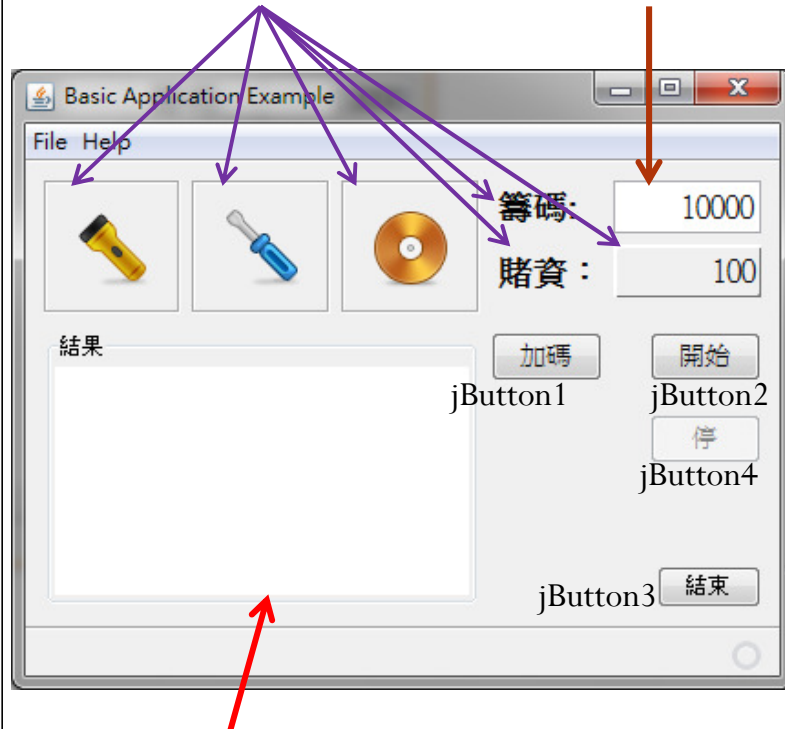


吃角子老虎雛型

1. Label (標籤) 2. TextField (文字欄)

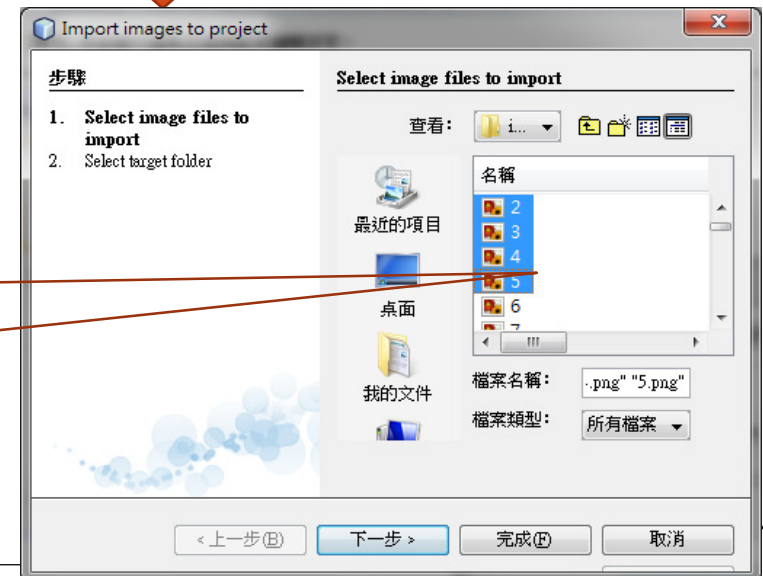
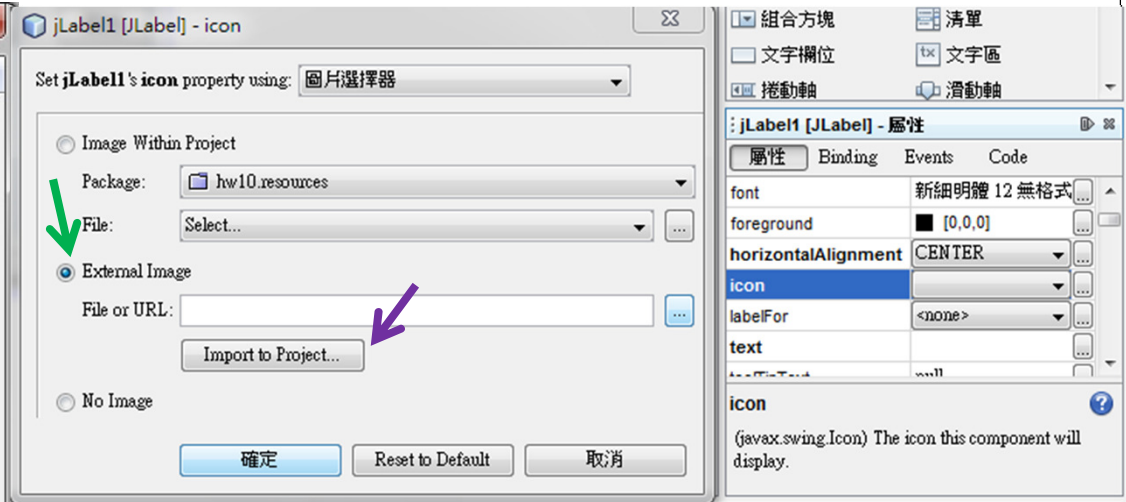


3. TextArea (文字區)

5. 引入圖檔(先下載好圖檔)

- 5.1. 點選 jLabel1

- 5.2. 修改 jLabel1的 icon 屬性



圈選你要引入的圖檔

吃角子老虎雛型 (Cont.)

```
12 import java.awt.event.ActionEvent;
13 import java.awt.event.ActionListener;
14 import javax.swing.Timer;
15 import javax.swing.Icon;
16 import javax.swing.JDialog;
17 import javax.swing.ImageIcon;
18 import javax.swing.JFrame;
19 import java.util.*;
```

6. 在 class 名下加入

```
24 public class HW10View extends JFrame {
25     static ImageIcon[] pic = new ImageIcon[12];
26     Random rnd = new Random(new Date().getTime());
27     String imgPath = "D:\\授課\\2011_Fall\\1001_WindowsProgramming\\Workspace\\HW10\\src\\hw10\\resources\\";
28     int idx = 0;
29     Timer t1, t2, t3;
30     int v1, v2, v3;
```

```
35     initComponents();
36     pic[0] = new ImageIcon(imgPath+"01.png");
37     pic[1] = new ImageIcon(imgPath+"02.png");
38     pic[2] = new ImageIcon(imgPath+"03.png");
39     pic[3] = new ImageIcon(imgPath+"04.png");
40     pic[4] = new ImageIcon(imgPath+"05.png");
41     pic[5] = new ImageIcon(imgPath+"06.png");
42     pic[6] = new ImageIcon(imgPath+"07.png");
43     pic[7] = new ImageIcon(imgPath+"08.png");
44     pic[8] = new ImageIcon(imgPath+"09.png");
45     pic[9] = new ImageIcon(imgPath+"10.png");
46     pic[10] = new ImageIcon(imgPath+"11.png");
47     pic[11] = new ImageIcon(imgPath+"12.png");
48     jLabel1.setIcon(pic[0]);
49     jLabel2.setIcon(pic[1]);
50     jLabel3.setIcon(pic[2]);
```

7. 在 initComponents() 下加入

吃角子老虎雛型 (Cont.)

jButton1的 action 要做的事

```
397 private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
398     // TODO add your handling code here:  
399     jLabel6.setText(String.valueOf(Integer.parseInt(jLabel6.getText())+100));  
400 }
```

jButton2的 action 要做的事

```
362 private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {  
363     int base = 200;  
364     t1 = new Timer(base+rnd.nextInt(4)*100, new ActionListener() {  
365         public void actionPerformed(ActionEvent e) {  
366             v1 = rnd.nextInt(12);  
367             jLabel1.setIcon(pic[v1]);  
368         }  
369     });  
370     t1.start();  
371     t2 = new Timer(base+rnd.nextInt(4)*100, new ActionListener() {  
372         public void actionPerformed(ActionEvent e) {  
373             v2 = rnd.nextInt(12);  
374             jLabel2.setIcon(pic[v2]);  
375         }  
376     });  
377     t2.start();  
378     t3 = new Timer(base+rnd.nextInt(4)*100, new ActionListener() {  
379         public void actionPerformed(ActionEvent e) {  
380             v3 = rnd.nextInt(12);  
381             jLabel3.setIcon(pic[v3]);  
382         }  
383     });  
384     t3.start();  
385     jButton2.setEnabled(false);  
386     jButton4.setEnabled(true);  
387 }
```

吃角子老虎雛型 (Cont.)

jButton3的 action 要做的事

```
357 private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {  
358     // TODO add your handling code here:  
359     System.exit(0);  
360 }
```

jButton4的 action 要做的事

```
390 private void jButton4ActionPerformed(java.awt.event.ActionEvent evt) {  
391     // TODO add your handling code here:  
392     t1.stop();  
393     t2.stop();  
394     t3.stop();  
395 }
```