

MENTAL AGE CALCULATOR

A mini Project Report

Submitted in partial fulfillment for the degree of

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE

By

Varun (15013089)

TO

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING



GURU JAMBHESHWAR UNIVERSITY
OF
SCIENCE & TECHNOLOGY , HISAR



Mental Age Calculator

A QUIZ BASED GAME TO CALCULATE YOUR MENTAL / EMOTIONAL AGE
VARUN ARORA | JAVA CORE & SWING | 24-01-18

**EASY BUT VERY ACCURATE TEST
THAT WILL DETERMINE
YOUR MENTAL AGE**

Acknowledgement

I consider myself privileged to express gratitude & respect towards all those who guided me through the completion of this project. My sincere thanks to all of them.

I am highly indebted to Mr. Amarnath who taught me the A,B &C's of Programming .It was him who motivated me & to learn & create code on my own. I would like to express my gratitude towards my parents & friends for their kind co-operation & encouragement which help me in completion of this project.

My thanks and appreciations also goes to my colleague in developing the project and people who have willingly helped me out with their abilities.

FIND OUT WHAT YOUR REAL MENTAL AGE IS!

DECLARATION

I, **Varun**, hereby declare that the report of the project entitled “**MENTAL AGE CALCULATOR**” has not been presented as a part of any other academic work to get my degree or certificate except in **GURU JAMBHESHWAR UNIVERSITY OF SCIENCE & TECHNOLOGY , HISAR** for the fulfillment of the requirements for the degree of **Bachelor of Technology (COMPUTER SCIENCE)**.

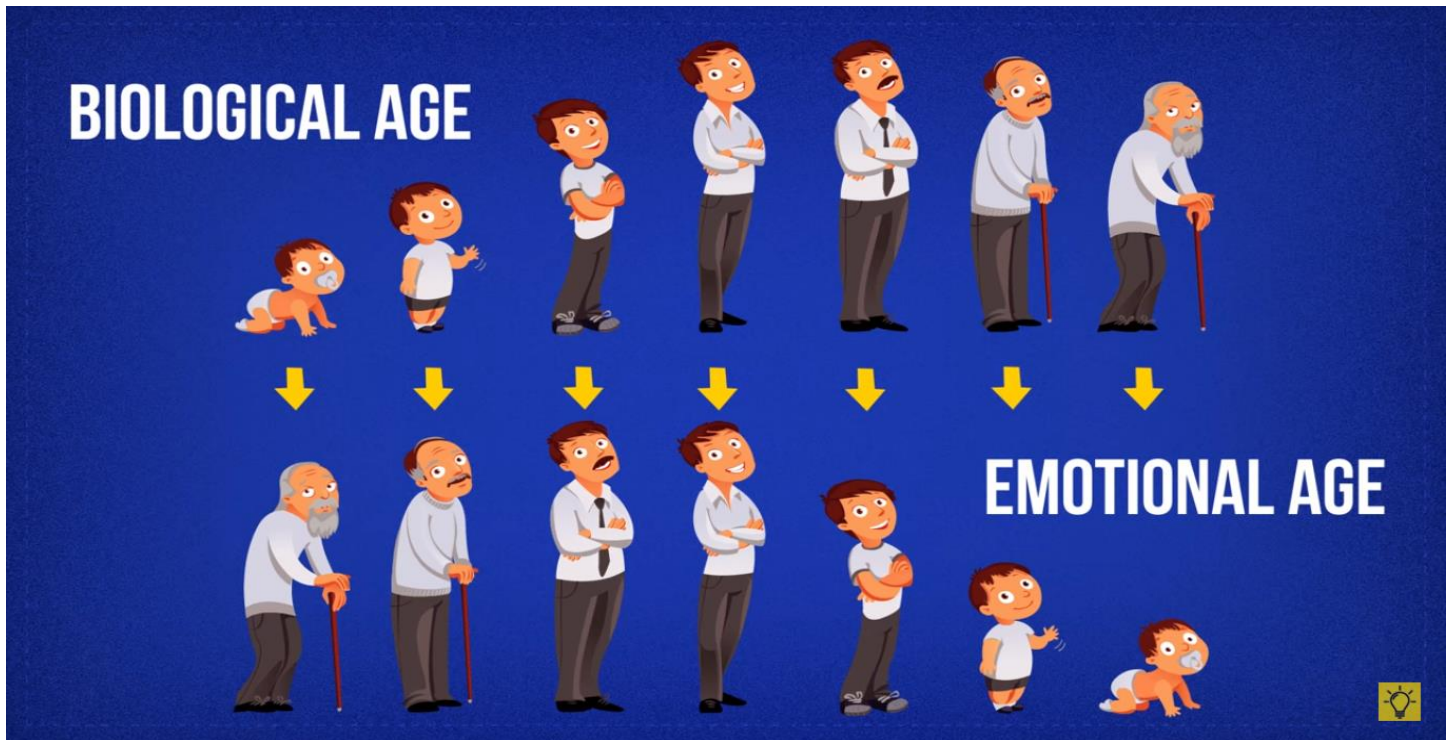
Varun

15013089

ABSTRACT

You're only young once but you can be immature forever.

The basic idea behind MENTAL AGE CALCULATOR is the gap between our BIOLOGICAL & EMOTIONAL Age .



OR in simple words ,our Physical & Mental age. This quiz based game is based upon different choices a person would make during each phase of life.

Like a child has some liking for a particular type of food in his childhood but might not like it in some other phase .Our emotions describe who we are, why we do the things we do & what would be our liking. Emotional or mental age is a factor very important to describe someone's character .A Person acting all high & mighty could be a child at mental level. These differences inspired the basic idea behind this project.

TABLE OF CONTENTS

1. Introduction

- It's Purpose.....6

2. Technologies Used

- Introduction to JAVA.....7
- SWING7

3. Requirements

- Hardware Requirements.....8
- Software Requirements.....8

4. Coding.....9

5. OUTPUT Snapshots.....38

6. Further Development.....45

1.INTRODUCTION

- **PURPOSE**

This quiz sort of game is just for referring to one's mental age .Don't be offended if you got a mental age of an old one while physically still being in your 20's,it simply means that you've got a mature mind .Also if you receive mental age of a child while actually being a old man .But hey ,Old age is the second childhood ,right.

2. Technologies Used



Introduction to Java

- Java is Object oriented, Multi-threading language developed by Sun Microsystems in 1991.
- It is designed to be small, simple and portable across different platforms as well as OS.

Features of Java:

Syntax based on C++

- ✓ Object-oriented , Secure & portable
- ✓ Multithreaded & High Performance
- ✓ Support for Internet applications
- ✓ Extensive library of prewritten classes
- ✓ Portability among platforms
- ✓ Built-in networking security as JRE is inaccessible to other parts of computer

➤ Java Swing

Swing is a set of program components for **Java** programmers that provide the ability to create graphical user interface (GUI) **components**, such as buttons and scroll bars, that are independent of the windowing system for specific operating system . **Swing components** are used with the **Java** Foundation Classes (JFC)

Swing provides a choice of looks and feels. For example, the same program can use either the Java look and feel or the Windows look and feel. We expect many more look-and-feel packages -- including some that use sound instead of a visual "look" -- to become available from various sources.

3. Requirements

Hardware:

- 1.) Processor PENTIUM 4 or Above
- 2.) Minimum 64 MB DDR SDRAM
- 3.) 4GB or more Hard disk space.

Software:

- 1.) Java JDK Platform
- 2.) Windows & or above
- 3.) Technology : Swing
- 4.) Environment : Command Prompt , Eclipse

4.Source Code

```
import javax.swing.*;
import java.awt.*;
import java.awt.Color;
import java.awt.event.*;
import java.io.BufferedReader;
import java.util.*;
import java.io.*;
import java.lang.*;

public class mind3
{ int sum=0,count=0,j;
  private Scanner x1;
  private Formatter x;
  String name,comment;
  JFrame jf;
  JPanel jp,jp1;
  JTextField jta,jta1;
  JTextArea ja=new JTextArea();
  JLabel jn=new JLabel("Enter your name >>");
  JScrollPane jsp,jsp1,jsp2;
```

```

JButton[] jb=new JButton[6];

JButton next,submit,done;

JRadioButton[] jrb=new JRadioButton[4];

ButtonGroup bg=new ButtonGroup();

JDesktopPane dsp=new JDesktopPane();

JInternalFrame jif;

RandomAccessFile file=null;

public void external()
{
    count=o; sum=o;

    jf=new JFrame("Mental_age");

    jp=new JPanel(new GridLayout(3,4,100,100));

    jp.setOpaque(true);

    jta=new JTextField(); jta.setEditable(false);

    jta.setForeground(Color.black);

    jta1=new JTextField(); jta1.setEditable(false);

    jta1.setForeground(Color.black);

    jsp=new JScrollPane(jta);

    jsp1=new JScrollPane(jta1);

    jsp.setBounds(405,190,600,55);

    jsp1.setBounds(325,460,740,55);

    jta.setBounds(250,100,80,80);

```

```
jta1.setBounds(250,610,80,80);  
jta.setFont(new Font("serif",Font.ITALIC,18));  
jta1.setFont(new Font("serif",Font.ITALIC,18));  
jta.setText("\tWelcome to the game\nPlease Choose an option\n");  
jta1.setText("  Game will include 10 questions\nEach of them with 4  
choices.\nPlease Select any one of them.");
```

```
jf.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);  
jf.setLayout(new BorderLayout());
```

```
jb[o]=new JButton("START");  
jb[o].setBackground(new Color(150,50,200));  
jb[o].setForeground(Color.black);
```

```
jb[1]=new JButton("LAST PLAYER'S RESULT");  
jb[1].setBackground(new Color(200,200,100));  
jb[1].setForeground(Color.black);
```

```
jb[2]=new JButton("HELP");  
jb[2].setBackground(new Color(100,200,100));  
jb[2].setForeground(Color.black);
```

```
jb[3]=new JButton("EXIT");  
jb[3].setBackground(new Color(100,0,50));  
jb[3].setForeground(Color.black);
```

```
jb[4]=new JButton("CREATOR");  
jb[4].setBackground(new Color(100,50,30));  
jb[4].setForeground(Color.black);
```

```
jb[5]=new JButton("How it works");  
jb[5].setBackground(new Color(100,31,51));  
jb[5].setForeground(Color.black);
```

```
jb[0].setBounds(100,100,50,30); jb[0].setToolTipText("Start the game");  
jb[1].setBounds(300,100,50,30); jb[1].setToolTipText("Check Preious  
player's Record");  
jb[2].setBounds(100,280,50,30); jb[2].setToolTipText("Need Some help");  
jb[3].setBounds(300,280,50,30); jb[3].setToolTipText("You sure You wanna  
exit??");  
jb[4].setBounds(100,280,50,30); jb[4].setToolTipText("whom this belongs  
to");  
jb[5].setBounds(300,280,50,30); jb[5].setToolTipText("Thought process");  
  
jb[o].addActionListener(new ActionListener()
```

```
{ public void actionPerformed(ActionEvent e)
{
    start();
}
}
);
```

```
jb[1].addActionListener(new ActionListener()
{ public void actionPerformed(ActionEvent e)
    { jf.getContentPane().setBackground(Color.orange);
      records();
    }
}
);
```

```
jb[2].addActionListener(new ActionListener()
{ public void actionPerformed(ActionEvent e)
    { jf.getContentPane().setBackground(new
Color(100,200,100));
      help(); }
}
);
```

```
jb[3].addActionListener(new ActionListener()
{ public void actionPerformed(ActionEvent e)
```

```

        { exit(); }
    }
);

jb[4].addActionListener(new ActionListener()
    { public void actionPerformed(ActionEvent e)
        { jf.getContentPane().setBackground(new
Color(100,50,30));
        info(); }
    }
);

jb[5].addActionListener(new ActionListener()
    { public void actionPerformed(ActionEvent e)
        { jf.getContentPane().setBackground(new Color(100,31,51));
        how(); }
    }
);

for(int i=0;i<7;i++)
{ if(i==6)
    continue;
    jb[i].setFont(new Font("Segoe Script",Font.PLAIN,30));
    jp.add(jb[i]);
}

```

```

jf.add(jsp);
jf.add(jsp1);
jf.add(jp);

jf.pack();
jf.setSize(1800,750);
    jf.setVisible(true);

}

public void start()
{
    count=count+1; ja.setText(""); ja.setEditable(false);
    next=new JButton("Next>>");
    jp1=new JPanel(new GridLayout(6,1,1,1));
    jsp1=new JScrollPane(ja);
    jsp1.setBounds(200,200,510,300);
    jp1.setBounds(0,0,100,25);
        ja.setBounds(0,200,510,300);
        ja.setFont(new Font("serif",Font.PLAIN,30));

```



```

switch(count)
{
    case 1:

        ja.setText("\tQuestion 1 :\nChoose your favorite set of colors >>");
jrb[1]=new JRadioButton("Black , Grey , Brown");
jrb[2]=new JRadioButton("Royal blue , Neon , Yellow");
jrb[0]=new JRadioButton("Mix , Skyblue , Pinkish red");
jrb[3]=new JRadioButton("Light yellow , Light brown , Light grey");
jf.getContentPane().setBackground(Color.black);


        break;

    case 2:

        ja.setText("\tQuestion : 2\nChoose a meal >>");
jrb[3]=new JRadioButton("Seafood");
jrb[2]=new JRadioButton("Takeaway food");
jrb[0]=new JRadioButton("Fast food");
jrb[1]=new JRadioButton("Soup");
jf.getContentPane().setBackground(Color.lightGray);

        break;

```

case 3:

```
ja.setText("\tQuestion : 3\nChoose your drink to go with the meal>>");
```

```
jrb[0]=new JRadioButton("Softdrink , Lemonade");
```

```
jrb[1]=new JRadioButton("Beer");
```

```
jrb[3]=new JRadioButton("Redwine");
```

```
jrb[2]=new JRadioButton("Fruit Juice");
```

```
jf.getContentPane().setBackground(Color.darkGray);
```

```
break;
```

case 4:

```
ja.setText("\tQuestion : 4\n\tWhat would you like to watch now>>");
```

```
jrb[3]=new JRadioButton("Documentary");
```

```
jrb[0]=new JRadioButton("Cartoons");
```

```
jrb[2]=new JRadioButton("Action / Comedy");
```

```
jrb[1]=new JRadioButton("Drama / Thriller");
```

```
jf.getContentPane().setBackground(Color.blue);
```

```
break;
```

case 5:

```
ja.setText("\tQuestion : 5\nWhat's your opinion on candy>>");
```

```
jrb[0]=new JRadioButton("Love it");
```

```
jrb[2]=new JRadioButton("It's ok");  
jrb[1]=new JRadioButton("It's for kids");  
jrb[3]=new JRadioButton("It's Unhealthy / Avoid it");  
jf.getContentPane().setBackground(Color.magenta);  
break;
```

case 6:

```
ja.setText("\tQuestion : 6\nWhat's your opinion on social media like  
twitter or facebook >>");  
jrb[2]=new JRadioButton("Useful");  
jrb[1]=new JRadioButton("Waste of time");  
jrb[0]=new JRadioButton("Essential");  
jrb[3]=new JRadioButton("Confused");  
jf.getContentPane().setBackground(Color.pink);  
break;
```

case 7:

```
ja.setText("\tQuestion : 7\nWhat'll be your opinion on Smart  
phones>>");  
jrb[2]=new JRadioButton("Useful");  
jrb[0]=new JRadioButton("Necessary");  
jrb[3]=new JRadioButton("Confusing");  
jrb[1]=new JRadioButton("Expensive");
```

```
jf.getContentPane().setBackground(Color.orange);  
break;
```

case 8:

```
ja.setText("\tQuestion : 8\nHow would you like to celebrate your  
Birthday>>");  
jrb[3]=new JRadioButton("It's for kids");  
jrb[1]=new JRadioButton("Meal with family");  
jrb[2]=new JRadioButton("Partying & Drinking");  
jrb[0]=new JRadioButton("Birthday games & cakes");  
jf.getContentPane().setBackground(Color.red);  
break;
```

case 9:

```
ja.setText("\tQuestion : 9\nWhat's your opinion on classical  
music>>");  
jrb[1]=new JRadioButton("Relaxing");  
jrb[0]=new JRadioButton("Hate it");  
jrb[3]=new JRadioButton("Love it");  
jrb[2]=new JRadioButton("It's okay");  
jf.getContentPane().setBackground(Color.green);  
break;
```

case 10:

```
ja.setText("\tQuestion : 10\nWhat would your ideal vacation consist of>>");
```

```
jrb[0]=new JRadioButton("Going to theme Park like Disneyland");
```

```
jrb[1]=new JRadioButton("Beach / Hawaii / Spain");
```

```
jrb[2]=new JRadioButton("Touring : Italy / New York");
```

```
jrb[3]=new JRadioButton("Experiencing new cultures");
```

```
jf.getContentPane().setBackground(Color.cyan);
```

```
break;
```

```
}
```

```
jrb[0].addActionListener(new ActionListener()
```

```
{ public void actionPerformed(ActionEvent be)
```

```
{
```

```
    sum=sum+40;
```

```
}
```

```
});
```

```
jrb[1].addActionListener(new ActionListener()
```

```
{ public void actionPerformed(ActionEvent be)
```

```
{
```

```
    sum=sum+20;
```

```

        }
    });
jrb[2].addActionListener(new ActionListener()
    { public void actionPerformed(ActionEvent be)
        {
            sum=sum+30;

        }
    });
jrb[3].addActionListener(new ActionListener()
    { public void actionPerformed(ActionEvent be)
        {
            sum=sum+10;

        }
    });

```

```

next.setBounds(400,50,100,20); next.setToolTipText("Next Question");
next.setFont(new Font("Serif",Font.ITALIC,40));
next.addActionListener(new ActionListener()
    { public void actionPerformed(ActionEvent e)
        {jif.dispose();

```

```
if(count==10)
{
    System.out.println("sum = "+sum+" count = "+count);
    addcomment(sum);
}
```

```
start();
}
});
```

```
jp1.add(jsp1);
```

```
for(int i=0;i<4;i++)
{ jrb[i].setFont(new Font("Segoe Script",Font.ITALIC+Font.BOLD,30));
    bg.add(jrb[i]);
    jp1.add(jrb[i]);
}
jp1.add(next);
```

```
jif=new JFrame("Here's the game!!");
```

```
jif.setBounds(330,40,320,260);
```

```
jif.setIconifiable(true);
```

```
jif.setSize(800,600);
```

```
jif.setResizable(true);
```

```
jif.setVisible(true);
```

```
jif.add(jp1);
```

```
dsp.add(jif);
```

```
jf.add(dsp);
```

```
jf.setContentPane(dsp);
```

```
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
```

```
public void addcomment(int score)
```

```
{
```

```
    if(score>=350&&score<=400)
```

```
        comment="your mental age is between 4 to 9 years.\nWith a childish  
nature,you can find joy,\namusement from simplest of things.";
```

```
    else if(score>=300&&score<=340)
```


comment="you have a teenager's mind ie in between 9 to 16.\nFairly immature & can sometimes rebel against the normal one's.\nYou're a quirky character";

else if(score>=250&&score<=290)

comment="your mental age is between 16 to 21 years.\nYou know when to act maturely but also knows how to have fun.\nYou can act immature & seriously whenever you see fit";

else if(score>=200&&score<=240)

comment="your mental age is between 21 to 29 years.\nYou've a young adult's mind acting mature most of the time & knows \nwhen to be serious.Intelligent & self aware.";

else if(score>=150&&score<=190)

comment="your mental age is between 29 to 55 years.\nYou are a mature adult.Modest & noble with good manners.\nEqually good etiquette.You have all the properties to become a Connoisseur";

else if(score>=100&&score<=140)

comment="your mental age is above 55,man that's old .\nYou appreciate simple things & \nare not bothered with your environment being modern. ";

else

comment="Maybe next time";

```

JTextField jj=new JTextField();
done=new JButton("Done ");
submit=new JButton("SUBMIT");

jp1=new JPanel(new GridLayout(4,1,1,1));
jsp1=new JScrollPane(jj);
jsp1.setBounds(100,400,300,80);

jj.setBounds(100,400,300,80);

jj.setFont(new Font("serif",Font.ITALIC,40)); jn.setFont(new
Font("serif",Font.BOLD+Font.ITALIC,30));
submit.setFont(new Font("vandana",Font.ITALIC+Font.BOLD,28));

submit.addActionListener(new ActionListener()
{ public void actionPerformed(ActionEvent e)
{   name=jj.getText();
    jif.dispose();
    System.out.println(name);

    show(); //return;
}
});

jp1.add(jn);
jp1.add(jsp1);

```

```
jp1.add(submit);
```

```
jif=new JFrame("Enter your name >>");
```

```
jif.setBounds(330,40,320,260);
```

```
jif.setIconifiable(true);
```

```
jif.setSize(800,600);
```

```
jif.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
```

```
jif.setVisible(true);
```

```
    jif.add(jp1);
```

```
dsp.add(jif);
```

```
jf.add(dsp);
```

```
jf.setContentPane(dsp);
```

```
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
```

```
}
```

```
public void show()
```

```
{ JTextArea jj=new JTextArea();
```

```
done=new JButton("Done ");
```

```

jp1=new JPanel(new GridLayout(4,1,1,1));

jsp1=new JScrollPane(jj);

jsp1.setBounds(100,400,300,80);


    jj.setBounds(100,400,300,80);

    jj.setFont(new Font("serif",Font.ITALIC,20)); jn.setFont(new
Font("serif",Font.BOLD+Font.ITALIC,30));

    jn.setText("Result >>");

    jj.setText(" "+name+" "+comment);


    jj.setEditable(false);

    done.setFont(new Font("vandana",Font.ITALIC,20));


done.addActionListener(new ActionListener()
{ public void actionPerformed(ActionEvent e)
    { jif.dispose();
      jf.dispose();
      addrecord();
      external();
    }
});

jp1.add(jn);

```

```

jp1.add(jsp1);
jp1.add(done);

jif=new JInternalFrame("Done !!");
jif.setBounds(330,40,320,260);
jif.setIconifiable(true);
jif.setSize(800,600);

jif.setVisible(true);

    jif.add(jp1);
dsp.add(jif);
jf.add(dsp);
jf.setContentPane(dsp);
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);

}

public void addrecord()
{ open();
  try
  {
    x.format("%s %d %s\n",name,sum,comment);

```

```

    }catch(Exception e){System.out.println(e);}
    close();
}

public void open()
{ try
    {x=new Formatter("records.txt");
    }catch(Exception e){System.out.println(e);}
}

public void close()
{ try
    {x.close();
    }catch(Exception e){System.out.println(e);}
}

public void records()
{ jf.getContentPane().setBackground(Color.blue);
  JTextArea jj=new JTextArea("");
  jj.setLineWrap(true);
  jsp2=new JScrollPane(jj);
  jp1=new JPanel(new GridLayout(2,1,1,1)); jp1.setBounds(100,400,100,50);
  jp1.setOpaque(true);

  JButton bm=new JButton("<< Back to Menu");
  bm.setBounds(100,400,100,50);

```

```
bm.setToolTipText("Back to Main Menu"); bm.setFont(new  
Font("Serif",Font.ITALIC,30));
```

```
bm.addActionListener(new ActionListener()  
{ public void actionPerformed(ActionEvent e)  
    { jif.dispose();  
      jf.dispose();  
      external();  
    }  
});
```

```
try  
{ x1=new Scanner(new File("records.txt"));  
  while(x1.hasNextLine())  
  { String Line=x1.nextLine();  
    jj.append(Line);  
  }  
}  
catch(Exception e){System.out.println(e);}  
jsp2.setBounds(0,0,100,150);
```

```
jj.setBounds(0,0,800,300);
```

```

        jj.setFont(new Font("Segoe Script",Font.BOLD,30));
        jj.setEditable(false);
jif=new JFrame("Here's the game!!");
jif.setBounds(330,40,400,300);
jif.setIconifiable(true);
jif.setSize(800,600);
jif.setVisible(true);
jp1.add(jsp2);
    jp1.add(bm);
jif.add(jp1);
dsp.add(jif);
jf.add(dsp);
jf.setContentPane(dsp);
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
}

public void help()
{
    JTextArea jj=new JTextArea();

    jsp2=new JScrollPane(jj);
    jp1=new JPanel(new GridLayout(2,1,1,1));
    JButton bm=new JButton("<< Back to Menu");

```



```

bm.setBounds(100,100,10,10);

bm.setToolTipText("Back to Main Menu");  bm.setFont(new
Font("Serif",Font.ITALIC,30));

bm.addActionListener(new ActionListener()

{ public void actionPerformed(ActionEvent e)

    { jif.dispose();

      jf.dispose();

        external();

    }

});

```

```

jsp2.setBounds(0,0,600,150);

```

```

jj.setEditable(false);

```

```

jj.setBounds(0,0,400,150);

```

```

jj.setFont(new Font("serif",Font.PLAIN,18));

```

```

jj.setText("\t>>~~HELP MENU~~\n=>>You must be aware of your
age.\n=>>But that's the age of your body ,a physical entity.\n=>>This is a
game to calculate your mental age.\n=>>The age of your mind or so to speak
,the maturity of your mind,that has nothing to do with the physical \nage in
most cases. \n=>>Here you'll be facing 10 Questions with 4 choices,each of
them is assigned a certain amount.\n=>>Depending on what option you
choose a certain amount is added to your score.\n=>>Minimum amount is 10
& maximum is 40.\n=>>At the end of the game: \nYour mental age with a
comment will be displayed.");

```

```

jif=new JInternalFrame("Here you go");
jif.setBounds(330,40,400,300);
jif.setIconifiable(true);
jif.setSize(800,600);

jif.setVisible(true);

jp1.add(jsp2);
jp1.add(bm);
jif.add(jp1);
dsp.add(jif);

jf.add(dsp);

jf.setContentPane(dsp);
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
}

public void exit()
{ jf.dispose();
  return ;
}

```

```

public void info()
{
    JTextArea jj=new JTextArea();
    JScrollPane jsp2=new JScrollPane(jj);
    JPanel jp1=new JPanel(new GridLayout(2,1,1,1));
    JButton bm=new JButton("<< Back to Menu");
    bm.setBounds(100,100,10,10);
    bm.setToolTipText("Back to Main Menu");
    bm.setFont(new Font("Serif",Font.ITALIC,30));
    bm.addActionListener(new ActionListener()
    {
        public void actionPerformed(ActionEvent e)
        {
            jif.dispose();
            jf.dispose();
            external();
        }
    });

    jsp2.setBounds(0,0,600,150);

    jj.setEditable(false);
    jj.setBounds(0,0,400,150);
    jj.setFont(new Font("segoe script",Font.PLAIN,20));

```

```
jj.setText("\n\tMental Age Calculator\nCreated by:\tVarun\n\tBTCSE  
15013089\n\tCSE Batch-2nd\nStudent of: \tGURU JAMBHESHWAR  
UNIVERISTY OF \n\tSCIENCE & TECHNOLOGY");
```

```
jj.append("\nEmail id: \twww.varunarora714@gmail.com\nAdmitted  
in:\t2015");
```

```
jif=new JInternalFrame("Here you go");
```

```
jif.setBounds(330,40,400,300);
```

```
jif.setIconifiable(true);
```

```
jif.setSize(800,600);
```

```
jif.setVisible(true);
```

```
jp1.add(jsp2);
```

```
jp1.add(bm);
```

```
jif.add(jp1);
```

```
dsp.add(jif);
```

```
jf.add(dsp);
```

```
jf.setContentPane(dsp);
```

```
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
```

```
}
```

```
public void how()
```

```
{ JTextArea jj=new JTextArea();
```

```
jsp2=new JScrollPane(jj);  
jp1=new JPanel(new GridLayout(2,1,1,1));  
    JButton bm=new JButton("<< Back to Menu");  
    bm.setBounds(100,100,10,10);  
bm.setToolTipText("Back to Main Menu");  
bm.setFont(new Font("Segoe script",Font.ITALIC,30));
```

```
bm.addActionListener(new ActionListener()  
    { public void actionPerformed(ActionEvent e)  
        { jif.dispose();  
          jf.dispose();  
          external();  
        }  
    });
```

```
jsp2.setBounds(0,0,600,150);
```

```
jj.setEditable(false);
```

```
jj.setBounds(0,0,400,150);
```

```
jj.setFont(new Font("serif",Font.PLAIN,20));
```

```
jj.setText("\n\tEvery person around us has their own way of  
thinking.\nA person with the age of an average adult may not act like an
```

adult whereas a child at the age of 10 \nmight actually behave like one.\n\tThe thing is our mind grows different than our bodies.According to the choices our \nmind makes for us,an age group can be deduced for our mind.In this game you'll be facing 10 \nquestions,according to the choices you make ,an age group is narrowed & will be shown as your\n result.Choose carefully! ");

```
jif=new JInternalFrame("the idea");
```

```
jif.setBounds(330,40,400,300);
```

```
jif.setIconifiable(true);
```

```
jif.setSize(800,600);
```

```
jif.setVisible(true);
```

```
jp1.add(jsp2);
```

```
jp1.add(bm);
```

```
jif.add(jp1);
```

```
dsp.add(jif);
```

```
jf.add(dsp);
```

```
jf.setContentPane(dsp);
```

```
dsp.setDragMode(JDesktopPane.OUTLINE_DRAG_MODE);
```

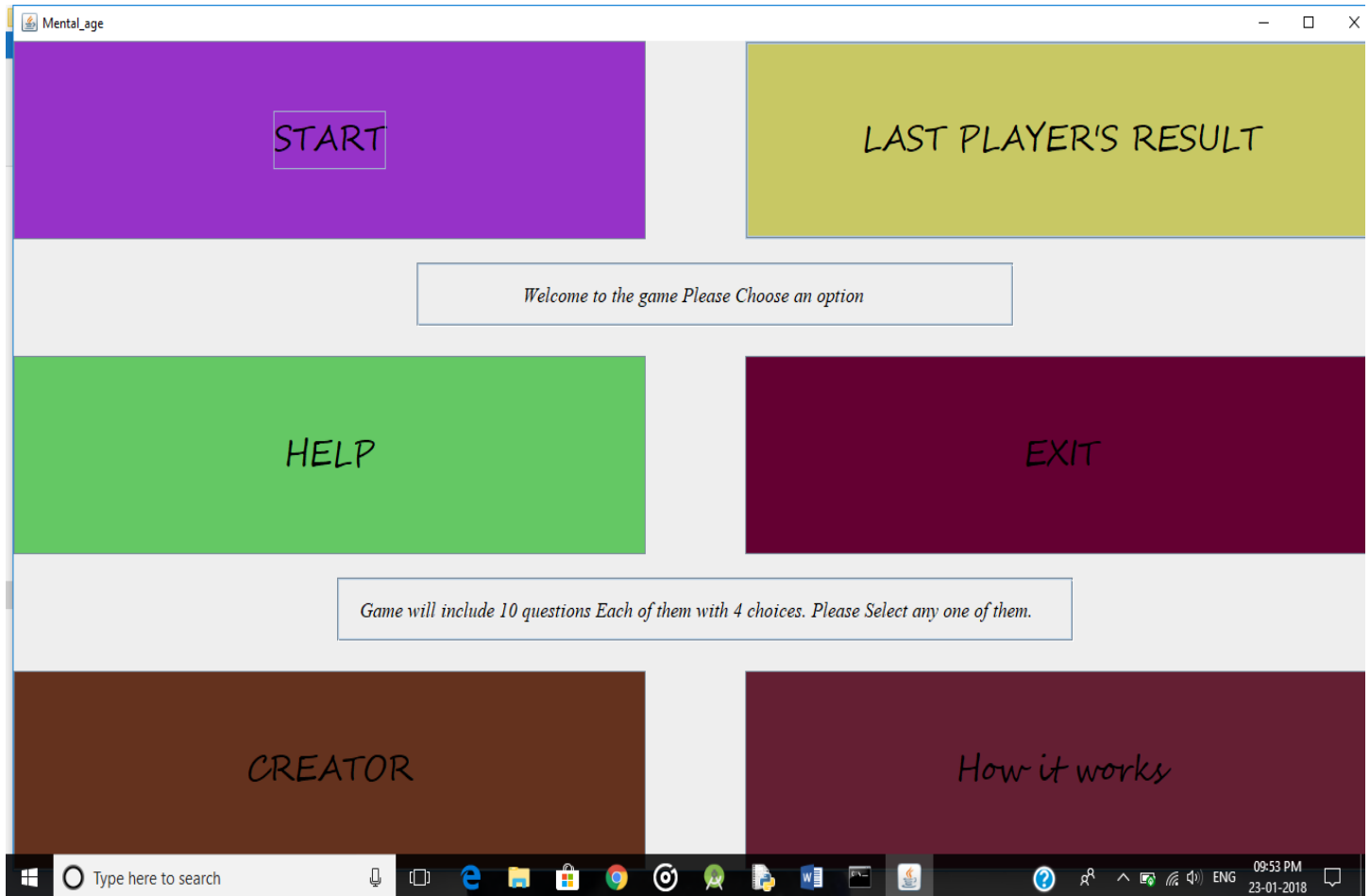
```
}
```

```
public static void main(String args[])
{
    mind3 m=new mind3();
        m.external();

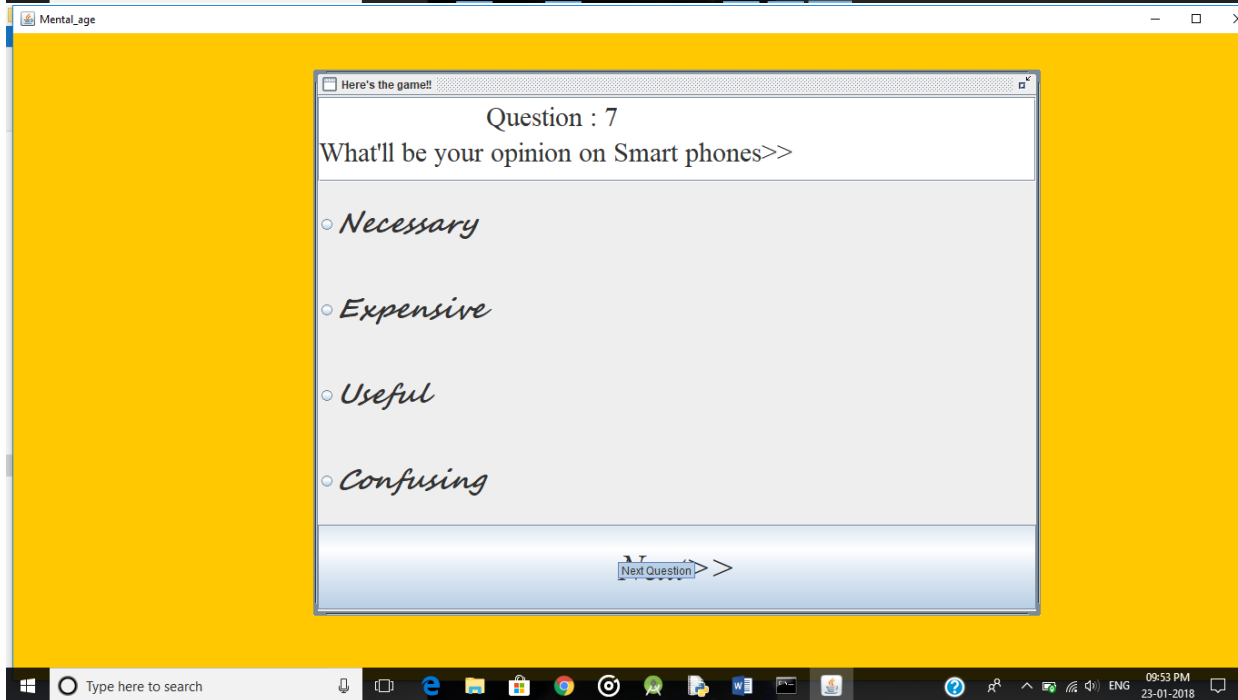
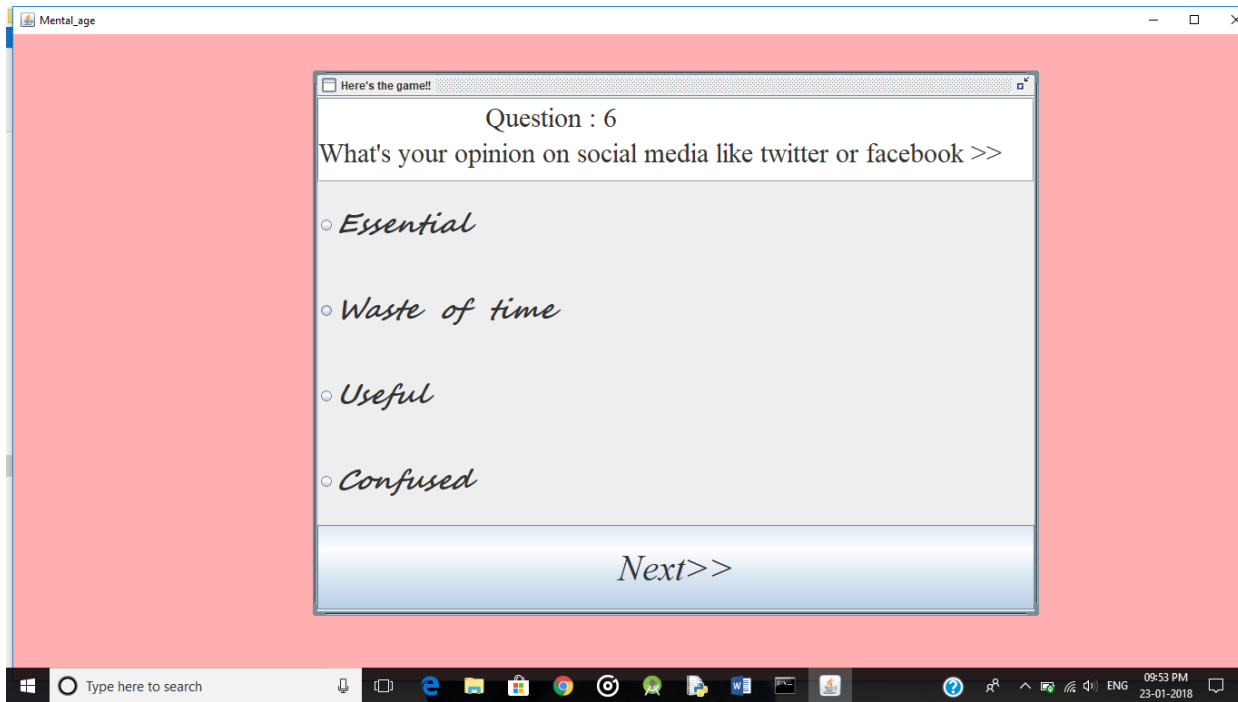
}
}
```

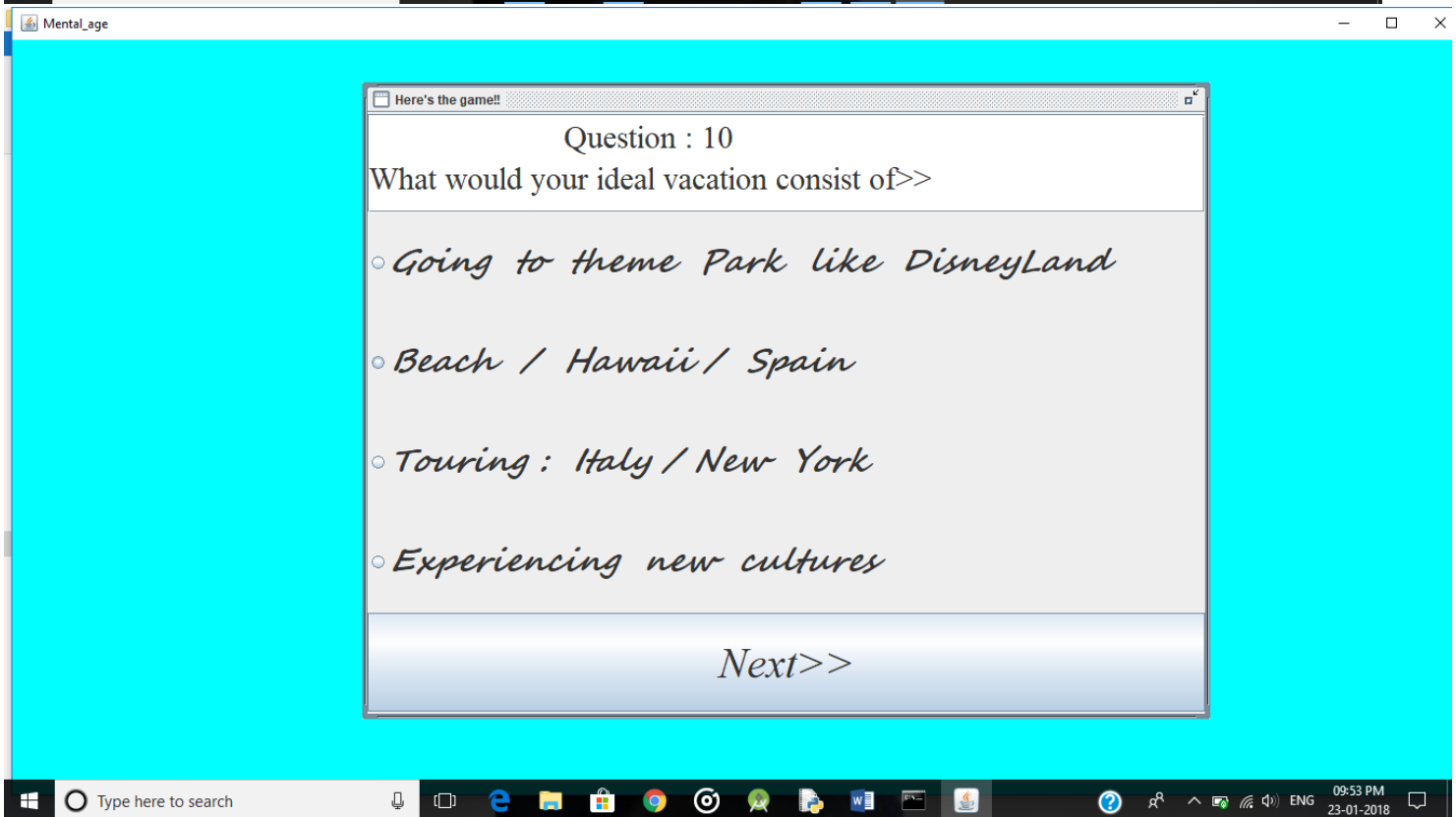
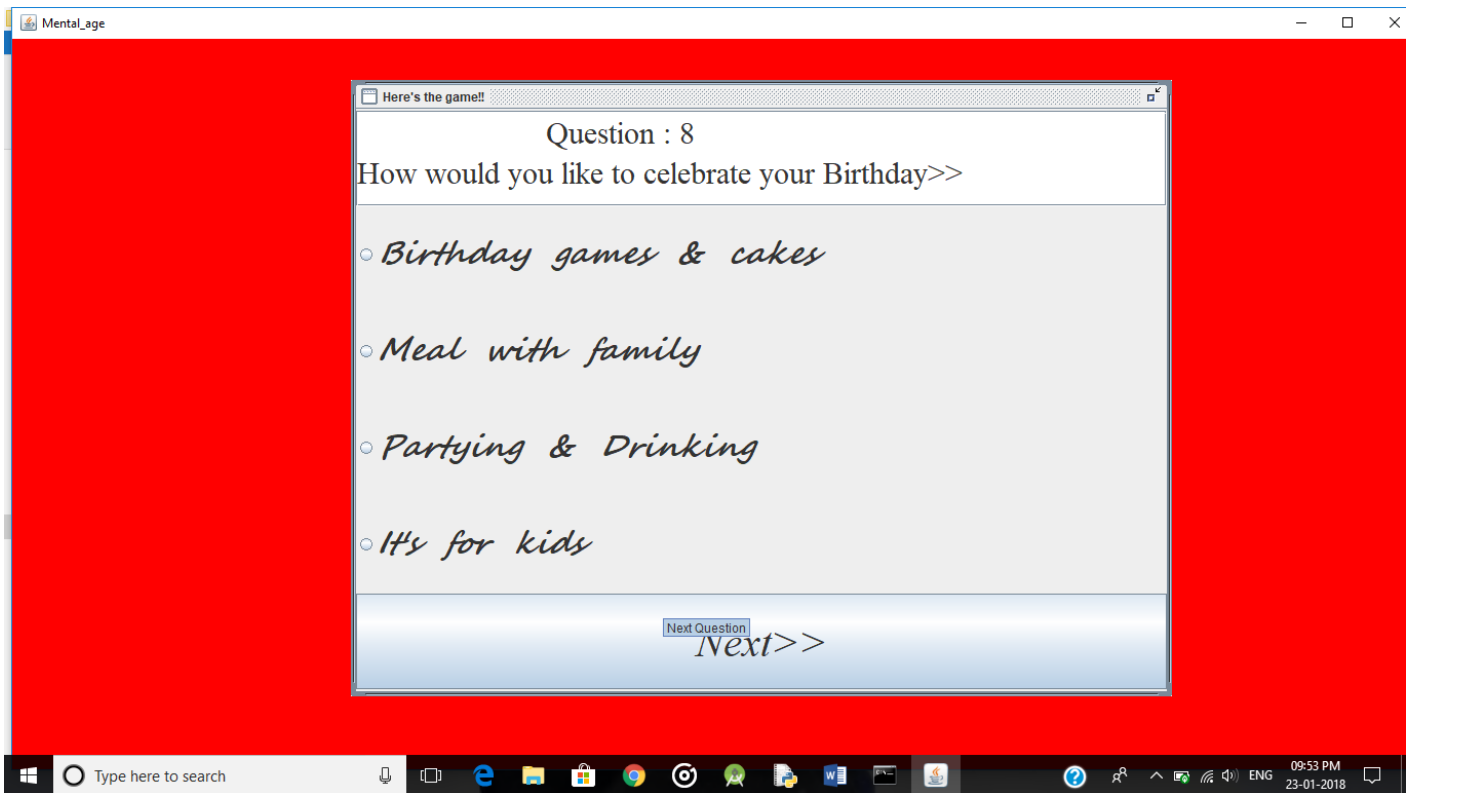
5.SNAPSHOTS

Main Menu:-

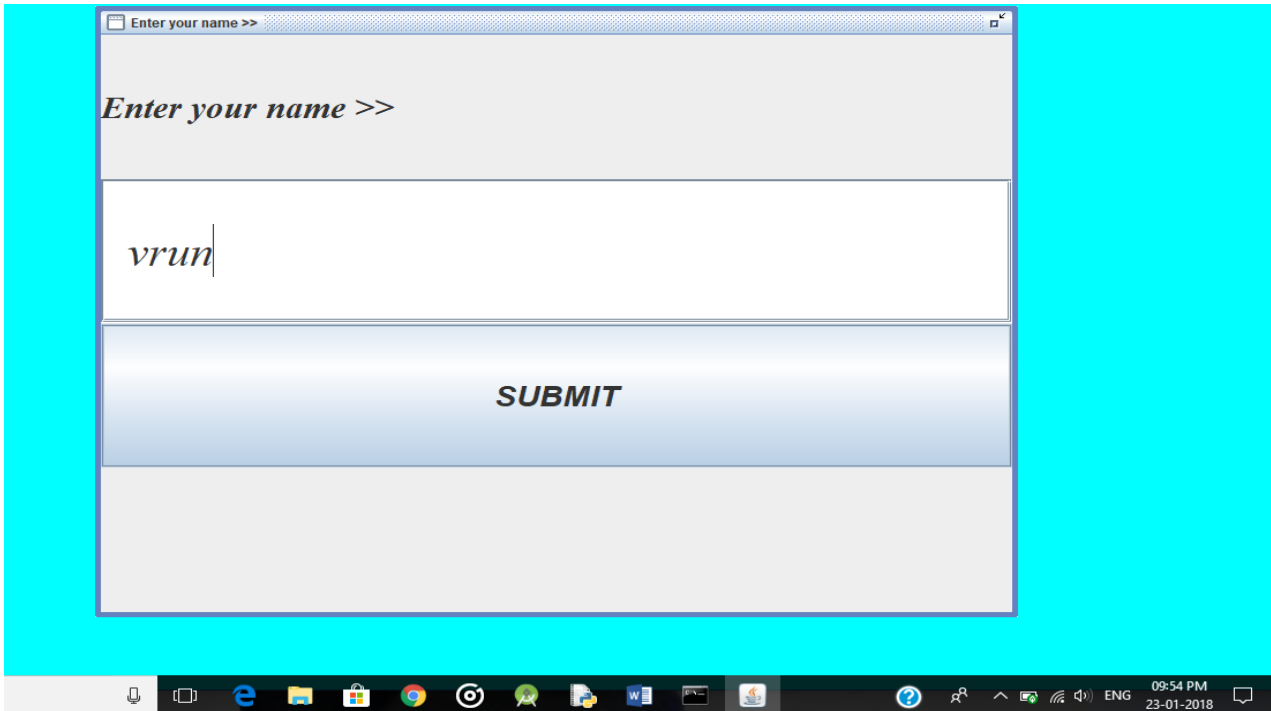


Working :-



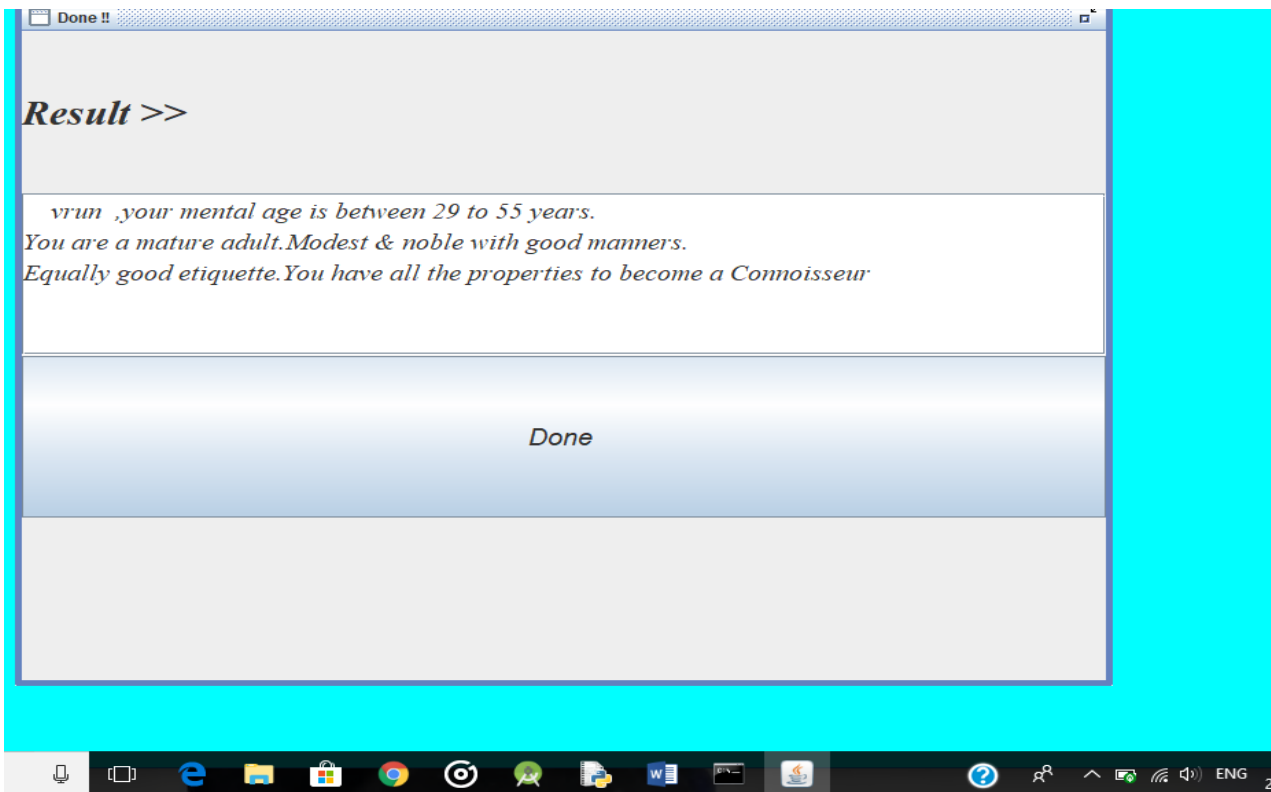


Record Submission :-



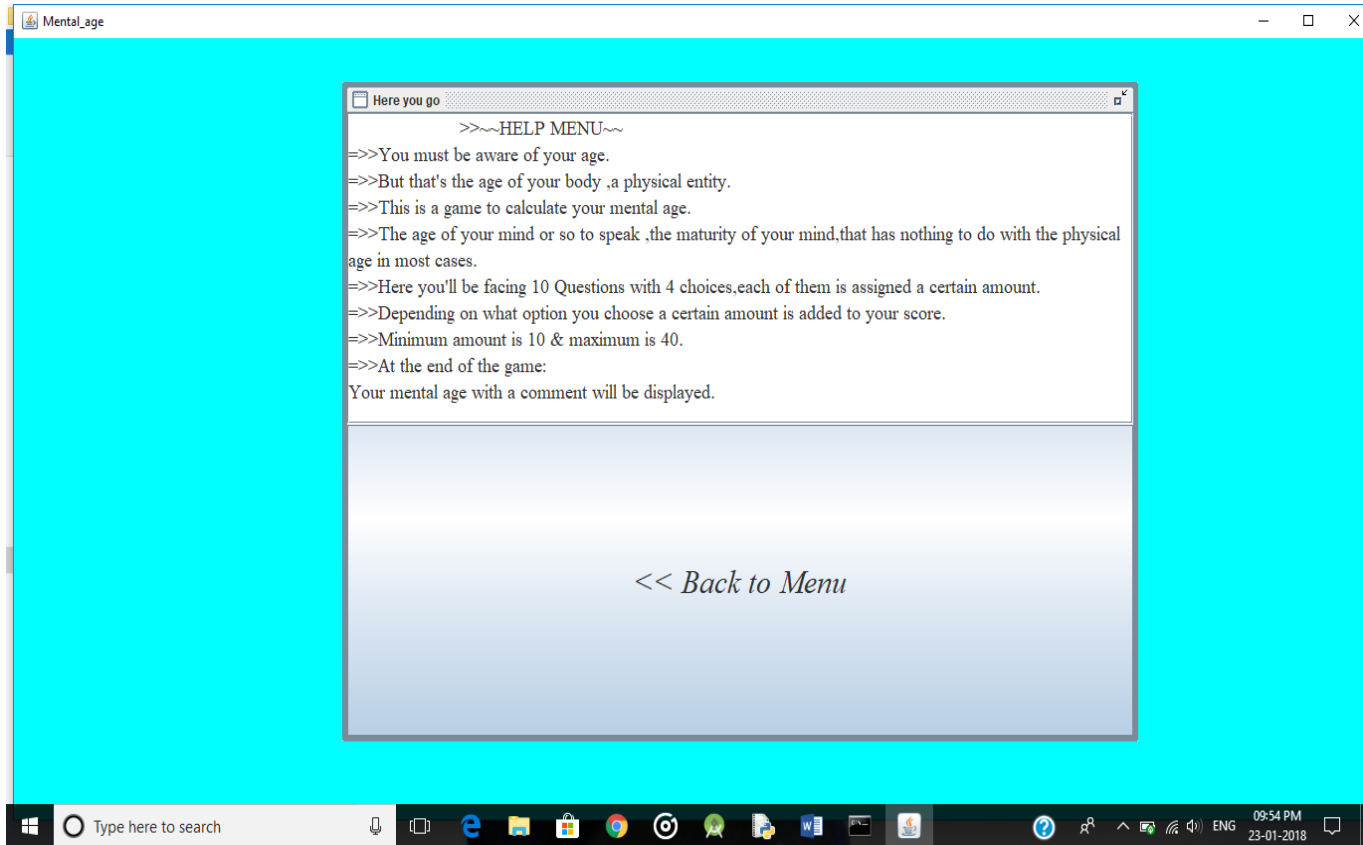
The screenshot shows a web browser window with the title "Enter your name >>". The main content area has a light gray background. At the top, the text "Enter your name >>" is displayed in a serif font. Below this is a white text input field containing the text "vrun". Underneath the input field is a large, light blue button with the word "SUBMIT" in bold, black, uppercase letters. The bottom of the window shows a Windows taskbar with various application icons and a system tray on the right displaying the time "09:54 PM" and date "23-01-2018".

Result :-

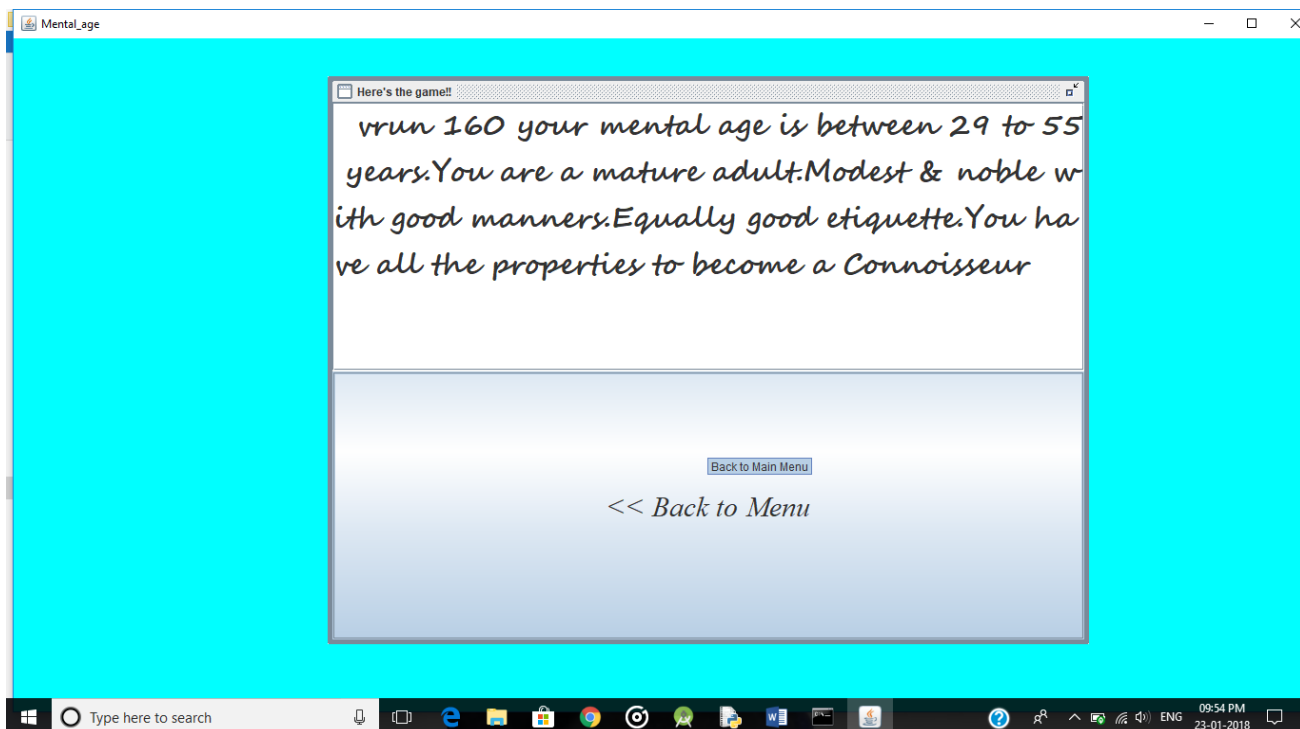


The screenshot shows the same web browser window, now titled "Done !!". The main content area has a light gray background. At the top, the text "Result >>" is displayed in a serif font. Below this is a white text area containing the following text: "vrun ,your mental age is between 29 to 55 years.
You are a mature adult.Modest & noble with good manners.
Equally good etiquette.You have all the properties to become a Connoisseur". Below the text area is a large, light blue button with the word "Done" in a serif font. The bottom of the window shows the same Windows taskbar as the previous screenshot.

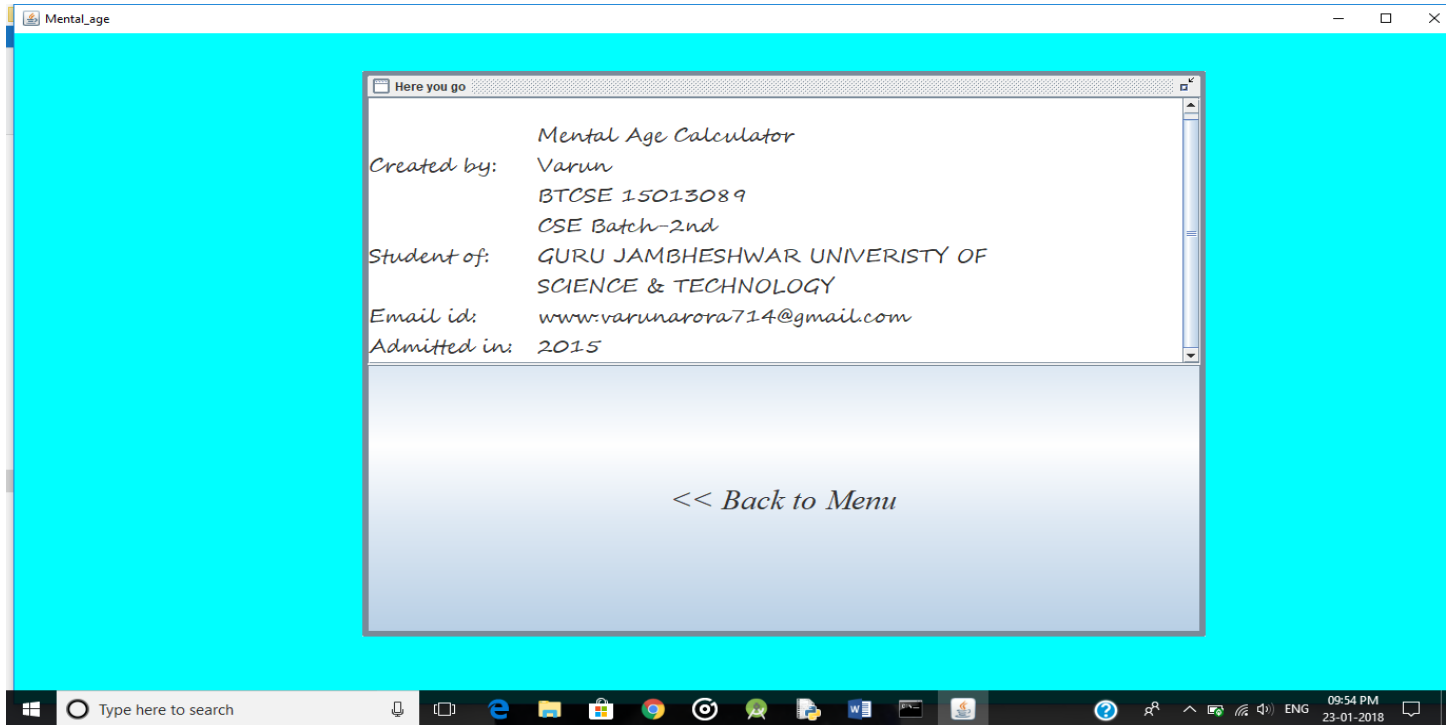
HELP Menu :-



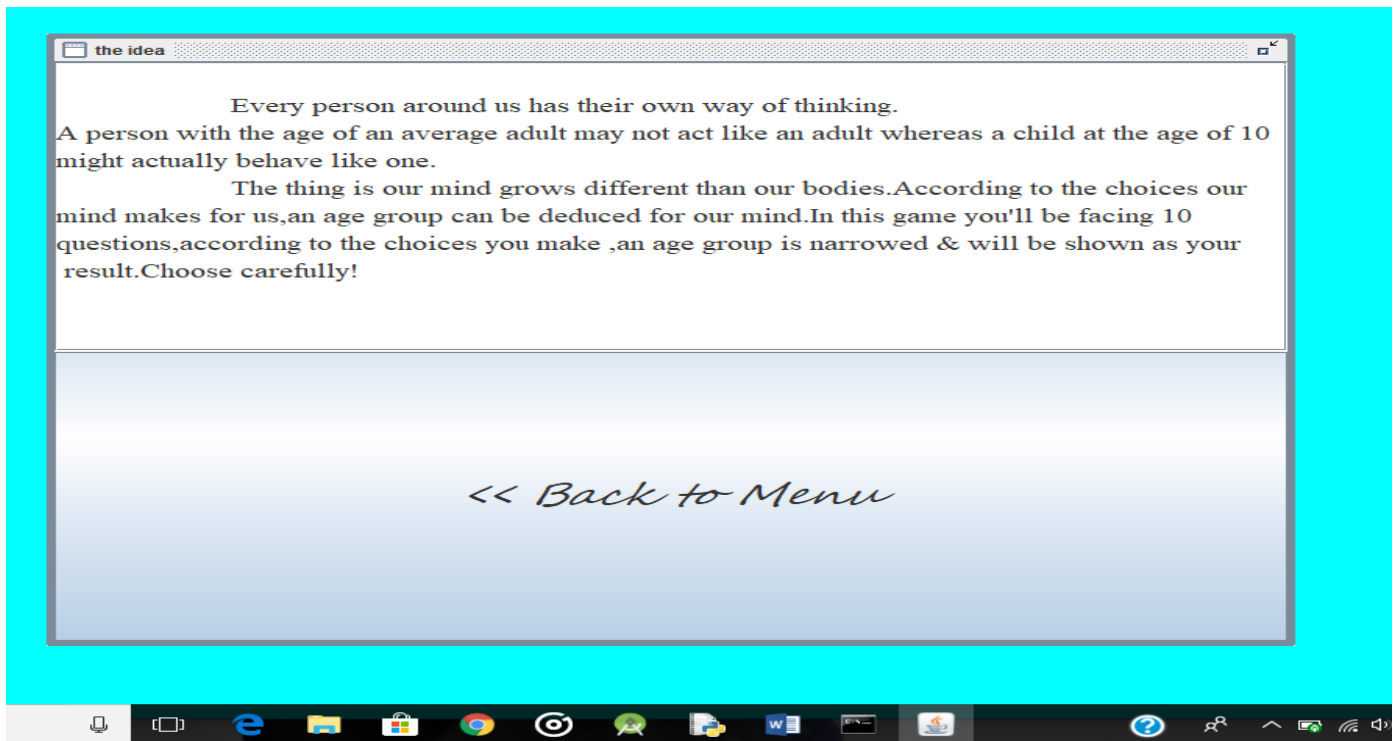
Previous Player's result :-



Creator's info:-



The idea :-



6.Further Development

Despite being quite accurate this idea still needs to meet with innovation. It has the continuous need of updated information for changing generation to judge people's choices. Further scope of its development would be to merge it with an Artificial Intelligent system which can interact with people, provide response, humour them, read their choices & do more stuff.

By collecting data on a single person per database It can be true to the mark when there is a need to judge its owner's character.

Hence the project to calculate one's mental age is complete.