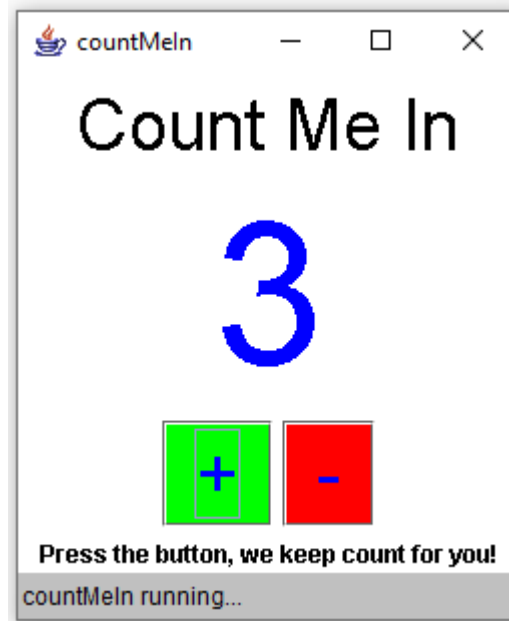
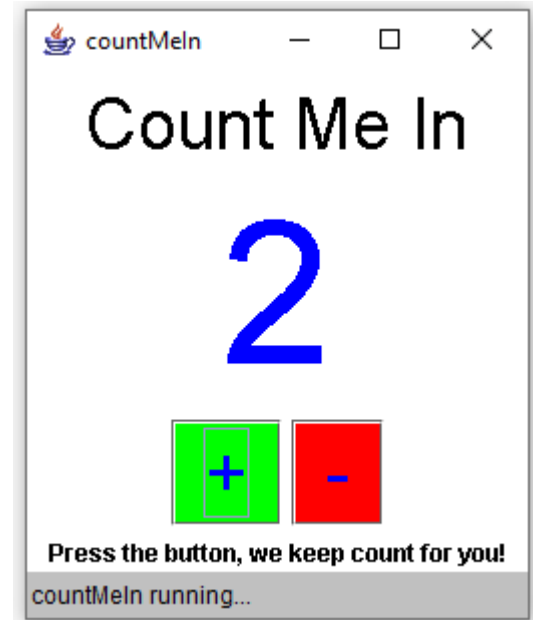
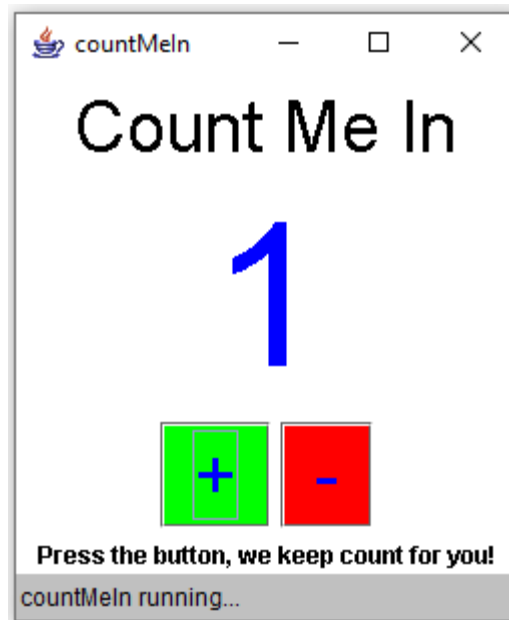
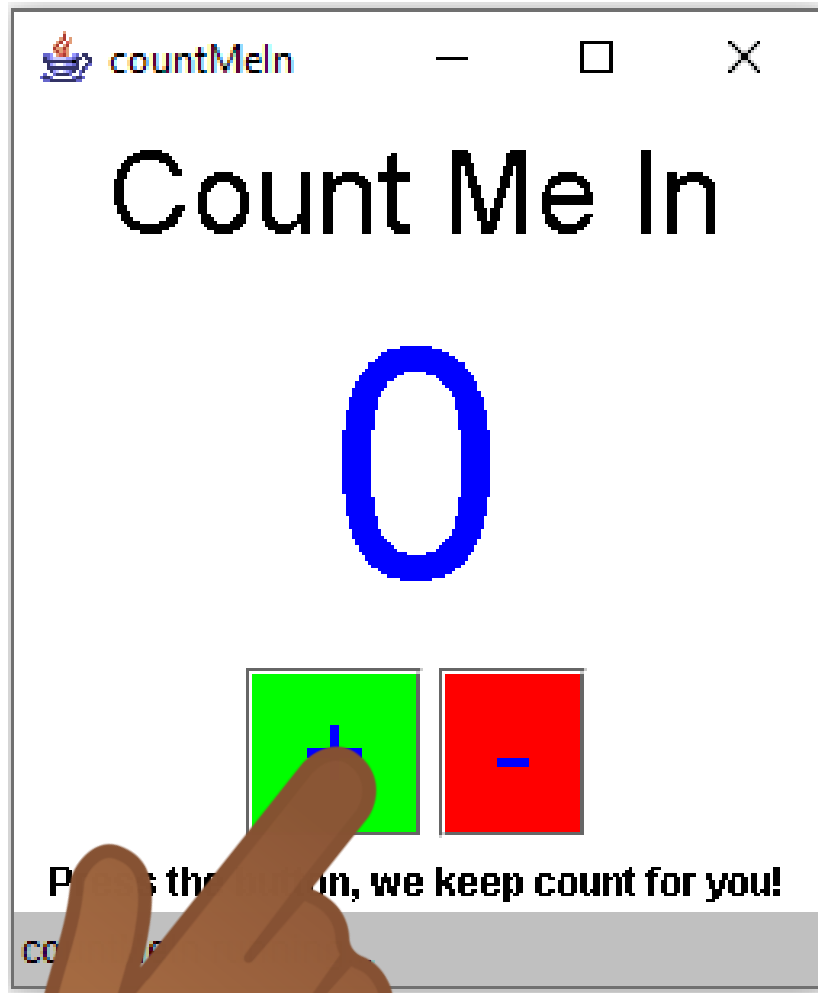
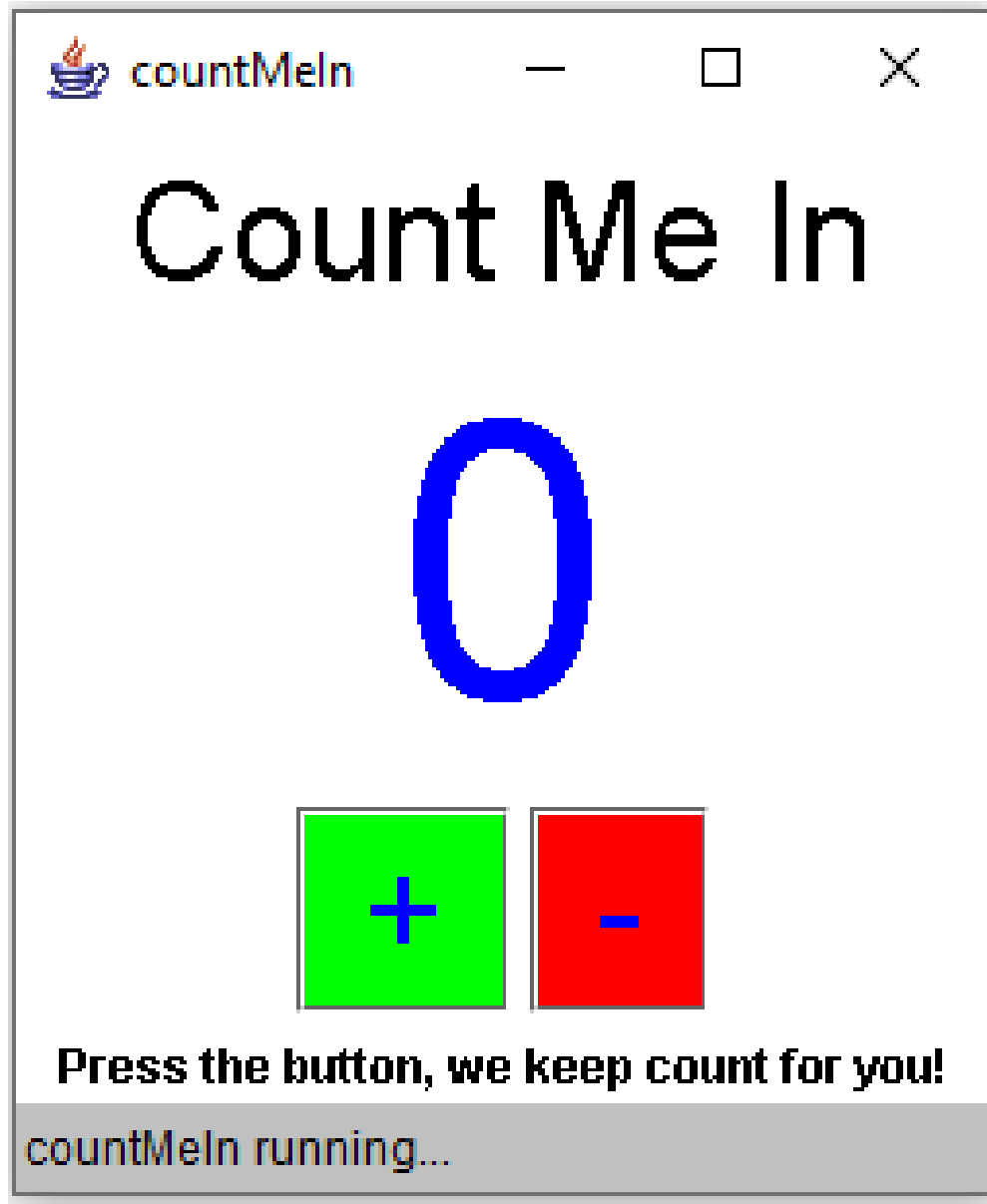


Count Me In

How many people are in the store?

Integer Global Variables





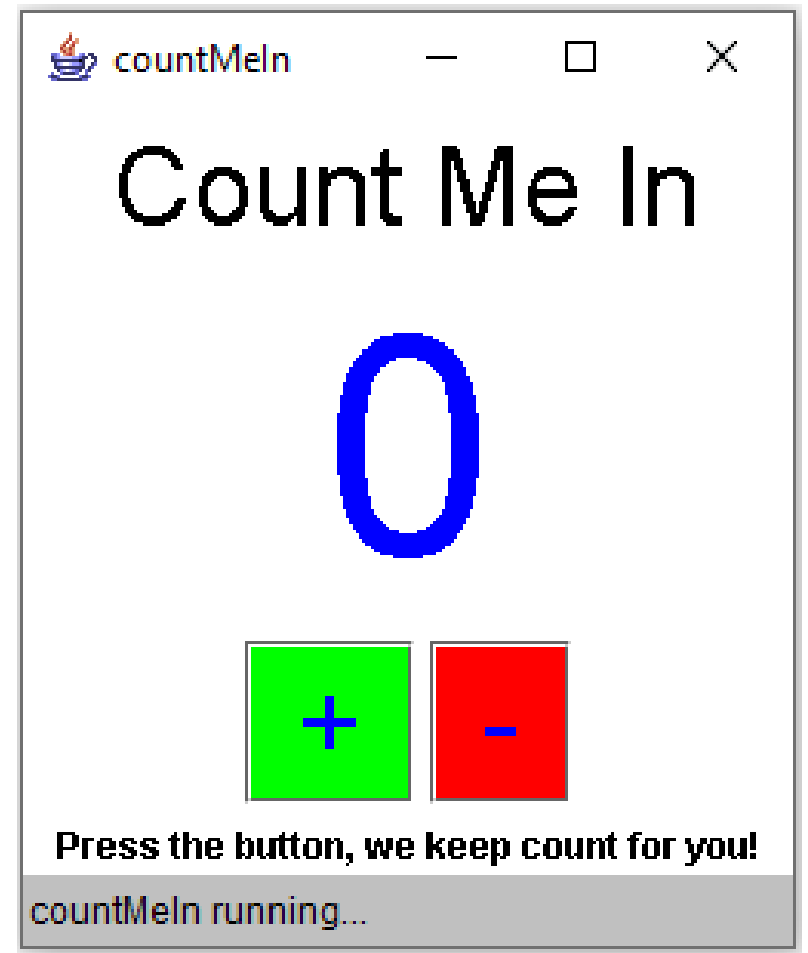
How many
widgets?

How many
ActionCommands?

How many
ActionListeners?

```
public class countMeIn extends Applet implements ActionListener {
    JLabel displayTotal;
    int count = 0;

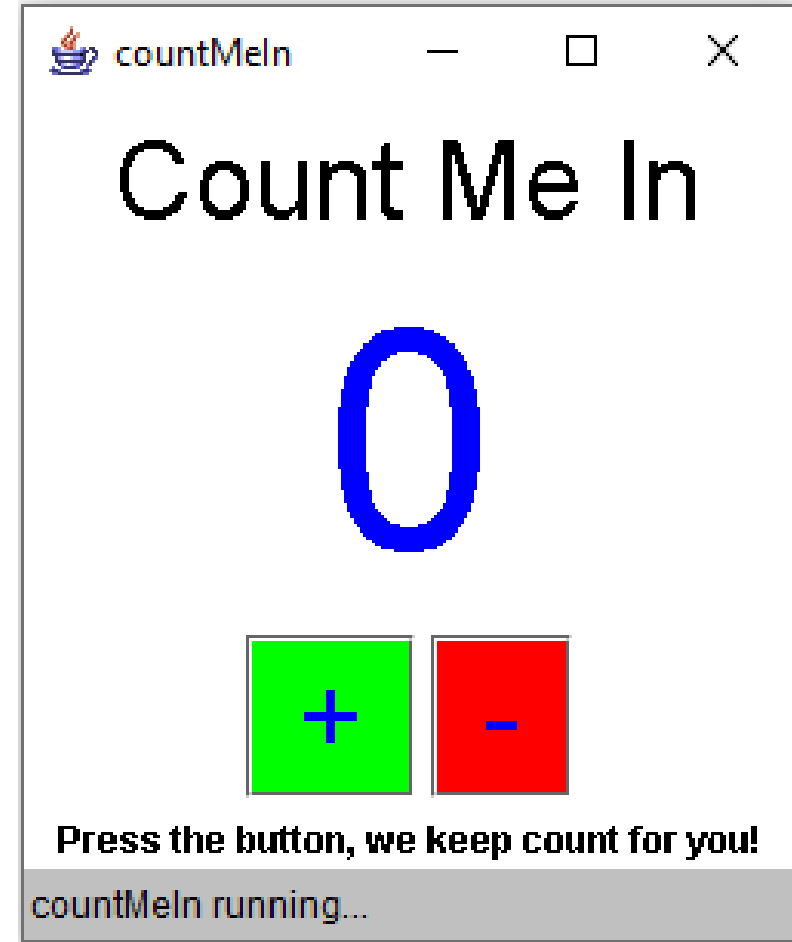
    public void init () {
        resize (250, 250);
        JLabel title = new JLabel ("Count Me In");
        title.setFont (new Font ("Arial", Font.PLAIN, 36));
        JButton plus = new JButton ("+");
        plus.addActionListener (this);
        plus.setActionCommand ("+");
        plus.setForeground (Color.blue);
        plus.setBackground (Color.green);
        plus.setFont (new Font ("Arial", Font.PLAIN, 36));
        JButton minus = new JButton ("-");
        minus.addActionListener (this);
        minus.setActionCommand ("-");
        minus.setForeground (Color.blue);
        minus.setBackground (Color.red);
        minus.setFont (new Font ("Arial", Font.PLAIN, 36));
        displayTotal = new JLabel ("  0  ");
        displayTotal.setFont (new Font ("Arial", Font.PLAIN, 100));
        displayTotal.setForeground (Color.blue);
        JLabel c = new JLabel ("Press the button, we keep count for you!");
        add (title);
        add (displayTotal);
        add (plus);
        add (minus);
        add (c);
    }
}
```



```
public class countMeIn extends Applet implements  
ActionListener {
```

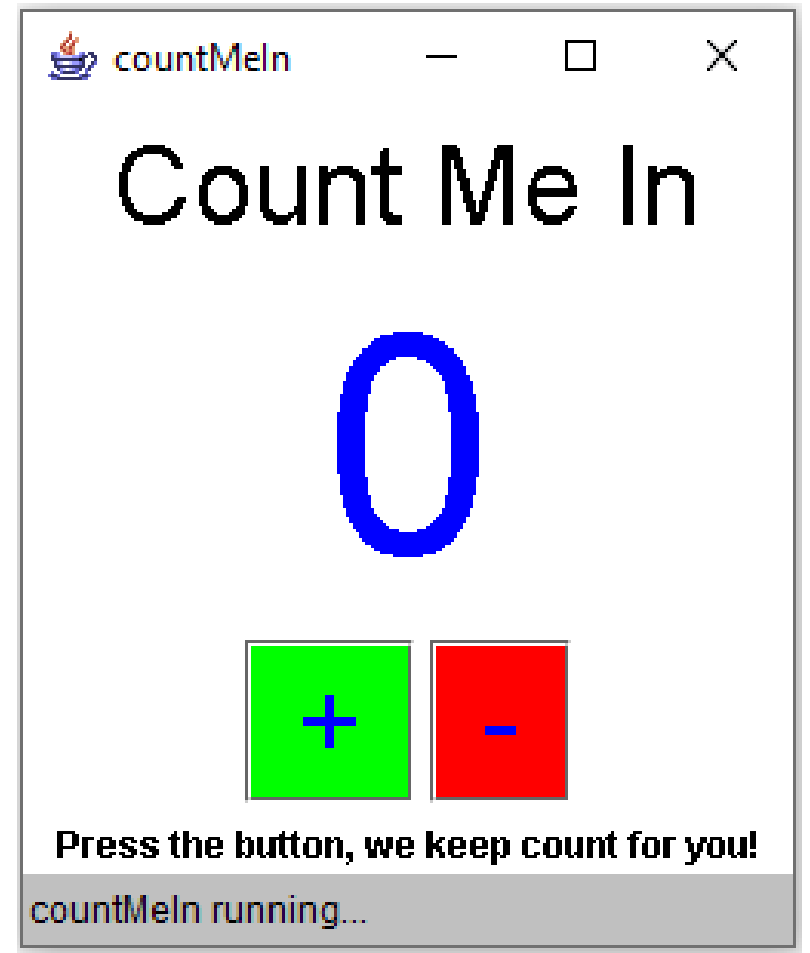
```
JLabel displayTotal;  
int count = 0;
```

Two variables are
needed. One JLabel
AND One int to track
the value.

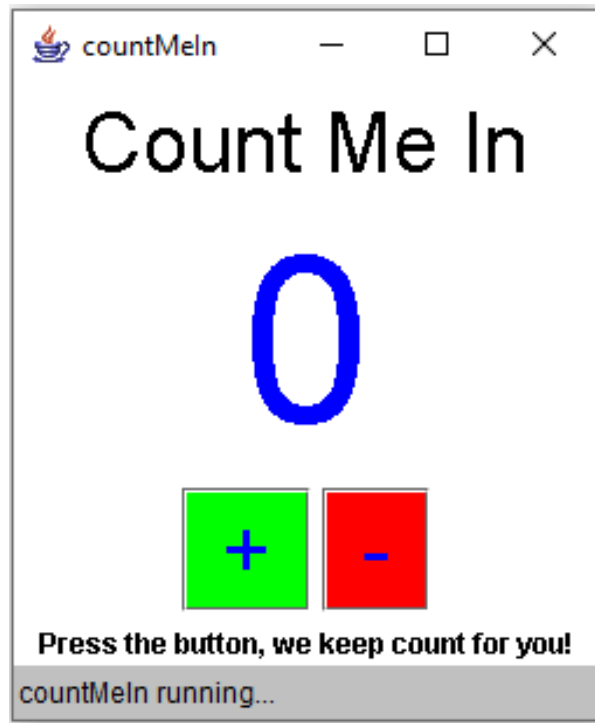


```
public class countMeIn extends Applet implements ActionListener {
    JLabel displayTotal;
    int count = 0;

    public void init () {
        resize (250, 250);
        JLabel title = new JLabel ("Count Me In");
        title.setFont (new Font ("Arial", Font.PLAIN, 36));
        JButton plus = new JButton ("+");
        plus.addActionListener (this);
        plus.setActionCommand ("+");
        plus.setForeground (Color.blue);
        plus.setBackground (Color.green);
        plus.setFont (new Font ("Arial", Font.PLAIN, 36));
        JButton minus = new JButton ("-");
        minus.addActionListener (this);
        minus.setActionCommand ("-");
        minus.setForeground (Color.blue);
        minus.setBackground (Color.red);
        minus.setFont (new Font ("Arial", Font.PLAIN, 36));
        displayTotal = new JLabel ("  0  ");
        displayTotal.setFont (new Font ("Arial", Font.PLAIN, 100));
        displayTotal.setForeground (Color.blue);
        JLabel c = new JLabel ("Press the button, we keep count for you!");
        add (title);
        add (displayTotal);
        add (plus);
        add (minus);
        add (c);
    }
}
```



```
 JButton plus = new JButton ("+");  
 plus.addActionListener (this);  
 plus.setActionCommand ("+");  
 plus.setForeground (Color.blue);  
 plus.setBackground (Color.green);  
 plus.setFont (new Font ("Arial", Font.PLAIN, 36));
```

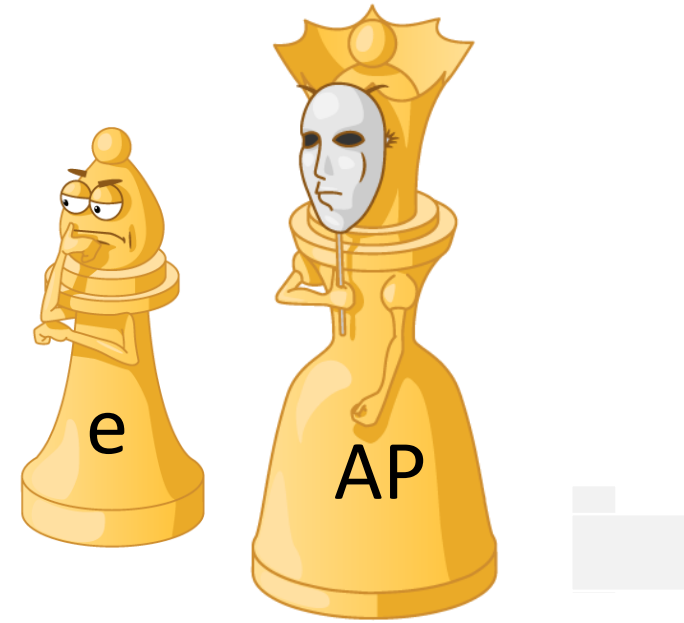
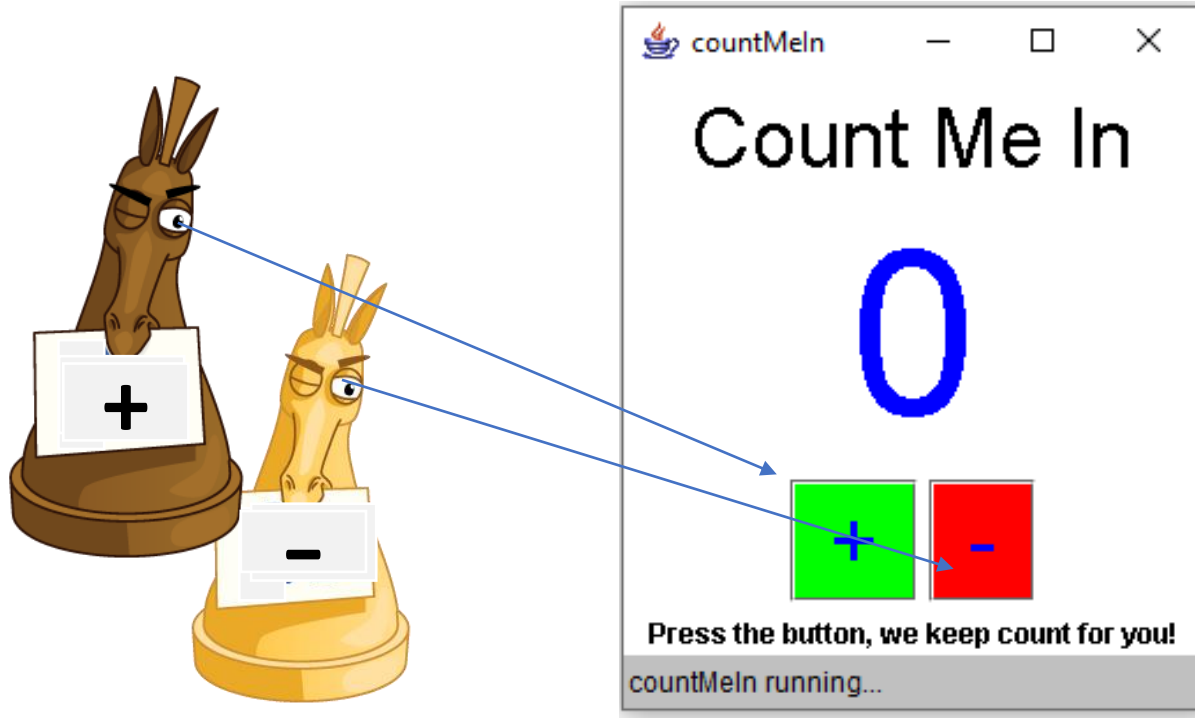


Name of the button?

Mutators?

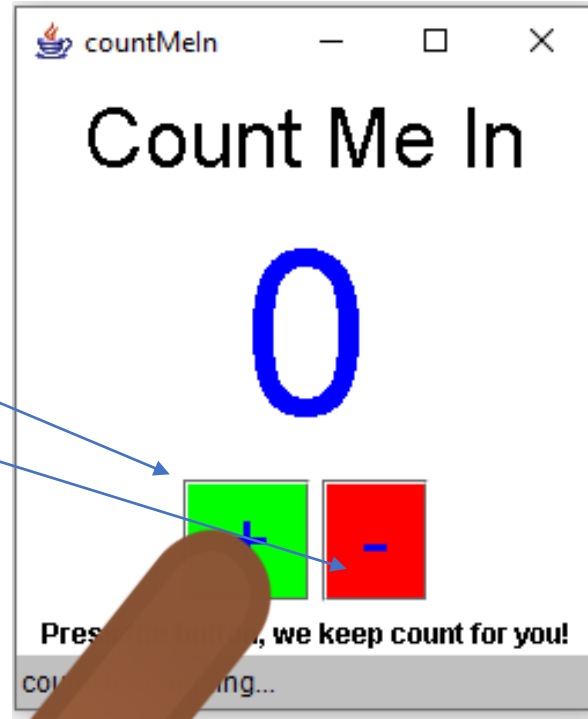
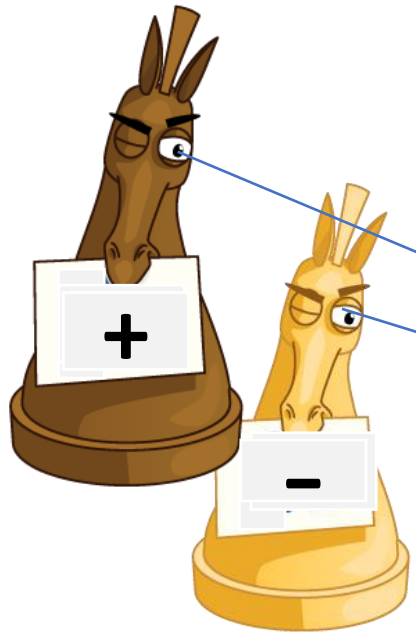
Accessors?

ActionCommand?

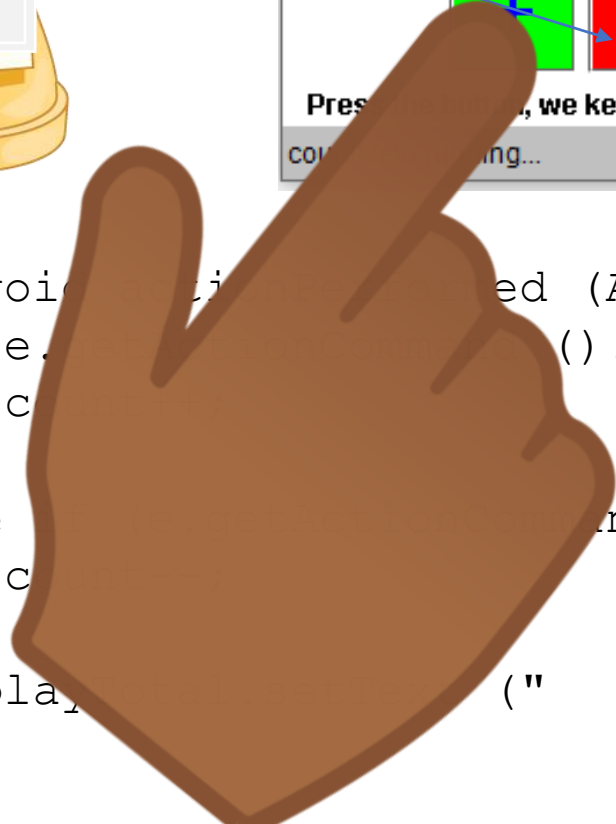


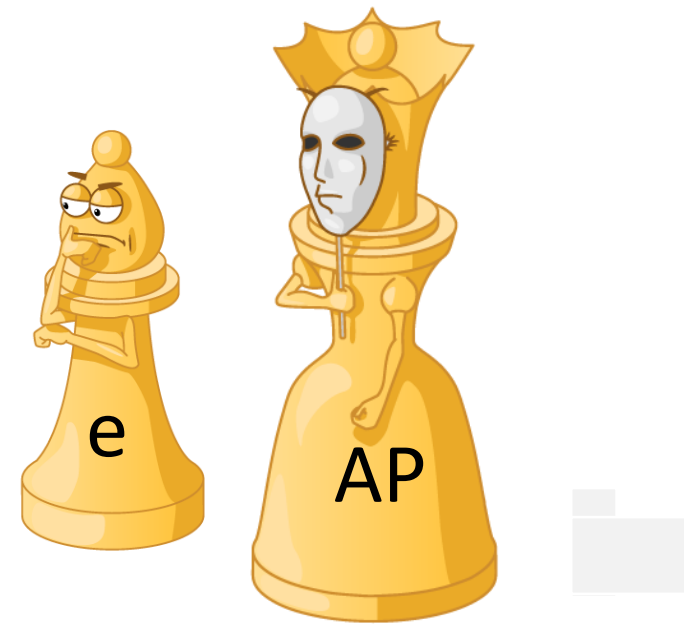
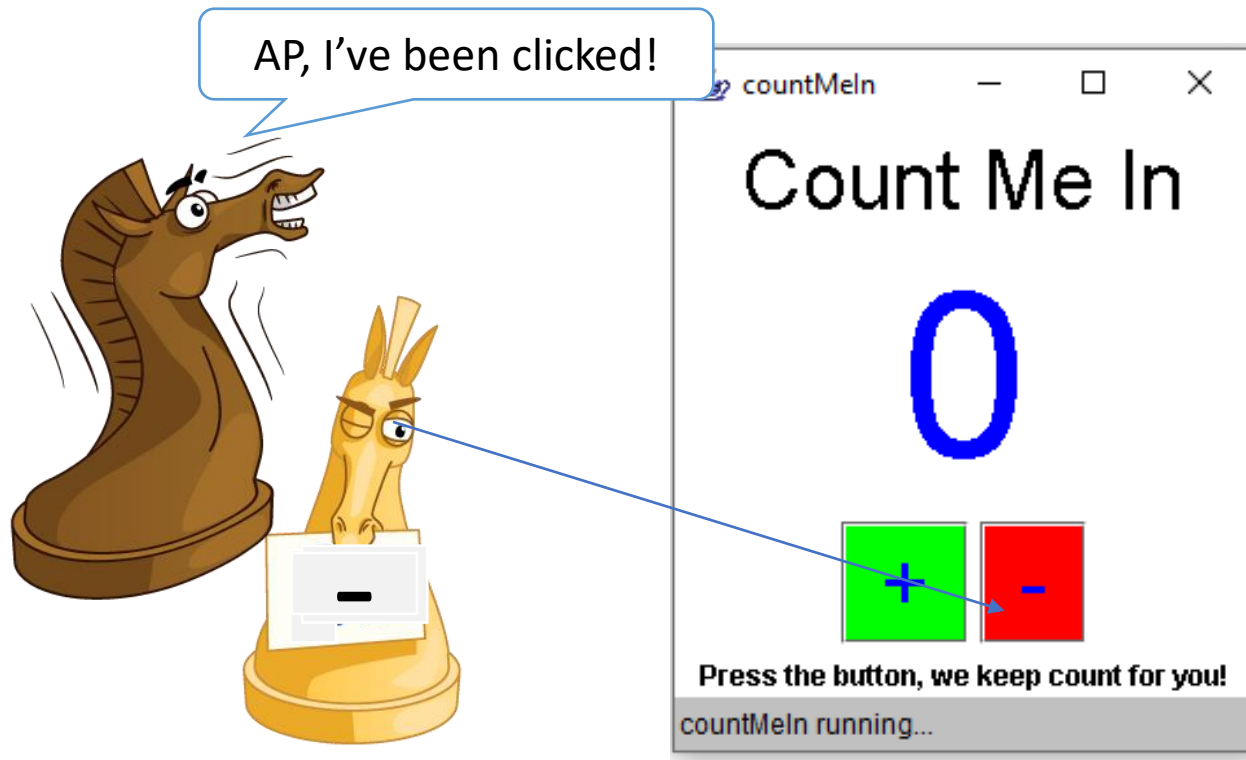
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```





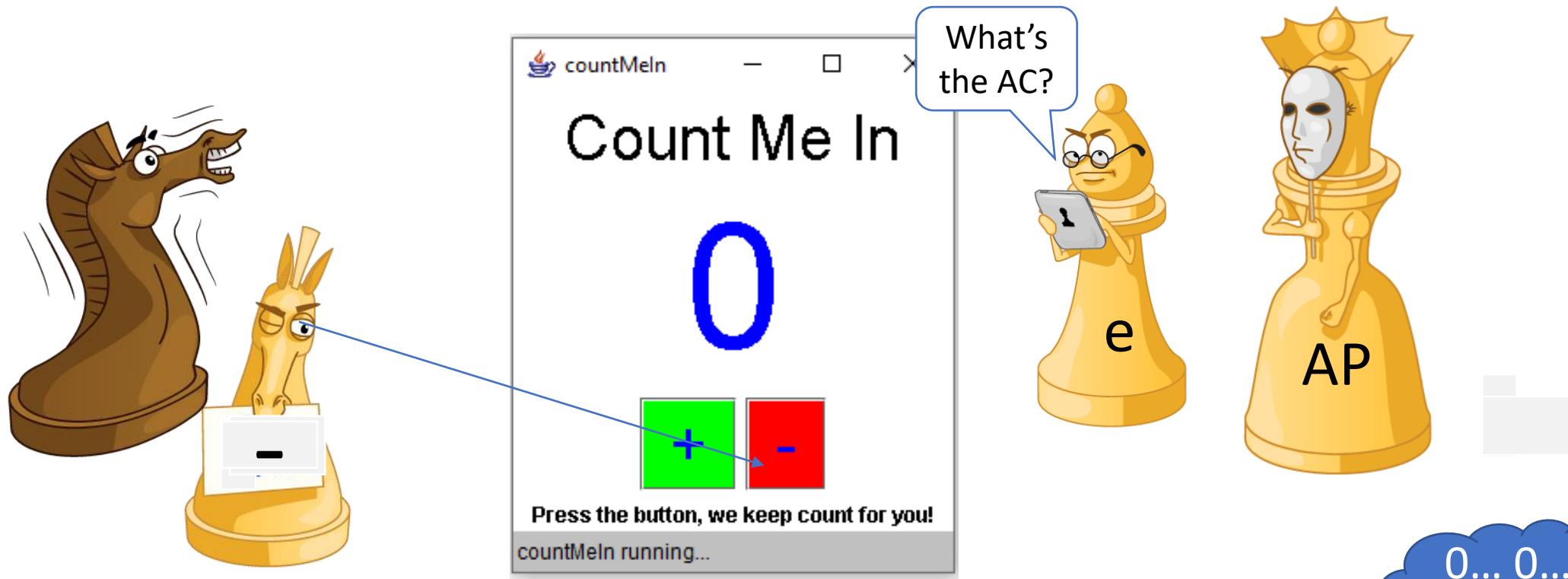
```
public void actionPerformed (ActionEvent e) {  
    if (e.getSource().equals ("+")) {  
        count++;  
    }  
    else if (e.getSource().equals ("-")) {  
        count--;  
    }  
    display.setText ("Count Me In " + count + "");  
}
```





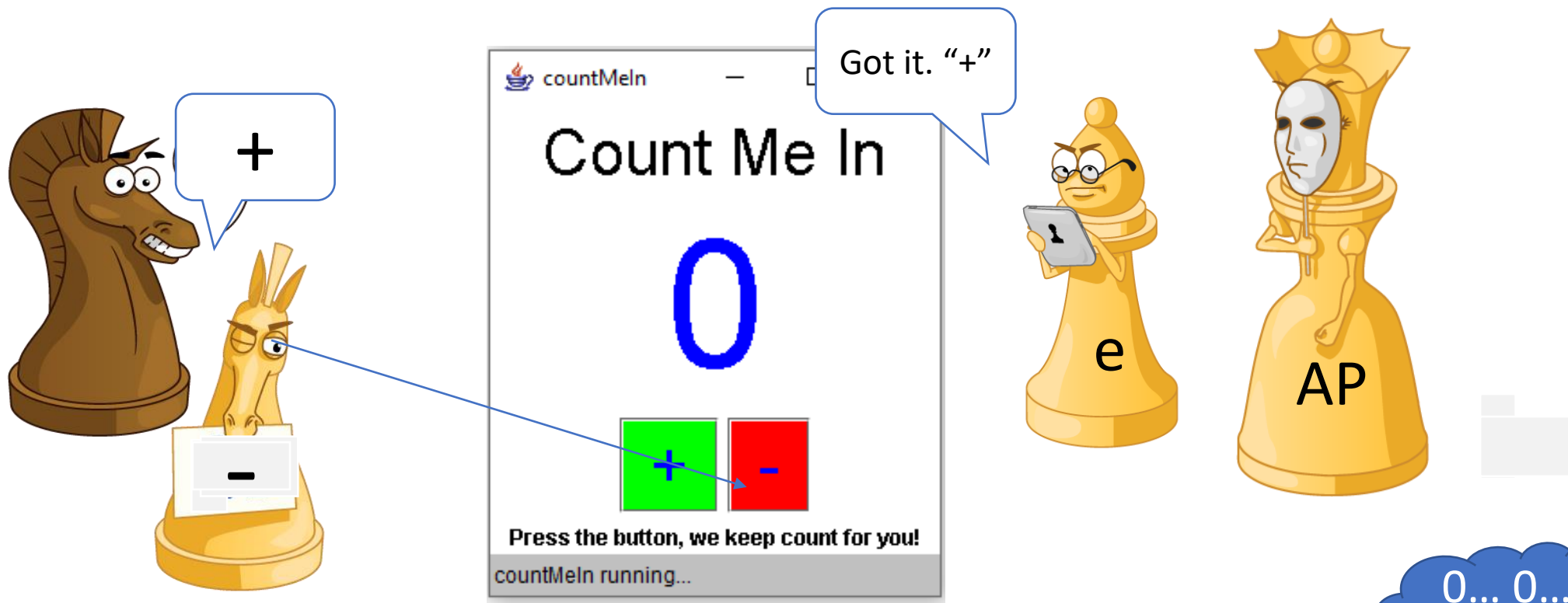
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```





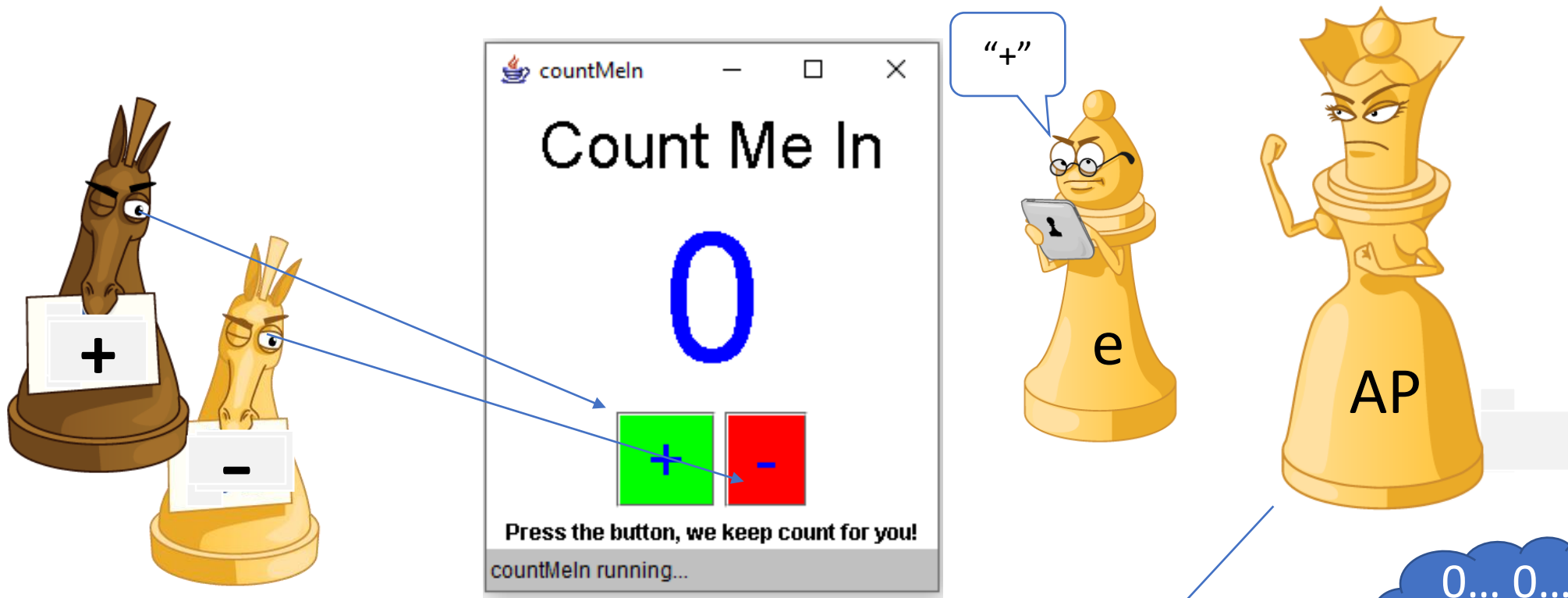
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```





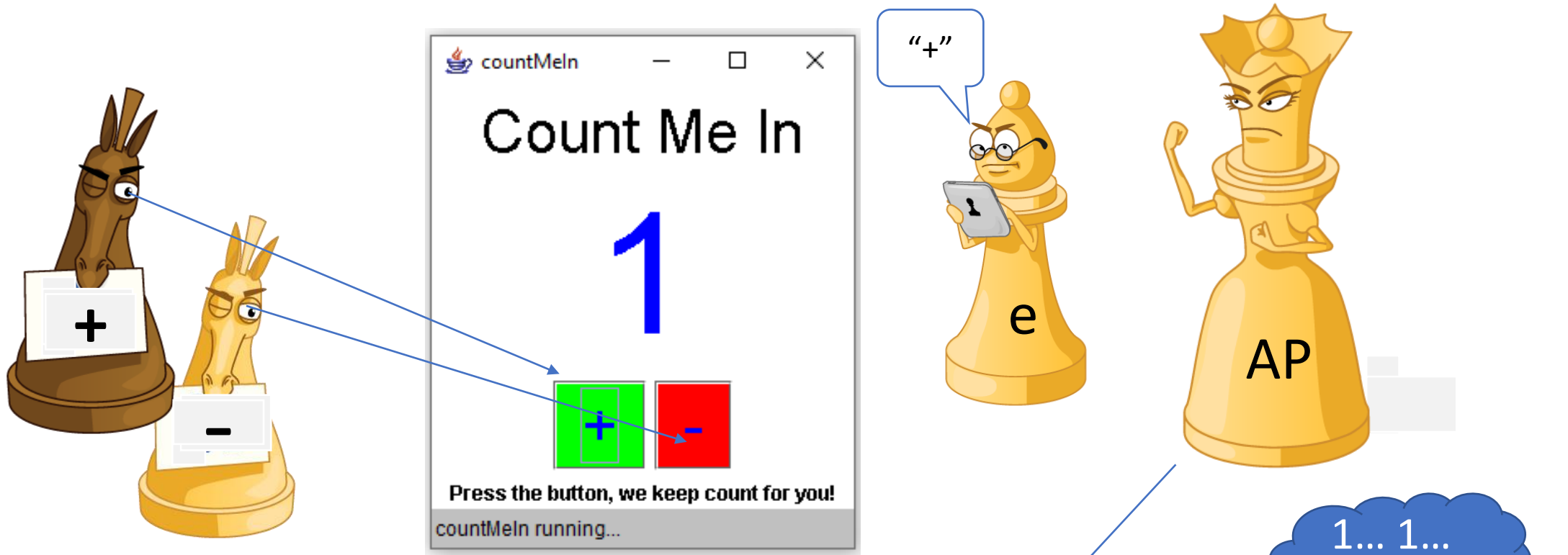
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```





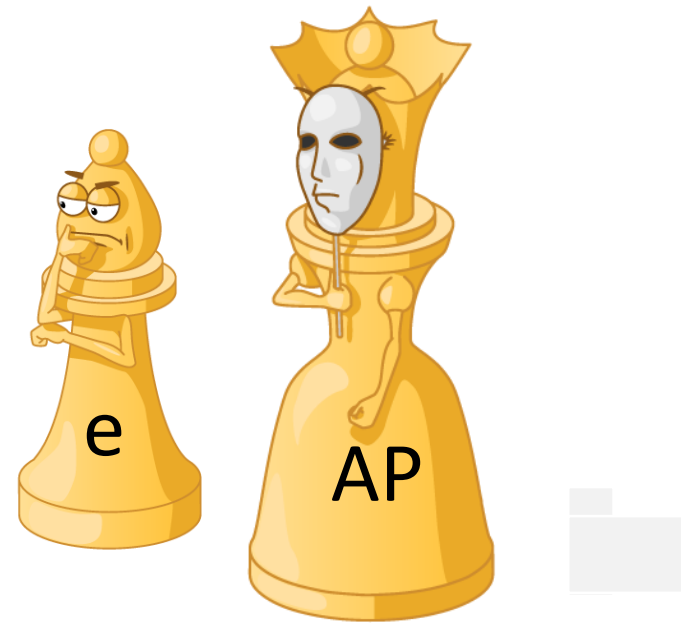
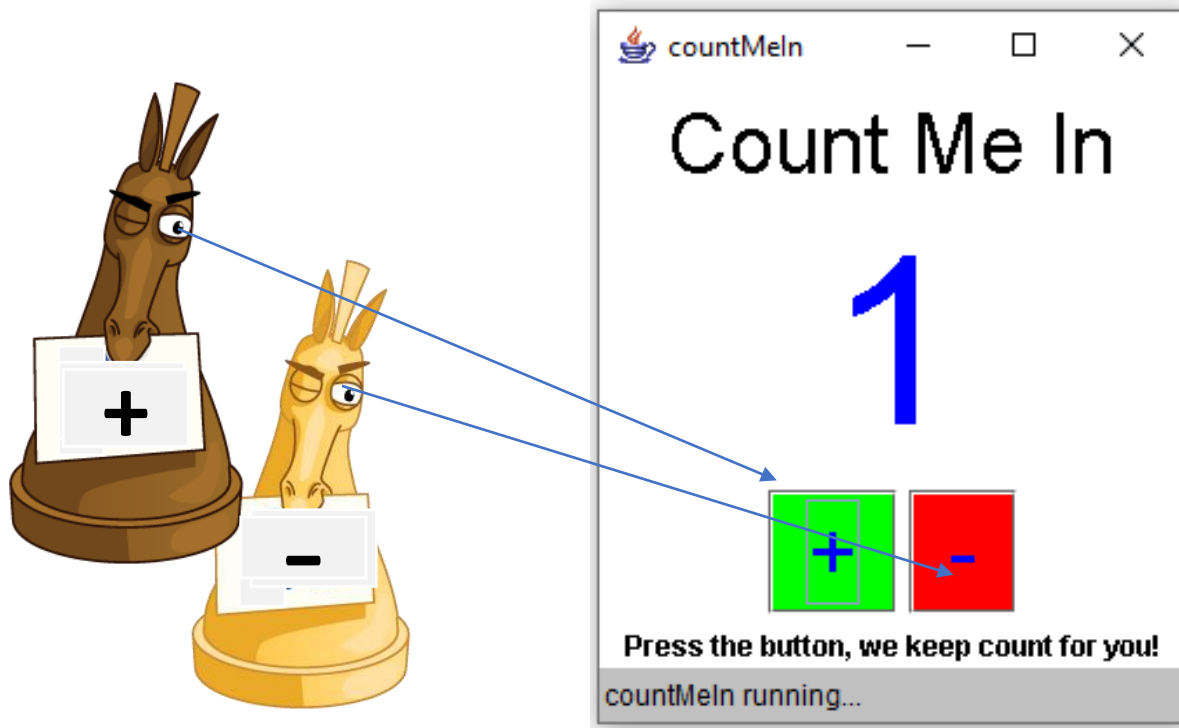
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText (" " + count + " ");  
}
```





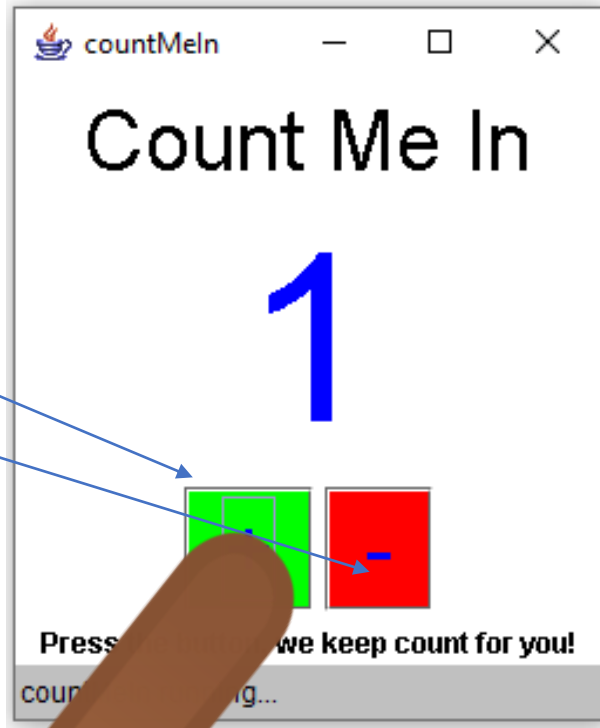
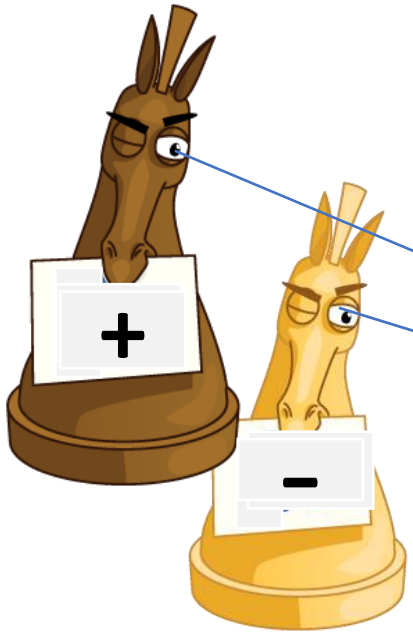
```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText (" " + count + " ");  
}
```





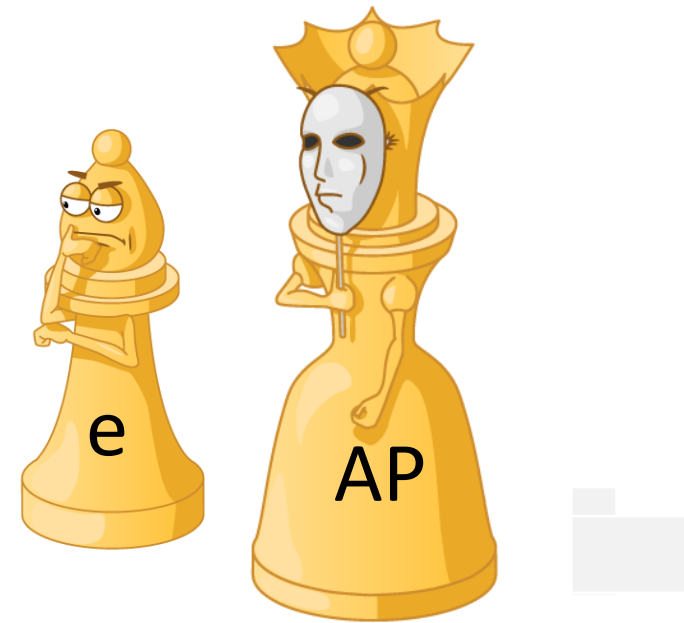
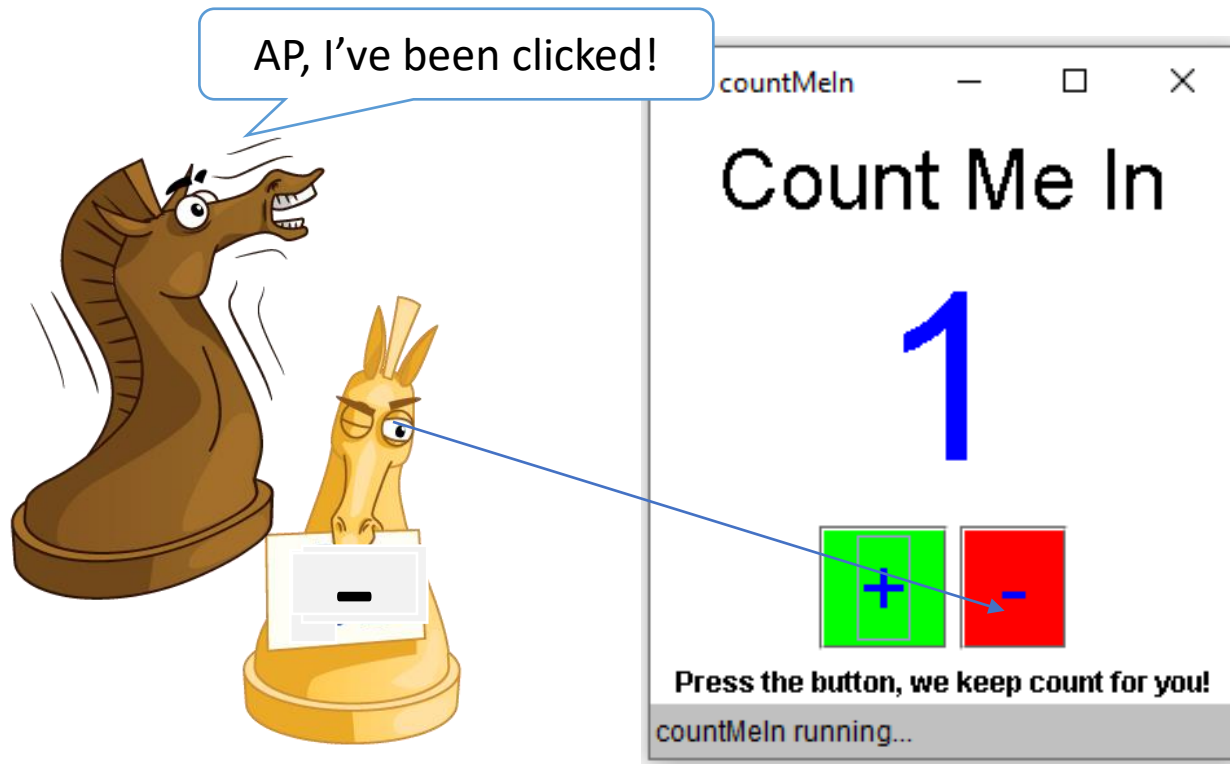
```
public void actionPerformed (ActionEvent e) {
    if (e.getActionCommand ().equals ("+")) {
        count++;
    }
    else if (e.getActionCommand ().equals ("-")) {
        count--;
    }
    displayTotal.setText ("  " + count + " ");
}
```





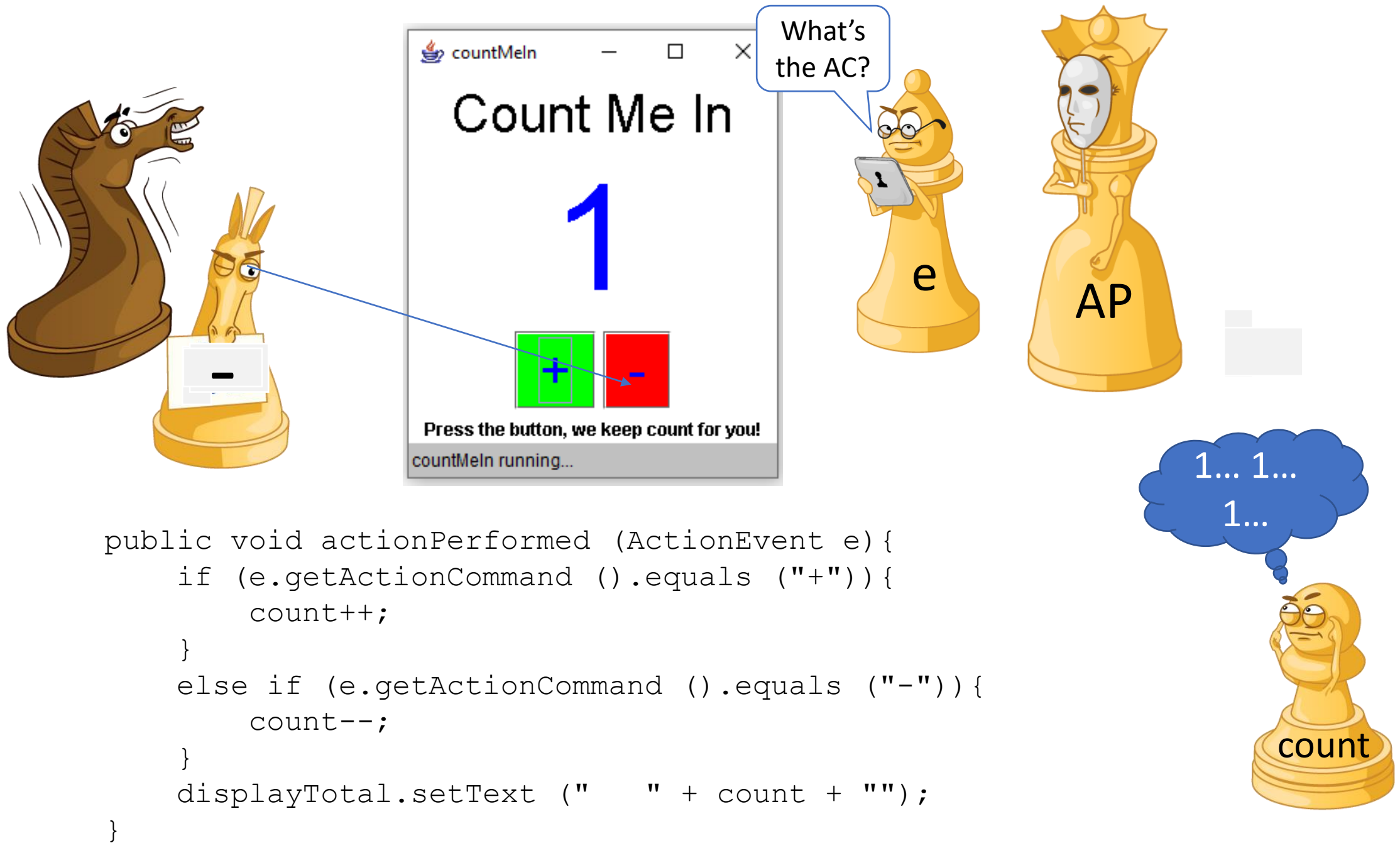
```
public void actionPerformed (ActionEvent e) {  
    if (e.getSource().equals ("+")) {  
        count++;  
    }  
    else if (e.getSource().equals ("-")) {  
        count--;  
    }  
    displayCount (" " + count + " ");  
}
```



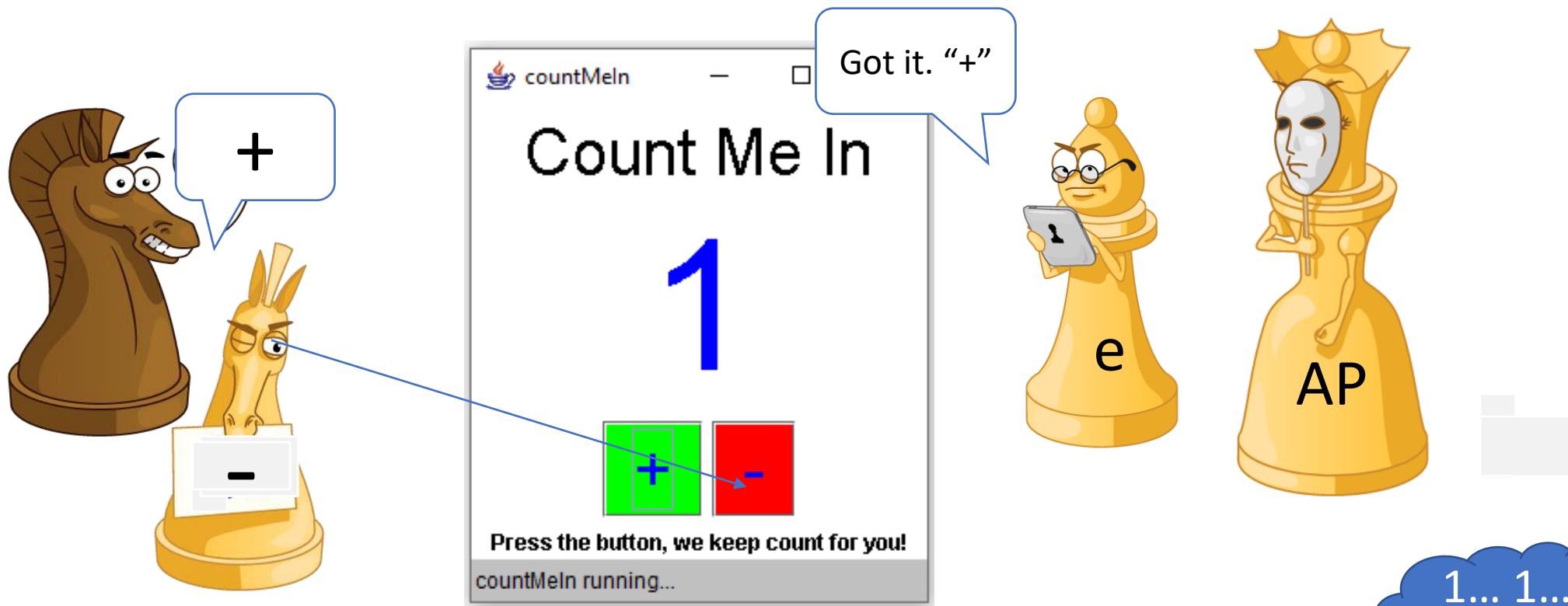


```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```



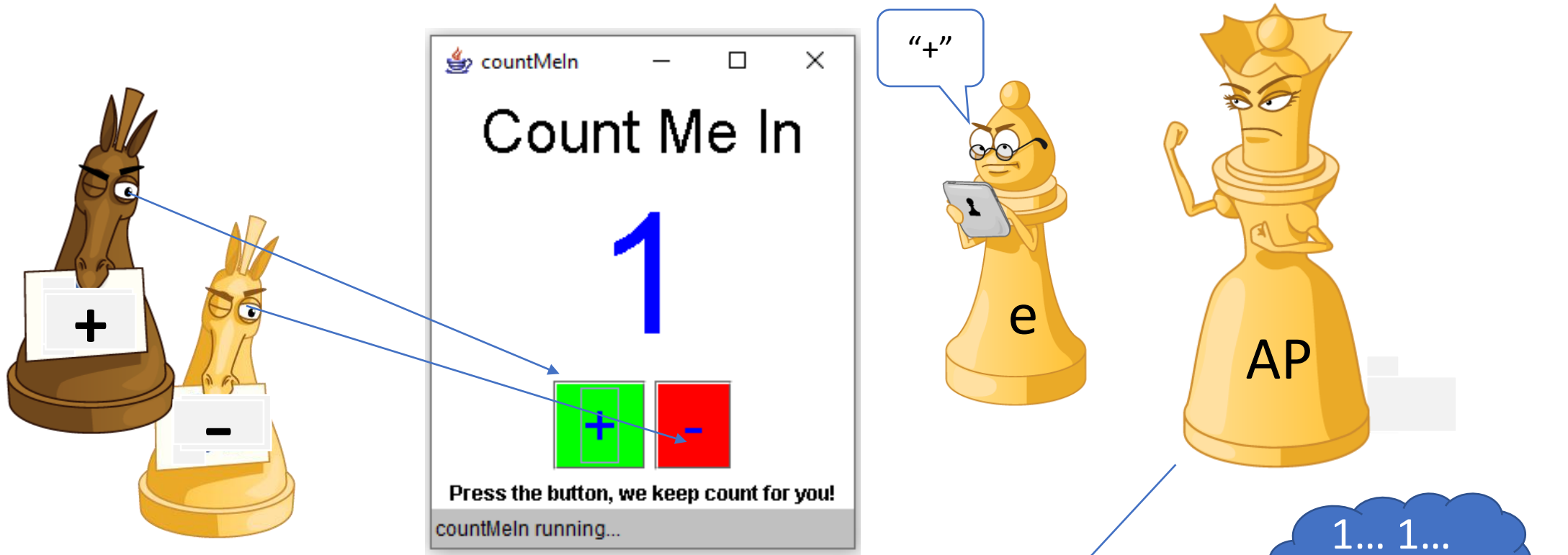


```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```



```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText ("    " + count + "");  
}
```

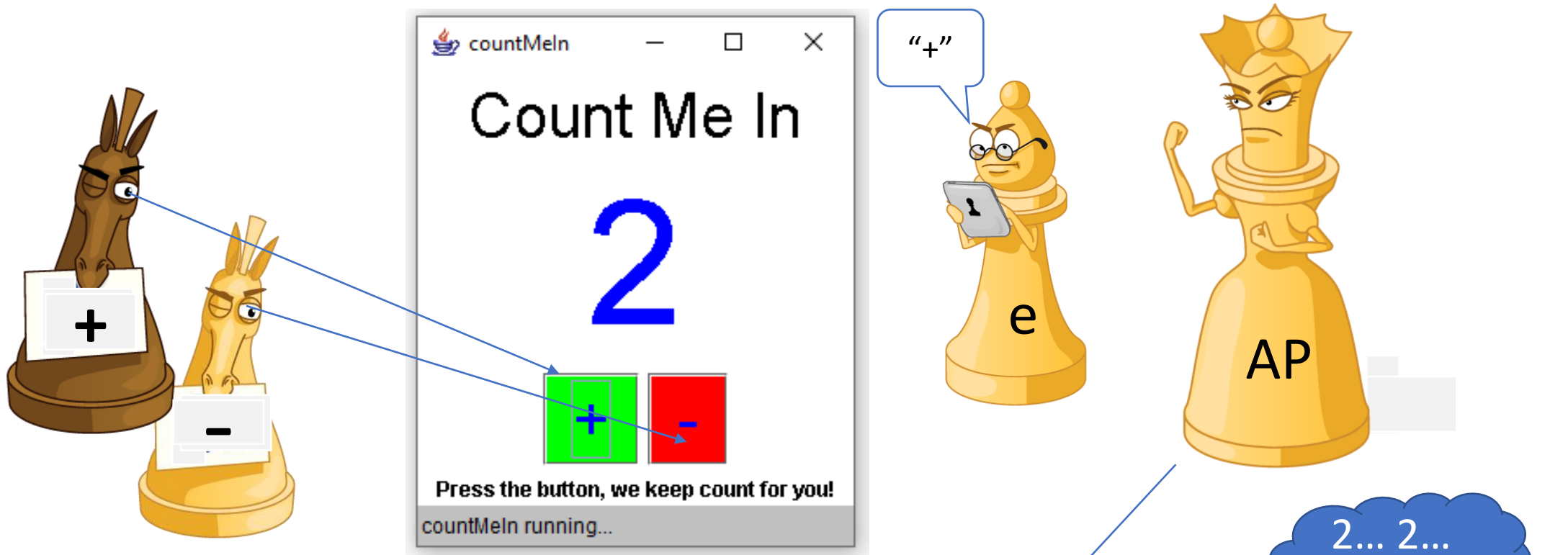




```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText (" " + count + " ");  
}
```

if (e.getActionCommand ().equals ("+")) {
 count++;
}

displayTotal.setText (" " + count + " ");



```
public void actionPerformed (ActionEvent e) {  
    if (e.getActionCommand ().equals ("+")) {  
        count++;  
    }  
    else if (e.getActionCommand ().equals ("-")) {  
        count--;  
    }  
    displayTotal.setText (" " + count + " ");  
}
```

