

Tambola.java

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/*
 * Created on Aug 14, 2009
 *
 * This class is a gui class for the Tambola game
 * This class also handles all the events on any click
 * This code contains three functionalities
 * 1) Starting a new game and then continue with next numbers using
"Next Number" button.
 * 2) Start a new game using "New Game" button
 * 3) EXIT the game.
 */
package com.nav.gui;

import java.awt.Color;
import java.awt.Container;
import java.awt.Font;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

import javax.swing.JButton;
import javax.swing.JComboBox;
import javax.swing.JFileChooser;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JOptionPane;
import javax.swing.JPanel;
import javax.swing.JScrollPane;
import javax.swing.JTextArea;
import javax.swing.JTextField;

import com.nav.logic.GameLogic;

/**
 * @author naveen
 *
 * TODO To change the template for this generated type comment go to
 * Window - Preferences - Java - Code Style - Code Templates
 */
public class Tambola {

    JFrame mainFrame;
    JPanel lPanel1,lPanel2,lPanel3;
    JButton exit,save,reset;
    JLabel fileNameLbl,outputLabel,selectLabel,operationLabel;
    JTextField fileName, fileSelected;
    JComboBox outputType,selectOperation;
    JTextArea firstTextArea, secondTextArea;
    JFileChooser fileChooser;
    GameLogic gl = new GameLogic();

    public class actionlistener implements ActionListener{

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int nextNum;
String firstTextValue;

    public void actionPerformed(ActionEvent actionevent) {
        // below block will handle the "Next Number"
event, when button is pressed.
        if(actionevent.getActionCommand().equals("Next
Number")){
                                firstTextValue = getNextValue();
                                firstTextArea.setText(firstTextValue);
                                String numberSetAppeared =
getDisplayString();
                                secondTextArea.setText(numberSetAppeared);
        }
//        below block will handle the "New Game" event,
when button is pressed.
        else
if(actionevent.getActionCommand().equals("New Game")){

                                String message = "Switching to new
game will need new slips ?";
                                String title = "Houseee : New game?";
                                int reply =
JOptionPane.showConfirmDialog(null, message, title,
JOptionPane.YES_NO_OPTION);
                                if (reply == JOptionPane.YES_OPTION)
                                {
                                        firstTextArea.setText( " -- ");
                                        secondTextArea.setText("All
Random Number picked on a click will appear here ");
                                        g1 = null;

                                        g1 = new GameLogic();
                                }
        }
//        below block will handle the "Exit" event,
when button is pressed.
        else
if(actionevent.getActionCommand().equals("Exit")){
                                String message = "Do you really want
to QUIT the game ?";
                                String title = "Houseee : Exit game";
                                int reply =
JOptionPane.showConfirmDialog(null, message, title,
JOptionPane.YES_NO_OPTION);
                                if (reply == JOptionPane.YES_OPTION)
                                {
                                        System.exit(0);
                                }
}

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    }
}

/**
 * setNewGame function will call the setnewGame
function from GameLogic class
 */
private void setNewGame() {
    gl.setnewGame();
}

/**
 * getDisplayString will get the string of all
displayed numbers in the game.
 */
private String getDisplayString() {
    String numberSetAppeared =
gl.getDisplayString();
    return numberSetAppeared;
}

/**
 * @getNextValue function will get the Next Number for
the game.
 */
private String getNextValue() {
    String nextNum = gl.getNextNumber();
    return nextNum;
}

    JFrame localFrame;

public ActionListener()
{
    super();
}

public ActionListener(JFrame jframe)
{
    super();
    localFrame = jframe;
}
}

// Below function is the GUI interface for the game.
public Tambola() {
    mainFrame = new JFrame("Houseeeee");
    mainFrame.setSize(850, 550);
    save = new JButton("Next Number");
    save.setToolTipText("Get next number");
    reset = new JButton("New Game");
}

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        reset.setToolTipText("New Game");
        exit = new JButton("Exit");
        exit.setToolTipText("Exit The Application");

        lPanel1 = new JPanel();
        lPanel1.add(save);
        lPanel1.add(reset);
        lPanel1.add(exit);
        save.addActionListener(new ActionListener());
        reset.addActionListener(new ActionListener());
        exit.addActionListener(new ActionListener());
        lPanel2 = new JPanel();
        Font font = new Font("Verdana", Font.BOLD, 100);
        Font font1 = new Font("Verdana", Font.BOLD, 15);
        firstTextArea = new JTextArea(" -- ", 1, 2);
        firstTextArea.setFont(font);
        firstTextArea.setForeground(Color.BLUE);
        firstTextArea.setVisible(true);
        firstTextArea.setEditable(true);
        lPanel2.add(new JScrollPane(firstTextArea));
        secondTextArea = new JTextArea("All Random Number picked on a
click will appear here ", 30, 40);
        secondTextArea.setFont(font1);
        secondTextArea.setVisible(true);
        secondTextArea.setEditable(true);
        lPanel2.add(new JScrollPane(secondTextArea));
        Container container = mainFrame.getContentPane();
        container.add(lPanel1, "South");
        container.add(lPanel2, "West");
        mainFrame.setVisible(true);
    }

    public static void main(String[] args) {
        new Tambola();
    }
}

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