/\*

\* Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license

\* Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template

\*/

package final2023;

import java.awt.Color;

import java.awt.Font;

import java.awt.GridBagConstraints;

import java.awt.GridBagLayout;

import java.awt.event.ActionEvent;

import java.util.Random;

import javax.swing.JButton;

import javax.swing.JComboBox;

import javax.swing.JFrame;

import javax.swing.JLabel;

import javax.swing.JPanel;

import javax.swing.JTextField;

import javax.swing.SwingUtilities;

/\*\*

\*

\* @author y111e

\*/

public class arithmeticgames{

public static void main(String[] args){

SwingUtilities.invokeLater(arithmeticgames::createAndShowGUI);

}

private static void createAndShowGUI() {

JFrame frame = new JFrame("Arithmetic Game");

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setSize(370, 300);

JPanel panel = new JPanel(new GridBagLayout());

GridBagConstraints c = new GridBagConstraints();

c.anchor = GridBagConstraints.WEST;

JPanel color = new JPanel();

panel.setBounds(40,70,100,100);

panel.setBackground(Color.PINK);

frame.add(panel);

JLabel levelselect = new JLabel("SELECT LEVEL:");

c.gridx = 0;

c.gridy = 0;

panel.add(levelselect, c);

JComboBox<String> levelselectComboBox = new JComboBox<>(new String[]{"EASY","REGULAR","HARD"});

c.gridy = 0;

c.gridx = 1;

panel.add(levelselectComboBox, c);

c.gridy = 1;

panel.add(new JLabel(" "), c);

JButton nextButton = new JButton("NEXT");

c.anchor = GridBagConstraints.CENTER;

c.gridy = 2;

c.gridx = 1;

panel.add(nextButton, c);

JLabel num1Label = new JLabel("num1");

c.gridy = 2;

c.gridx = 2;

panel.add(num1Label, c);

Font font = num1Label.getFont();

Font biggerFont = font.deriveFont(font.getSize() + 5f); // Increase the font size

num1Label.setFont(biggerFont);

nextButton.addActionListener((ActionEvent e) -> {

String selectedOption = (String) levelselectComboBox.getSelectedItem();

if(selectedOption.equals("EASY")){

Random easyr1 = new Random();

int i = easyr1.nextInt(10);

num1Label.setText(String.valueOf(i));}

else if(selectedOption.equals("REGULAR")){

Random regularr1 = new Random();

int ii = regularr1.nextInt(100);

num1Label.setText(String.valueOf(ii));}

else if (selectedOption.equals("HARD")) {

Random hardr1 = new Random();

int iii = hardr1.nextInt(1000);

num1Label.setText(String.valueOf(iii));

}

});

JLabel add = new JLabel("+");

c.gridy = 2;

c.gridx = 3;

panel.add(add, c);

Font font1 = add.getFont();

Font biggerFont1 = font1.deriveFont(font.getSize() + 5f); // Increase the font size

add.setFont(biggerFont1);

JLabel num2Label = new JLabel("num2");

c.gridy = 2;

c.gridx = 4;

panel.add(num2Label, c);

Font font2 = num2Label.getFont();

Font biggerFont2 = font2.deriveFont(font.getSize() + 5f); // Increase the font size

num2Label.setFont(biggerFont2);

nextButton.addActionListener((ActionEvent e)-> {

String selectedOption = (String) levelselectComboBox.getSelectedItem();

if(selectedOption.equals("EASY")){

Random easyr2 = new Random();

int i = easyr2.nextInt(10);

num2Label.setText(String.valueOf(i));}

else if (selectedOption.equals("REGULAR")){

Random regularr2 = new Random();

int ii = regularr2.nextInt(100);

num2Label.setText(String.valueOf(ii));}

else if (selectedOption.equals("HARD")) {

Random hardr2 = new Random();

int iii = hardr2.nextInt(1000);

num2Label.setText(String.valueOf(iii));

}

});

c.gridy = 3;

panel.add(new JLabel(" "), c);

JLabel resultLabel = new JLabel("YOUR ANSWER:");

c.anchor = GridBagConstraints.WEST;

c.gridy = 4;

c.gridx = 0;

panel.add(resultLabel, c);

JTextField textField = new JTextField(8);

c.anchor = GridBagConstraints.WEST;

c.gridy = 4;

c.gridx = 1;

panel.add(textField, c);

JLabel hintLabel = new JLabel("\*enter the number ; )");

c.anchor = GridBagConstraints.WEST;

c.gridy = 5;

c.ipadx = 1;

panel.add(hintLabel, c);

c.gridy = 6;

panel.add(new JLabel(" "), c);

JButton judgeButton = new JButton("JUDGE");

c.anchor = GridBagConstraints.CENTER;

c.gridy = 7;

c.gridx = 1;

panel.add(judgeButton, c);

JLabel resultofLabel = new JLabel();

c.anchor = GridBagConstraints.WEST;

c.gridy = 8;

c.gridx = 0;

panel.add(resultofLabel, c);

judgeButton.addActionListener((ActionEvent e) -> {

int number1 = Integer.parseInt(num1Label.getText());

int number2 = Integer.parseInt(num2Label.getText());

int sumresult = Integer.parseInt(textField.getText());

int sum = number1 + number2;

boolean judgeresult = sum == sumresult;

resultofLabel.setText("RESULT: "+judgeresult);

});

frame.add(panel);

frame.setVisible(true);

}

}