotPane.setHgap(100);

newSlotPane.setVgap(30);

newSlotPane.setAlignment(Pos.CENTER);

newSlotPane.setPrefSize(800, 250);

newSlotPane.setStyle("-fx-background-color: white");

buttonPane = new FlowPane(spinButton,cashButton,textLabel);

buttonPane.setHgap(100);

buttonPane.setAlignment(Pos.CENTER);

buttonPane.setStyle("-fx-background-color: blue");

buttonPane.setPrefSize(800, 250);

primary = new VBox ();

primary.setStyle("-fx-background-color: red");

primary.setAlignment(Pos.CENTER);

primary.getChildren().addAll(newSlotPane, buttonPane); //nest other two panes

primary.setPrefSize(1000, 500);

primary.setPadding(new Insets(50));

getChildren().addAll(primary);

}

public void processButtonPress (ActionEvent event) {

textLabel.setText("A Button Was Pushed!");

Random gen = new Random ();

line = gen.nextInt(27);

if (count>=0)

{

if (event.getSource() == spinButton)

{

switch (line)

{

case 0:

Image icon = new Image ("aaa.png");

imageView.setImage (icon);

value = 5;

break;

case 1:

Image icon1 = new Image ("aao.png");

imageView.setImage (icon1);

value = 1;

break;

case 2:

Image icon2 = new Image ("aac.png");

imageView.setImage (icon2);

value = 4;

break;

case 3:

tokenLabel.setText("Current token: "+ count);

Image icon3 = new Image ("aca.png");

imageView.setImage (icon3);

value = 2;

break;

case 4:

tokenLabel.setText("Current token: "+ count);

Image icon4 = new Image ("acc.png");

imageView.setImage (icon4);

value = 3;

break;

case 5:

tokenLabel.setText("Current token: "+ count);

Image icon5 = new Image ("aco.png");

imageView.setImage (icon5);

value = 0;

break;

case 6:

tokenLabel.setText("Current token: "+ count);

Image icon6 = new Image ("aoa.png");

imageView.setImage (icon6);

value = 1;

break;

case 7:

tokenLabel.setText("Current token: "+ count);

Image icon7 = new Image ("aoc.png");

imageView.setImage (icon7);

value = 0;

break;

case 8:

tokenLabel.setText("Current token: "+ count);

Image icon8 = new Image ("aoo.png");

imageView.setImage (icon8);

value = 0;

break;

case 9:

tokenLabel.setText("Current token: "+ count);

Image icon9 = new Image ("caa.png");

imageView.setImage (icon9);

value = 3;

break;

case 10:

tokenLabel.setText("Current token: "+ count);

Image icon10 = new Image ("cac.png");

imageView.setImage (icon10);

value = 2;

break;

case 11:

tokenLabel.setText("Current token: "+ count);

Image icon11 = new Image ("cao.png");

imageView.setImage (icon11);

value = 0;

break;

case 12:

tokenLabel.setText("Current token: "+ count);

Image icon12 = new Image ("cca.png");

imageView.setImage (icon12);

value = 4;

break;

case 13:

tokenLabel.setText("Current token: "+ count);

Image icon13 = new Image ("ccc.png");

imageView.setImage (icon13);

value = 10;

break;

case 14:

tokenLabel.setText("Current token: "+ count);

Image icon14 = new Image ("cco.png");

imageView.setImage (icon14);

value = 2;

break;

case 15:

tokenLabel.setText("Current token: "+ count);

Image icon15 = new Image ("coa.png");

imageView.setImage (icon15);

value = 0;

break;

case 16:

tokenLabel.setText("Current token: "+ count);

Image icon16 = new Image ("coc.png");

imageView.setImage (icon16);

value = 2;

break;

case 17:

tokenLabel.setText("Current token: "+ count);

Image icon17 = new Image ("coo.png");

imageView.setImage (icon17);

value = 0;

break;

case 18:

tokenLabel.setText("Current token: "+ count);

Image icon18 = new Image ("oaa.png");

imageView.setImage (icon18);

value = 1;

break;

case 19:

tokenLabel.setText("Current token: "+ count);

Image icon19 = new Image ("oac.png");

imageView.setImage (icon19);

value = 0;

break;

case 20:

tokenLabel.setText("Current token: "+ count);

Image icon20 = new Image ("oao.png");

imageView.setImage (icon20);

value = -1;

break;

case 21:

tokenLabel.setText("Current token: "+ count);

Image icon21 = new Image ("oca.png");

imageView.setImage (icon21);

value = 0;

break;

case 22:

tokenLabel.setText("Current token: "+ count);

Image icon22 = new Image ("occ.png");

imageView.setImage (icon22);

value = 1;

break;

case 23:

tokenLabel.setText("Current token: "+ count);

Image icon23 = new Image ("oco.png");

imageView.setImage (icon23);

value = -1;

break;

case 24:

tokenLabel.setText("Current token: "+ count);

Image icon24 = new Image ("ooa.png");

imageView.setImage (icon24);

value = 0;

break;

case 25:

tokenLabel.setText("Current token: "+ count);

Image icon25 = new Image ("ooc.png");

imageView.setImage (icon25);

value = 0;

break;

case 26:

tokenLabel.setText("Current token: "+ count);

Image icon26 = new Image ("ooo.png");

imageView.setImage (icon26);

value = -50;

break;

}

count = count + value;

count = count- 1;

tokenLabel.setText("Current token: "+ count);

spinLabel.setText("Result of spin: "+ value);

}

}

else {

textLabel.setText("Game Over!!!!!!!!");

int res=JOptionPane.showConfirmDialog(null,"Do you want to play again?", "choose one",JOptionPane.YES\_NO\_OPTION);

if(res==JOptionPane.YES\_OPTION){

count = 5;

value = 0;

tokenLabel.setText("Current token: "+ count);

spinLabel.setText("Result of spin: "+ value);

}

else{

System.exit(0);

return;

}

}

}

}