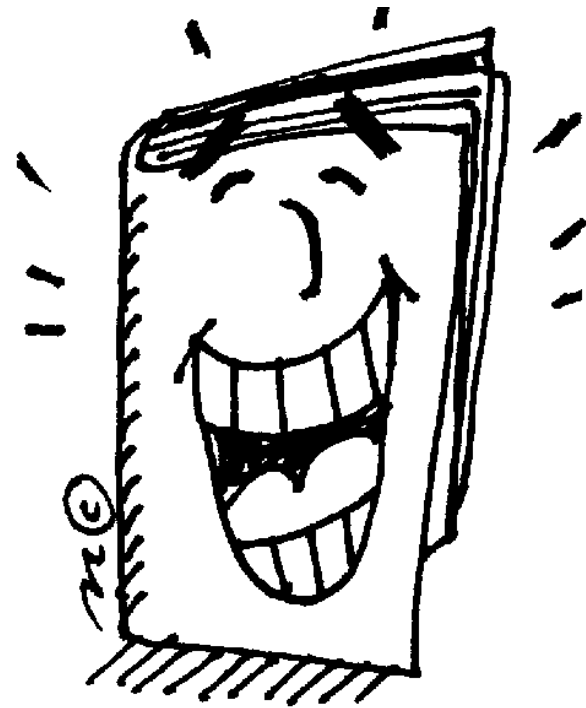
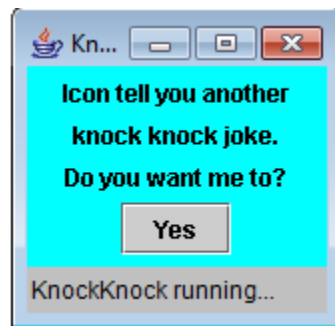
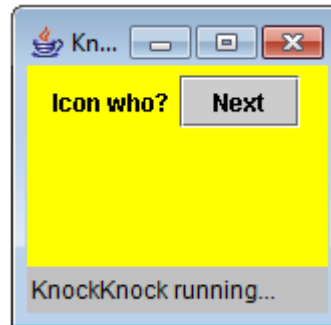
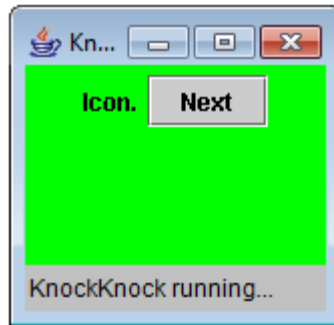
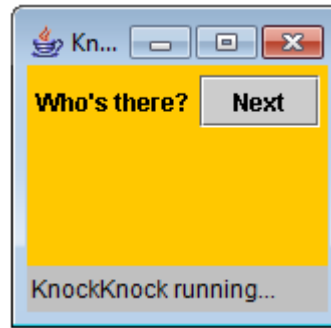
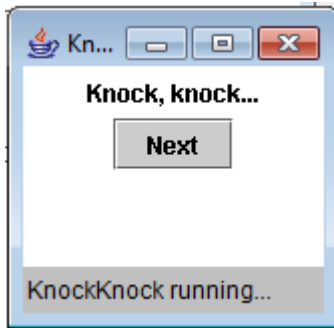


Screens

Knock Knock



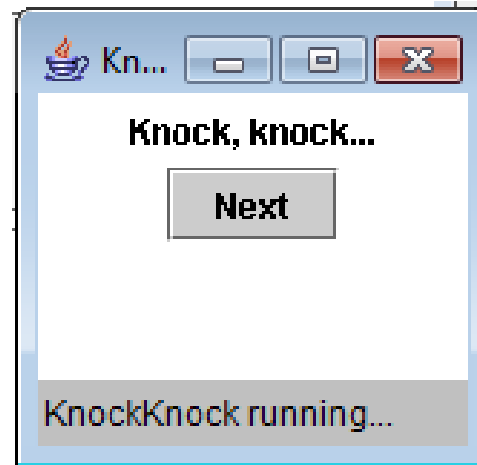
This program tells a hilarious joke. Really hilarious.



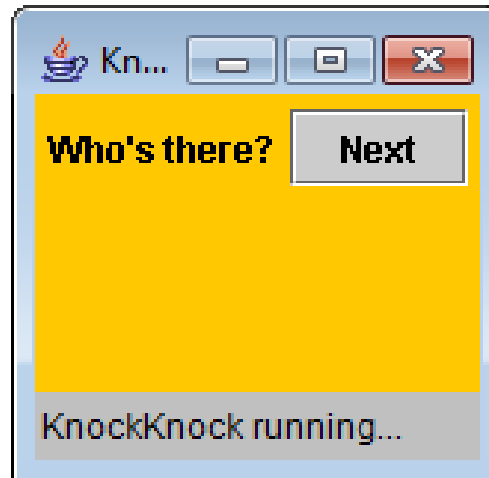
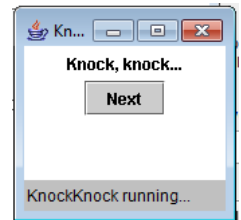
Setting up the screen

In init method

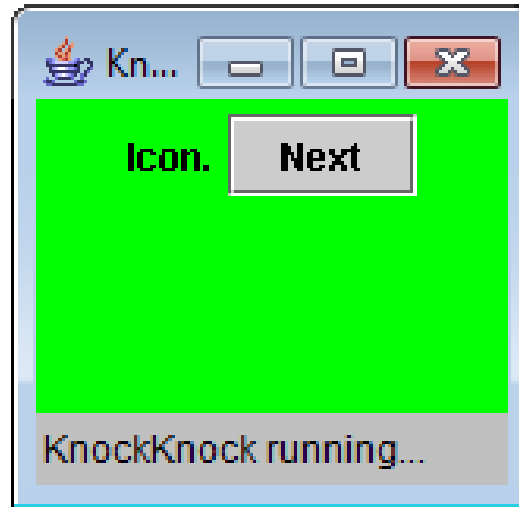
```
public void screen1 ()  
{ //screen 1 is set up.  
  card1 = new Panel ();  
  card1.setBackground (Color.white);  
  JLabel title = new JLabel ("Knock, knock...");  
  JButton next = new JButton ("Next");  
  next.setActionCommand ("2");  
  next.addActionListener (this);  
  card1.add (title);  
  card1.add (next);  
  p_card.add ("1", card1);  
}
```



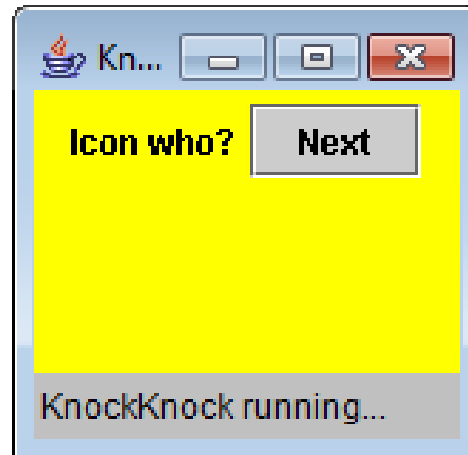
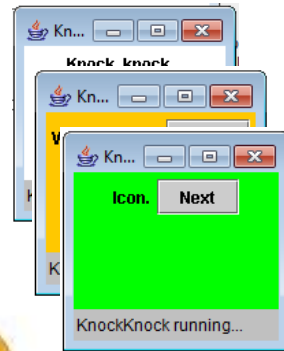
```
public void screen2 ()  
{ //screen 2 is set up.  
  card2 = new Panel ();  
  card2.setBackground (Color.orange);  
  JLabel title = new JLabel ("Who's there?");  
  JButton next = new JButton ("Next");  
  next.setActionCommand ("3");  
  next.addActionListener (this);  
  card2.add (title);  
  card2.add (next);  
  p_card.add ("2", card2);  
}
```



```
public void screen3 ()  
{ //screen 3 is set up.  
  card3 = new Panel ();  
  card3.setBackground (Color.green);  
  JLabel title = new JLabel ("Icon.");  
  JButton next = new JButton ("Next");  
  next.setActionCommand ("4");  
  next.addActionListener (this);  
  card3.add (title);  
  card3.add (next);  
  p_card.add ("3", card3);  
}
```



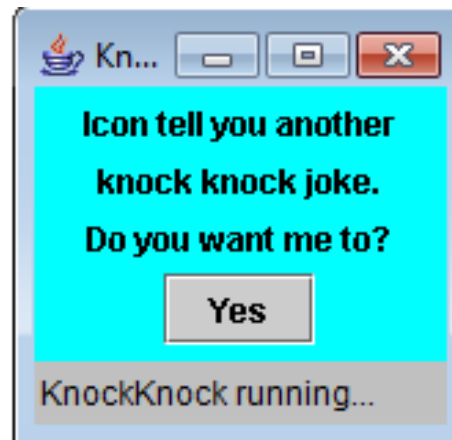
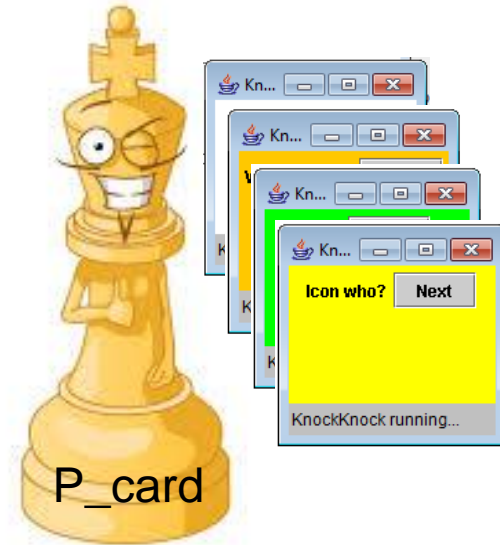
```
public void screen4 ()  
{ //screen 4 is set up.  
  card4 = new Panel ();  
  card4.setBackground (Color.yellow);  
  JLabel title = new JLabel ("Icon who?");  
  JButton next = new JButton ("Next");  
  next.setActionCommand ("5");  
  next.addActionListener (this);  
  card4.add (title);  
  card4.add (next);  
  p_card.add ("4", card4);  
}
```



```

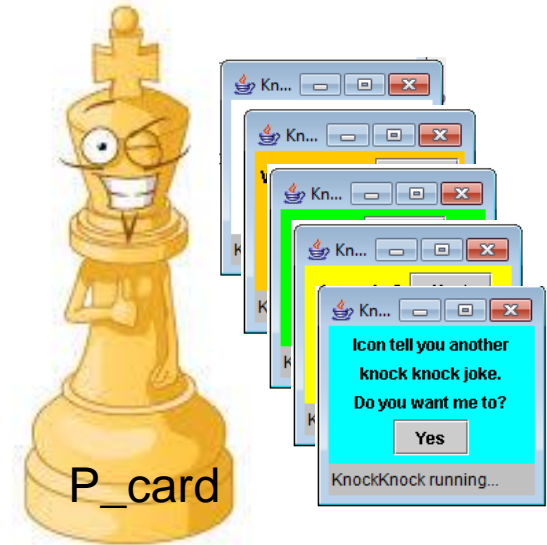
public void screen5 ()
{ //screen 5 is set up.
  card5 = new Panel ();
  card5.setBackground (Color.cyan);
  JLabel title = new JLabel ("Icon tell you another");
  JLabel title2 = new JLabel ("knock knock joke.");
  JLabel title3 = new JLabel ("Do you want me to?");
  JButton next = new JButton ("Yes");
  next.setActionCommand ("1");
  next.addActionListener (this);
  card5.add (title);
  card5.add (title2);
  card5.add (title3);
  card5.add (next);
  p_card.add ("5", card5);
}

```



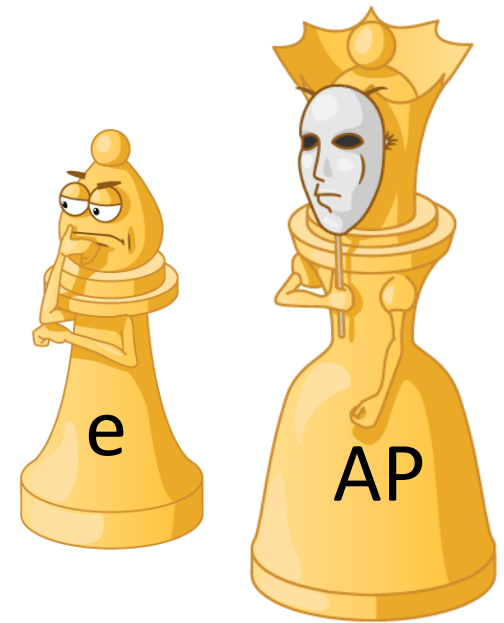
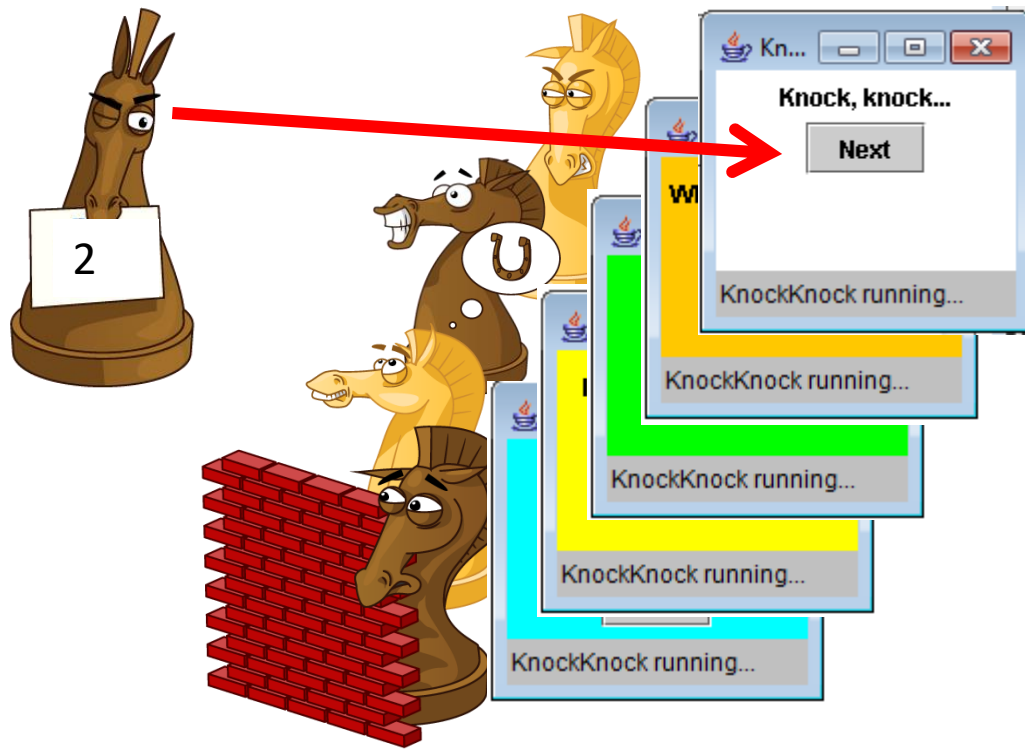
```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.applet.Applet;
public class KnockKnock extends Applet implements
ActionListener
{
    Panel p_card; //to hold all of the screens
    Panel card1, card2, card3, card4, card5;
    CardLayout cdLayout = new CardLayout ();

public void init ()
{
    p_card = new Panel ();
    p_card.setLayout (cdLayout);
    screen1 ();
    screen2 ();
    screen3 ();
    screen4 ();
    screen5 ();
    resize (150, 100);
    setLayout (new BorderLayout ());
    add ("Center", p_card);
}
```



Using ActionPerformed

and 'e', the ActionEvent

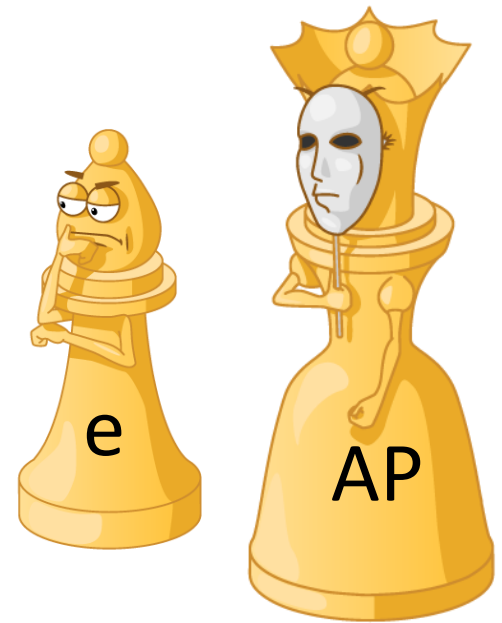
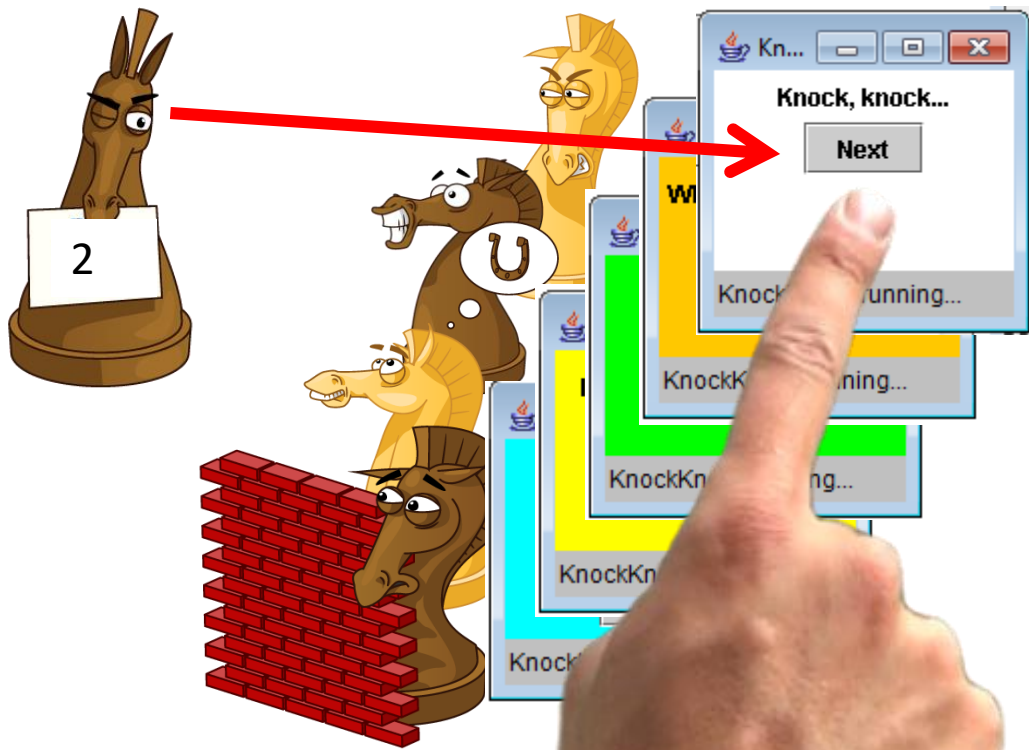


```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```

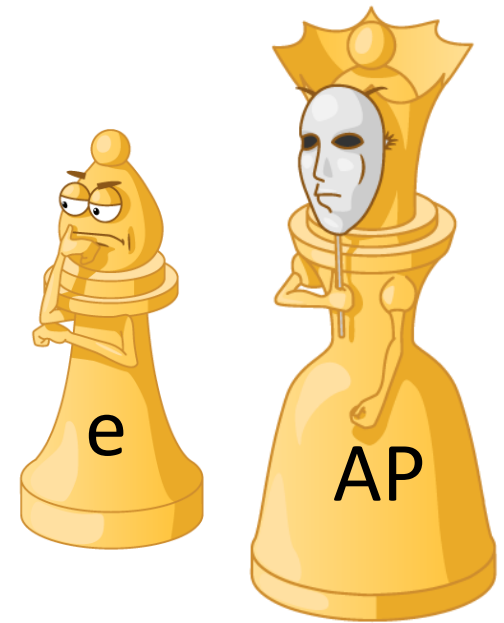
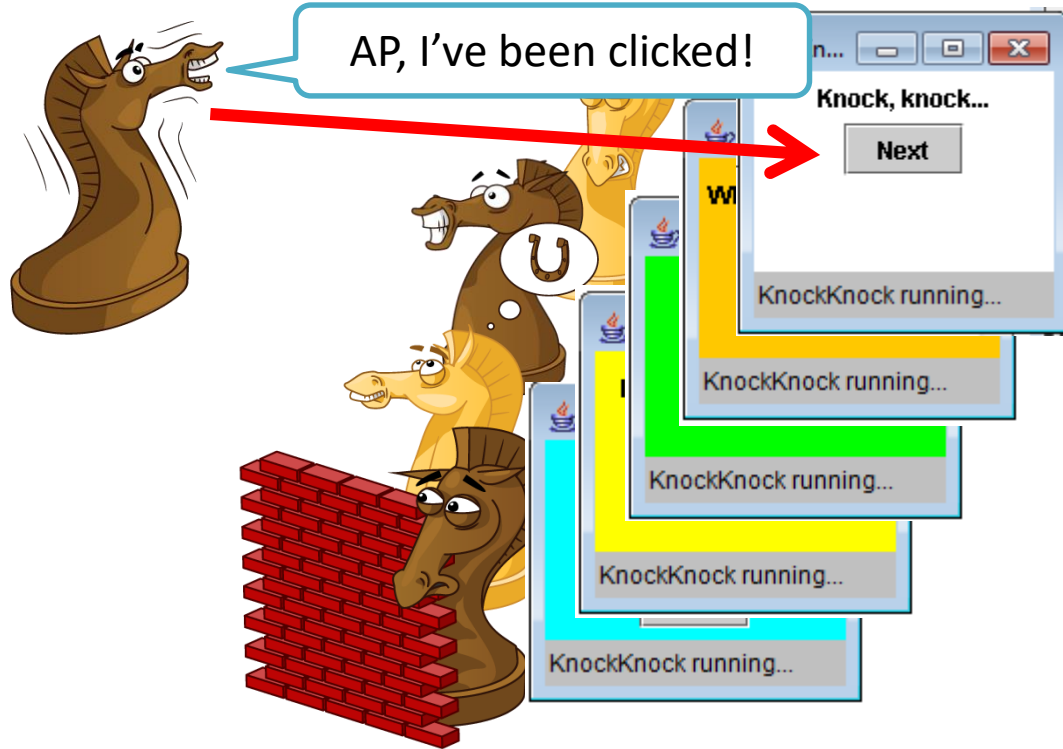




```

public void actionPerformed
{
    if (e.getActionCommand().equals("1"))
        cdLayout.show(p_card);
    else if (e.getActionCommand().equals("2"))
        cdLayout.show(p_e);
    else if (e.getActionCommand().equals("3"))
        cdLayout.show(p_k);
    else if (e.getActionCommand().equals("4"))
        cdLayout.show(p_q);
    else if (e.getActionCommand().equals("5"))
        cdLayout.show(p_r);
}

```

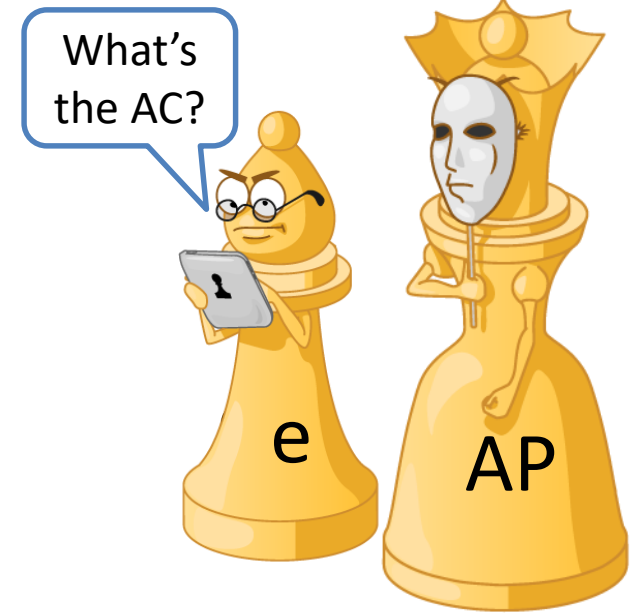
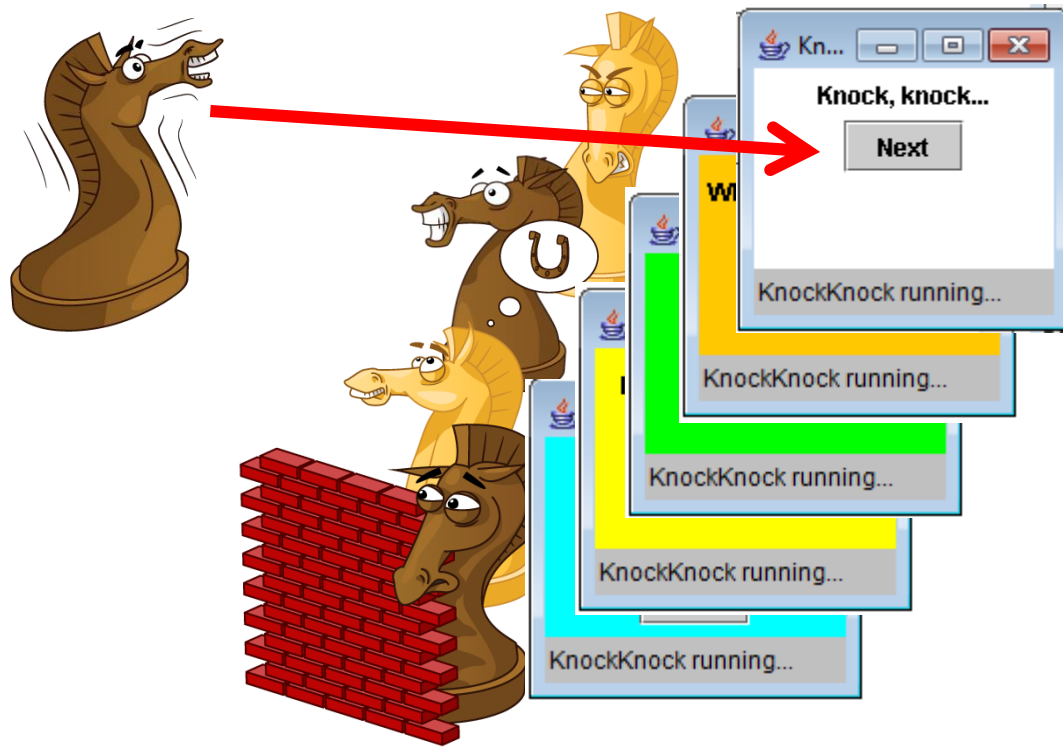


```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



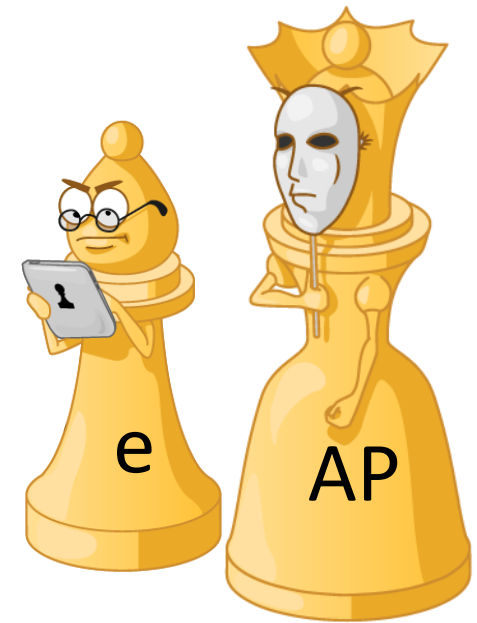
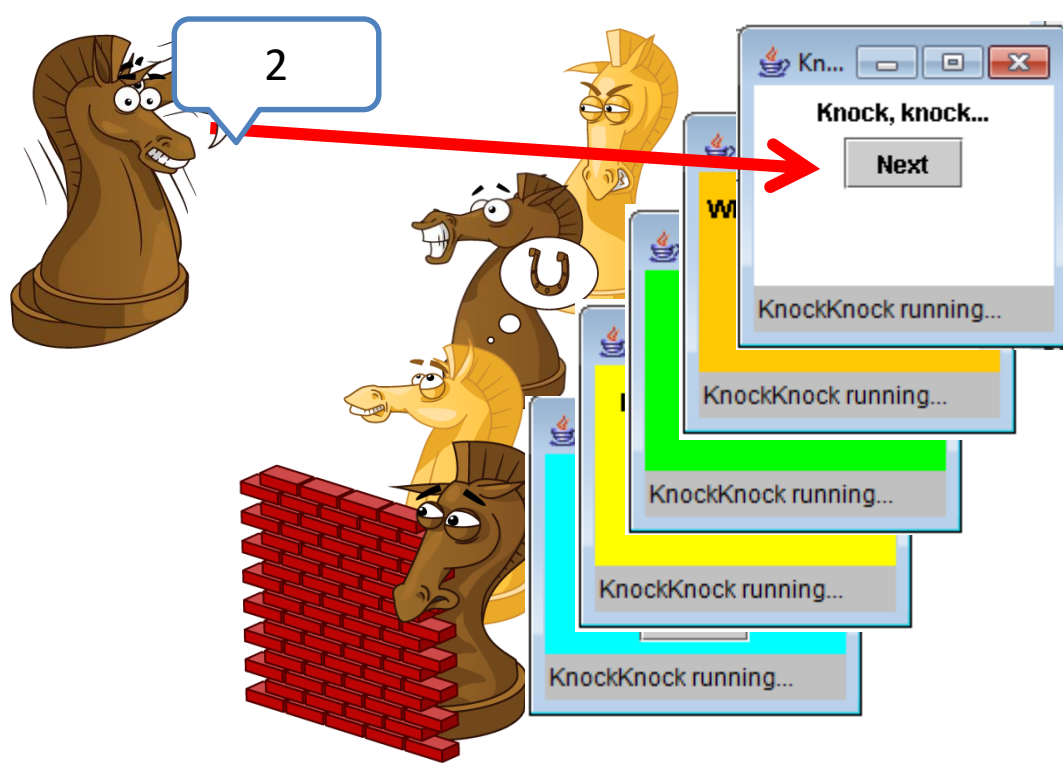


```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



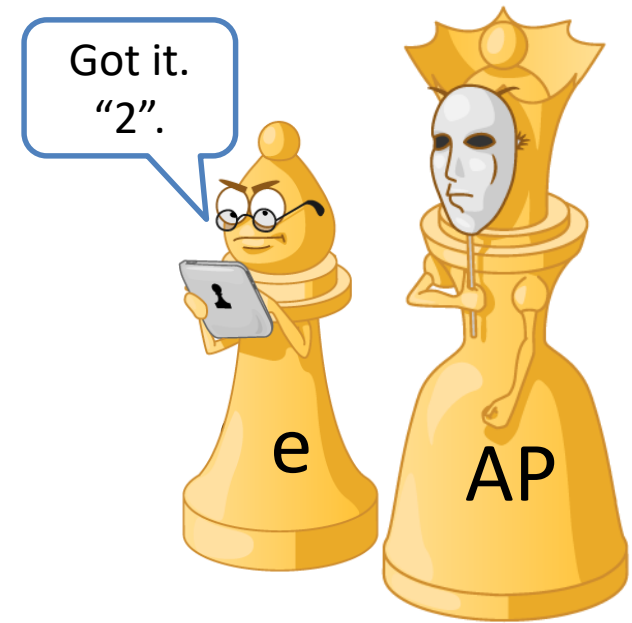
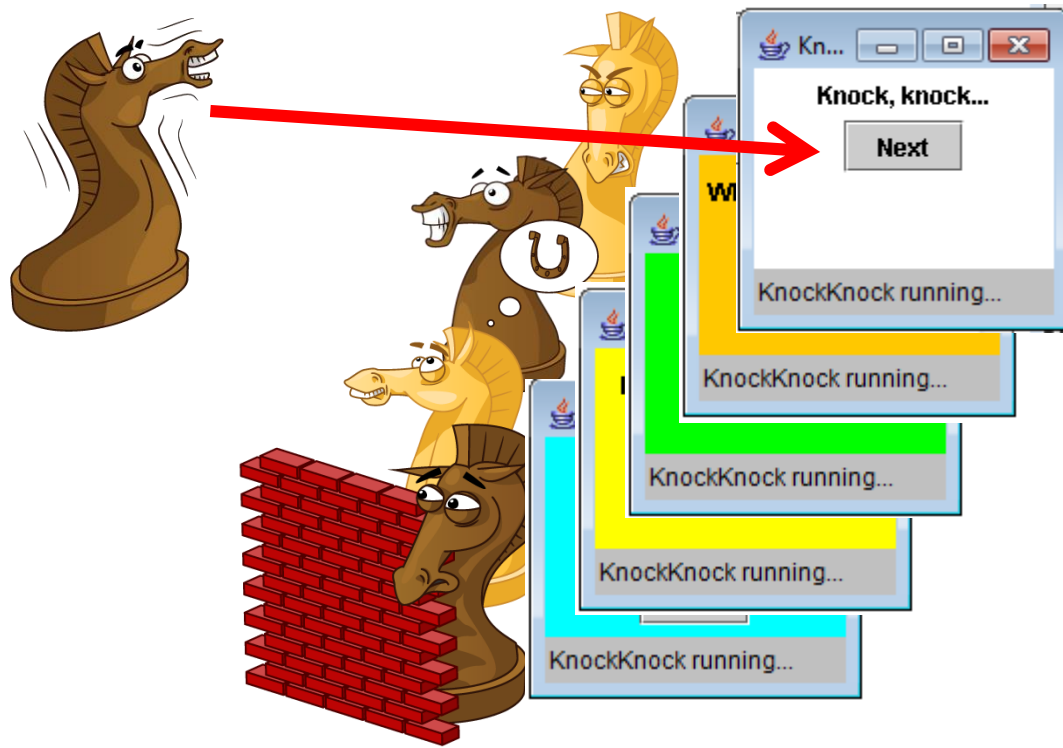


```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



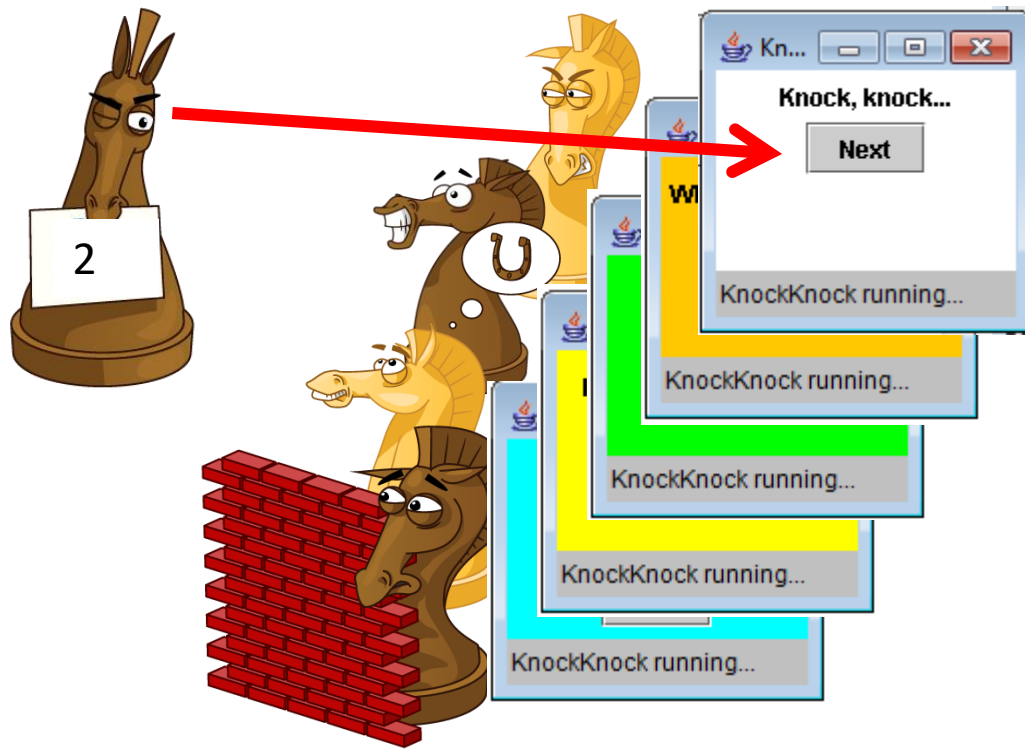


```

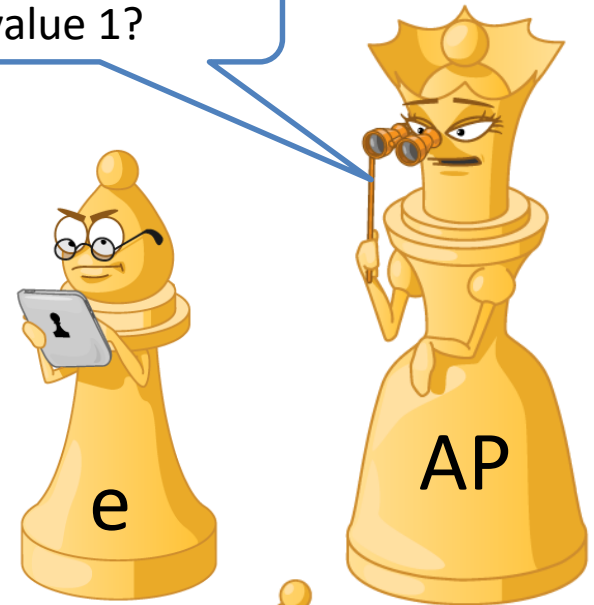
public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



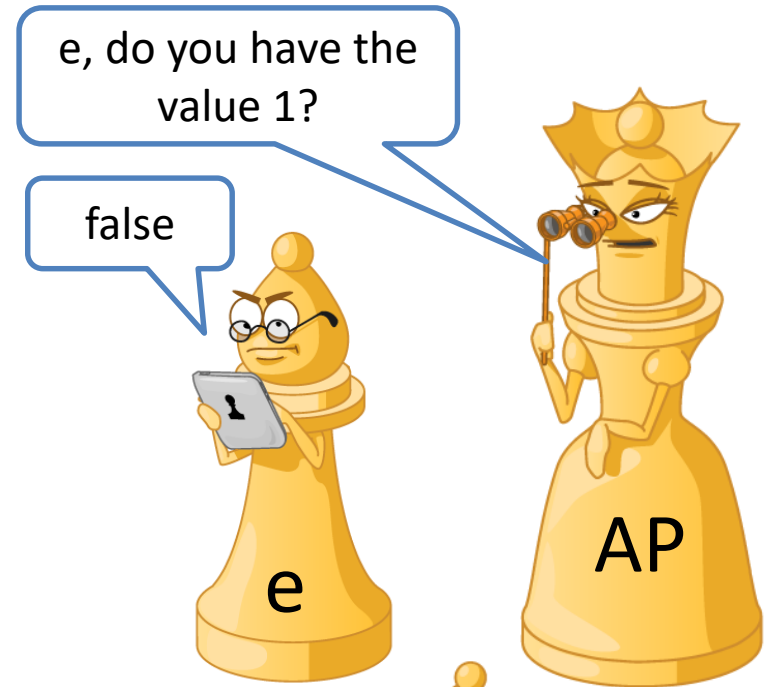
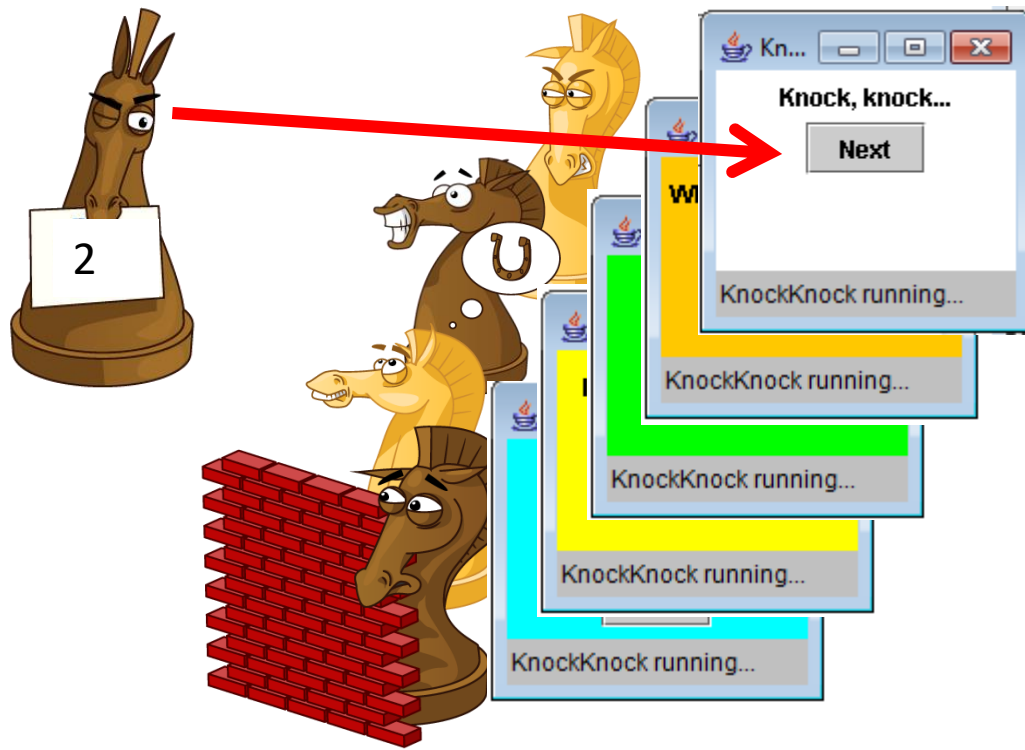


e, do you have the value 1?



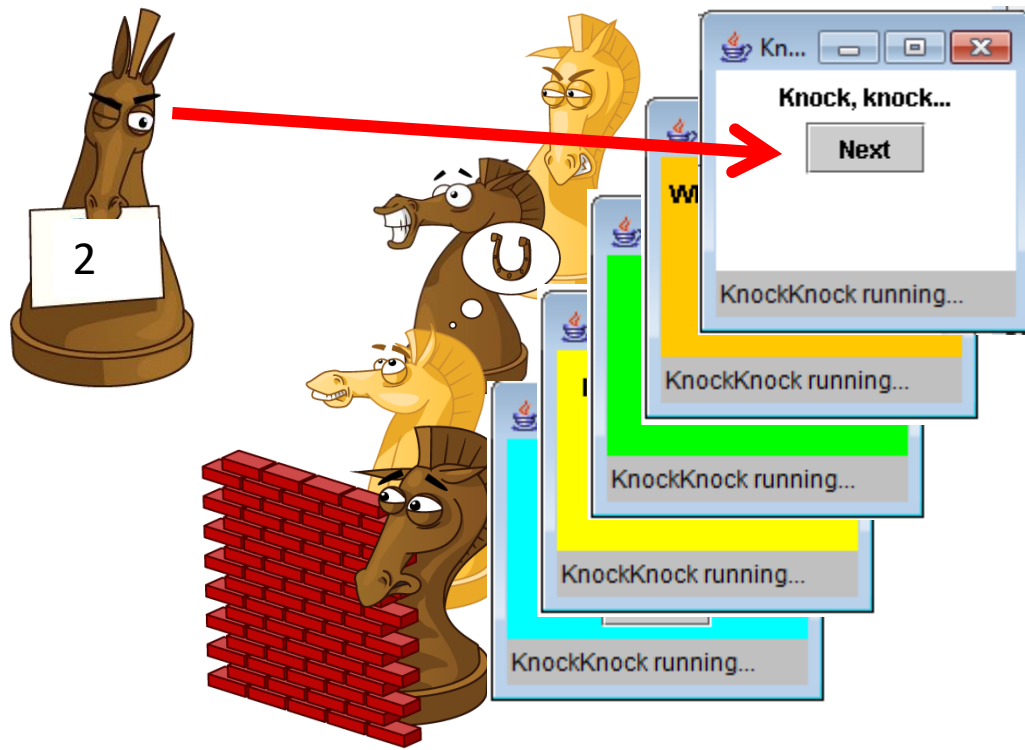
```
public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
    cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
    cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
    cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
    cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
    cdLayout.show (p_card, "5");
}
```



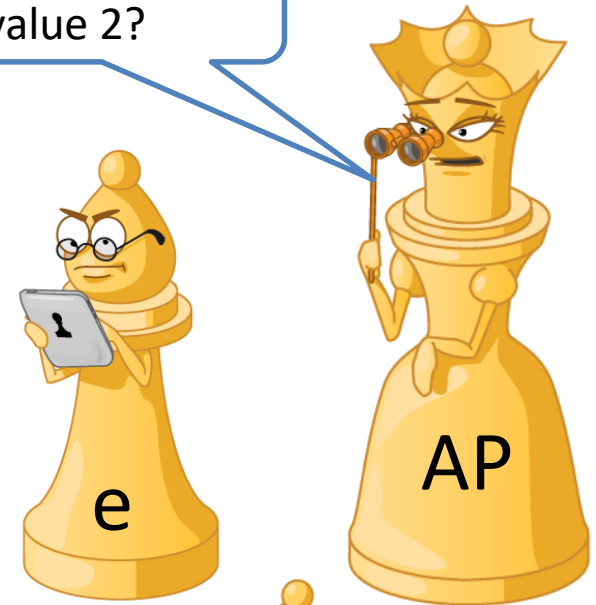


```
public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}
```



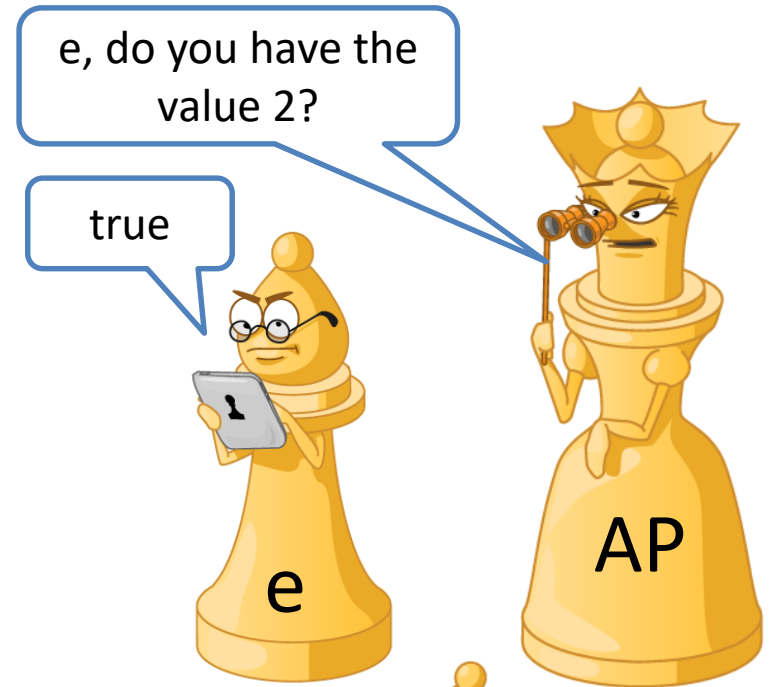
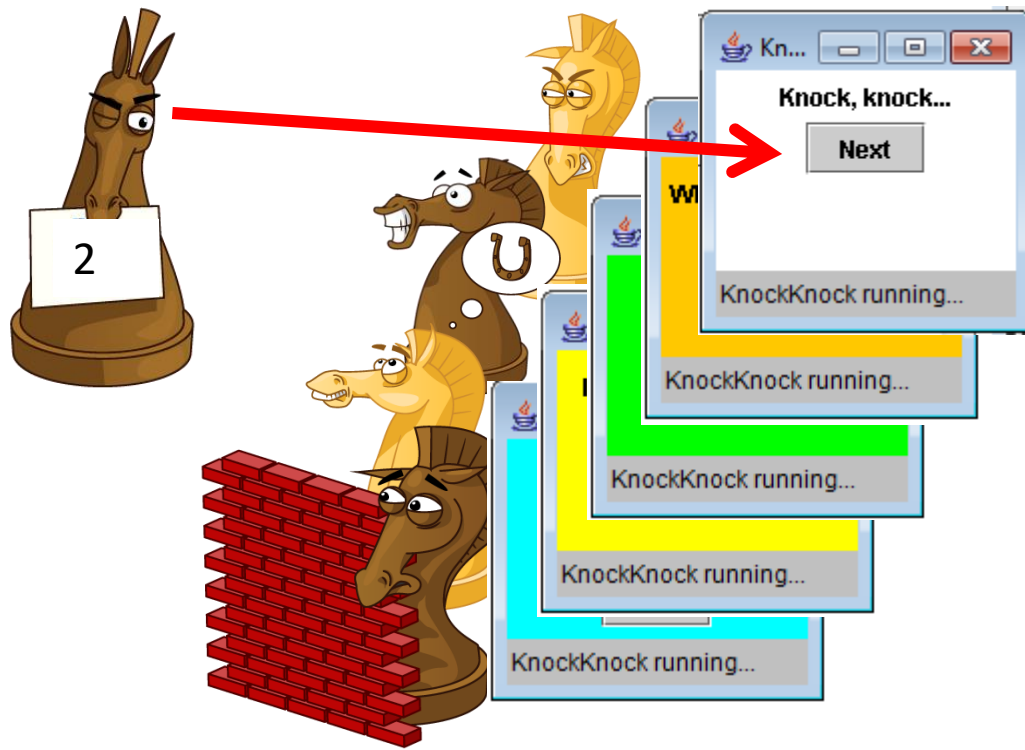


e, do you have the value 2?



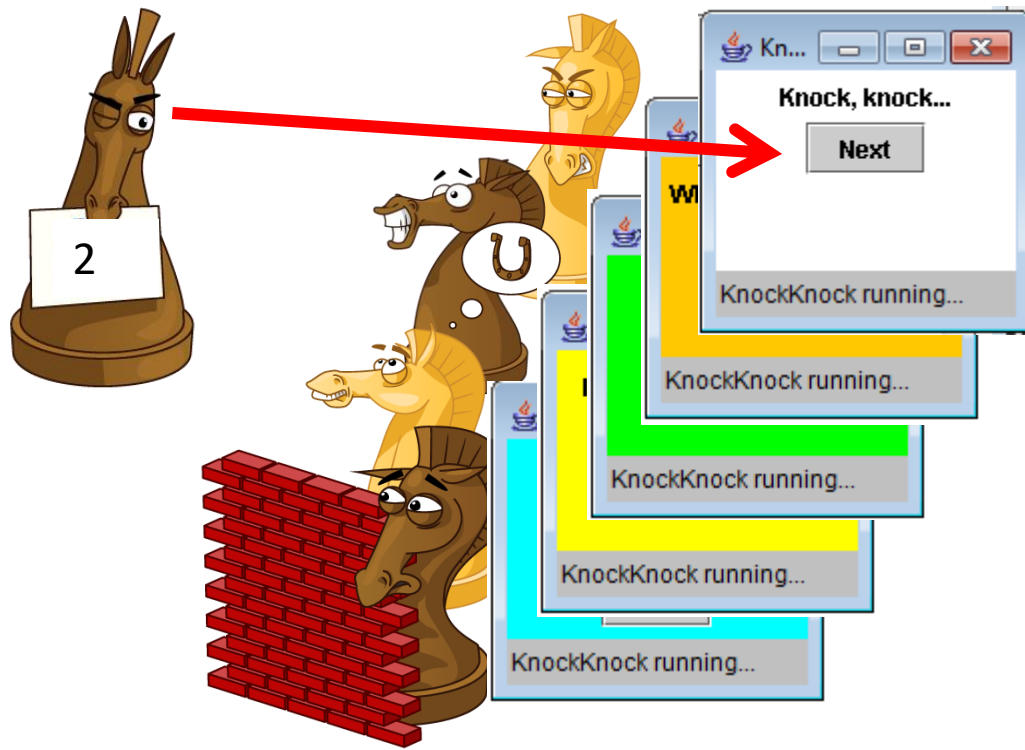
```
public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}
```





```
public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}
```



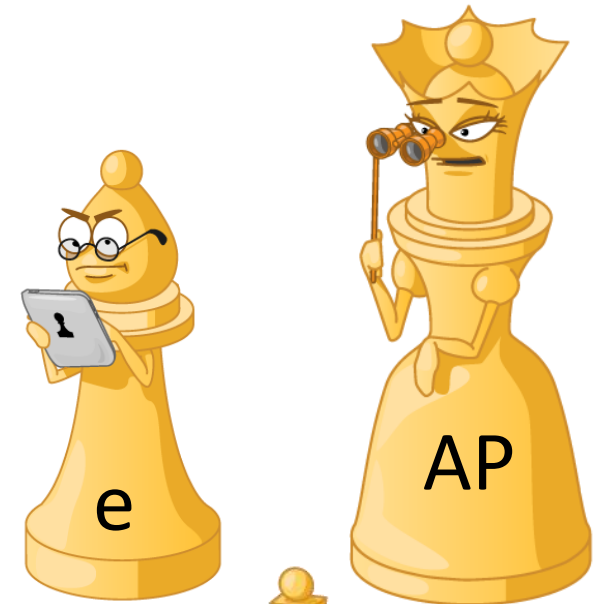
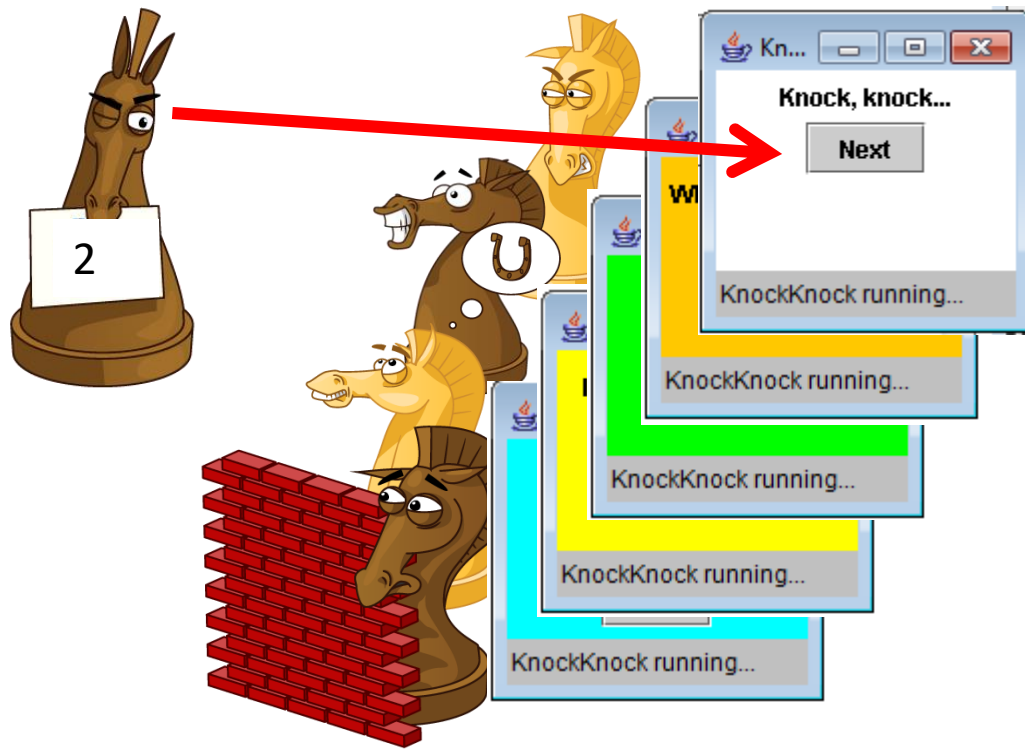


```

public void actionPerformed (ActionEvent e)
{
    if (e.getActionCommand ().equals ("1"))
        cdLayout.show (p_card, "1");
    else if (e.getActionCommand ().equals ("2"))
        cdLayout.show (p_card, "2");
    else if (e.getActionCommand ().equals ("3"))
        cdLayout.show (p_card, "3");
    else if (e.getActionCommand ().equals ("4"))
        cdLayout.show (p_card, "4");
    else if (e.getActionCommand ().equals ("5"))
        cdLayout.show (p_card, "5");
}

```



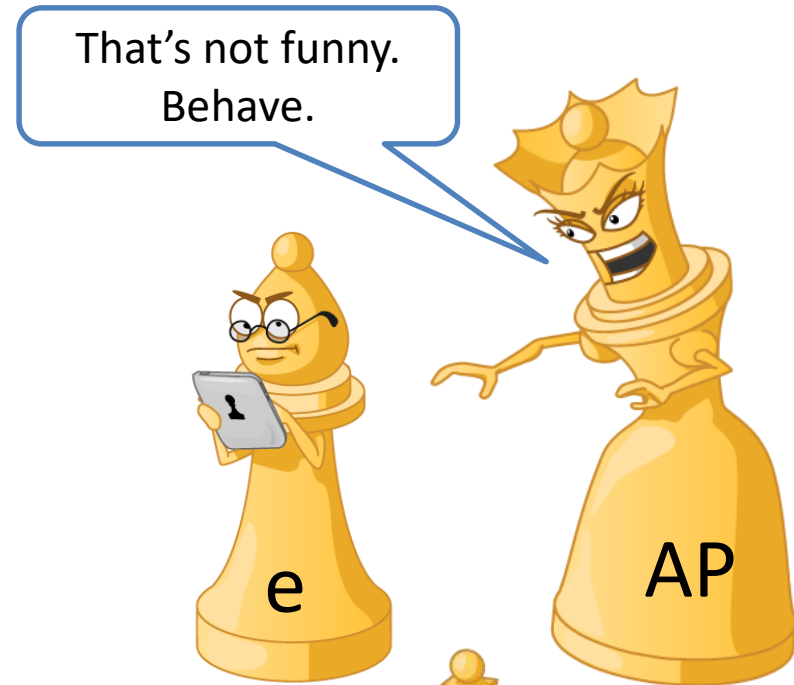
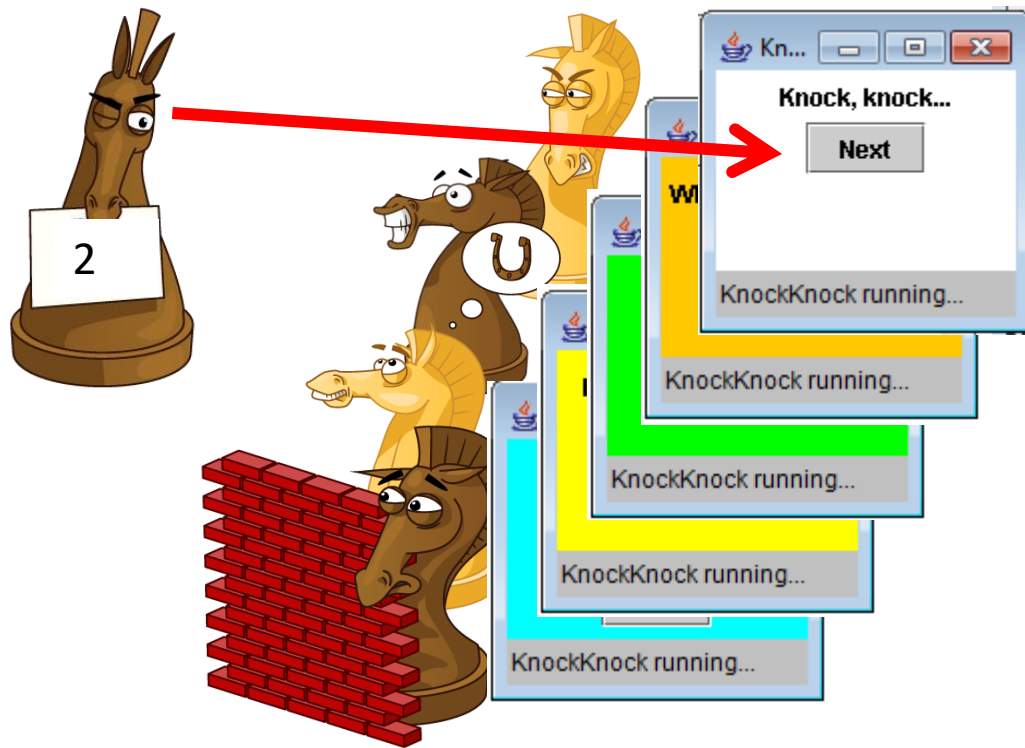


```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



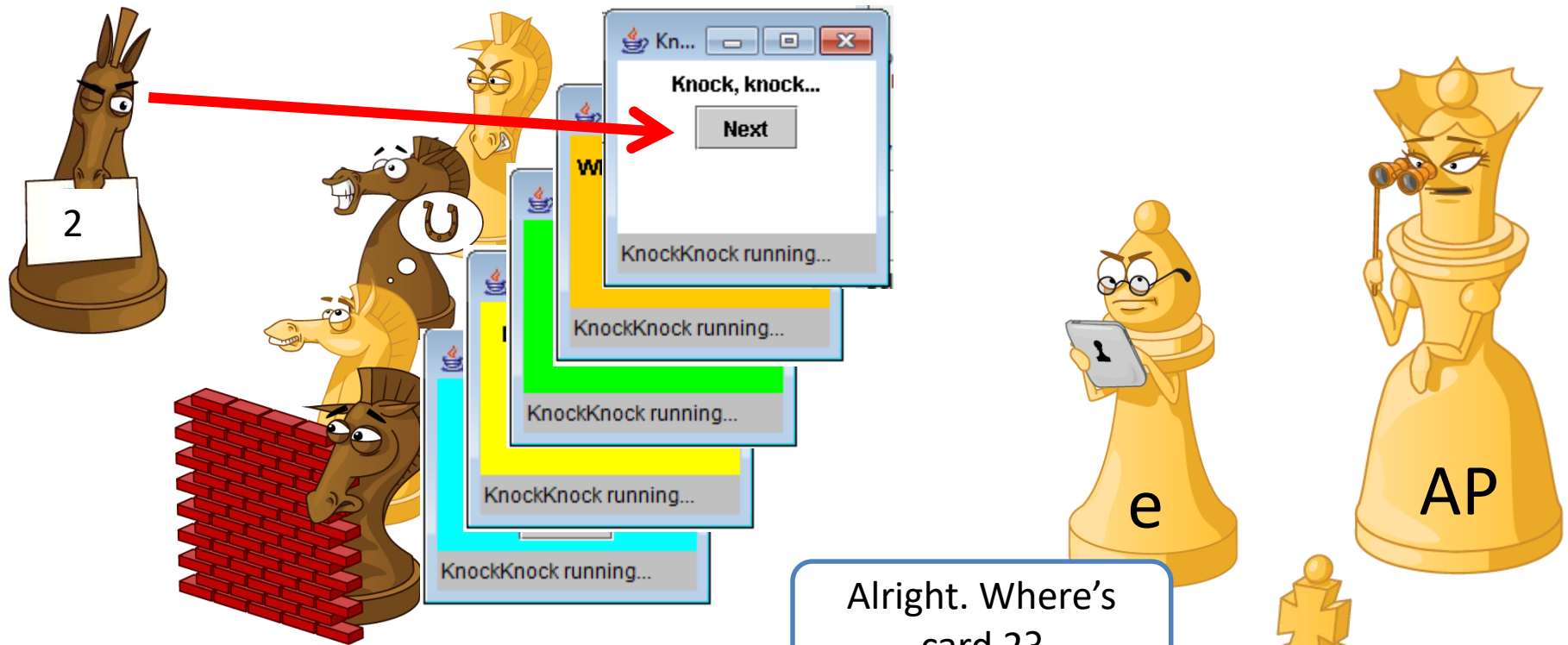


```

public void actionPerformed (ActionEvent e)
{
    if (e.getActionCommand ().equals ("1"))
        cdLayout.show (p_card, "1");
    else if (e.getActionCommand ().equals ("2"))
        cdLayout.show (p_card, "2");
    else if (e.getActionCommand ().equals ("3"))
        cdLayout.show (p_card, "3");
    else if (e.getActionCommand ().equals ("4"))
        cdLayout.show (p_card, "4");
    else if (e.getActionCommand ().equals ("5"))
        cdLayout.show (p_card, "5");
}

```

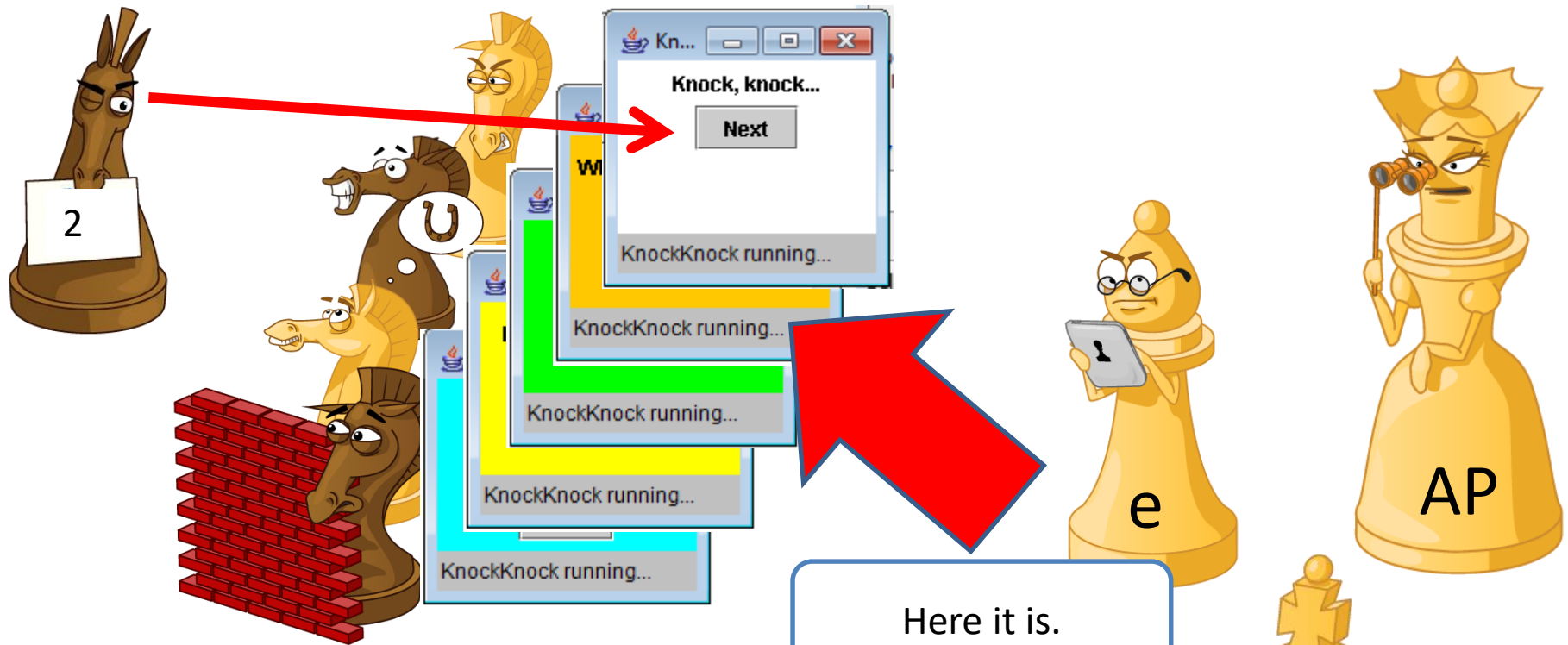




```

public void actionPerformed (ActionEvent e)
{
    if (e.getActionCommand ().equals ("1"))
        cdLayout.show (p_card, "1");
    else if (e.getActionCommand ().equals ("2"))
        cdLayout.show (p_card, "2");
    else if (e.getActionCommand ().equals ("3"))
        cdLayout.show (p_card, "3");
    else if (e.getActionCommand ().equals ("4"))
        cdLayout.show (p_card, "4");
    else if (e.getActionCommand ().equals ("5"))
        cdLayout.show (p_card, "5");
}

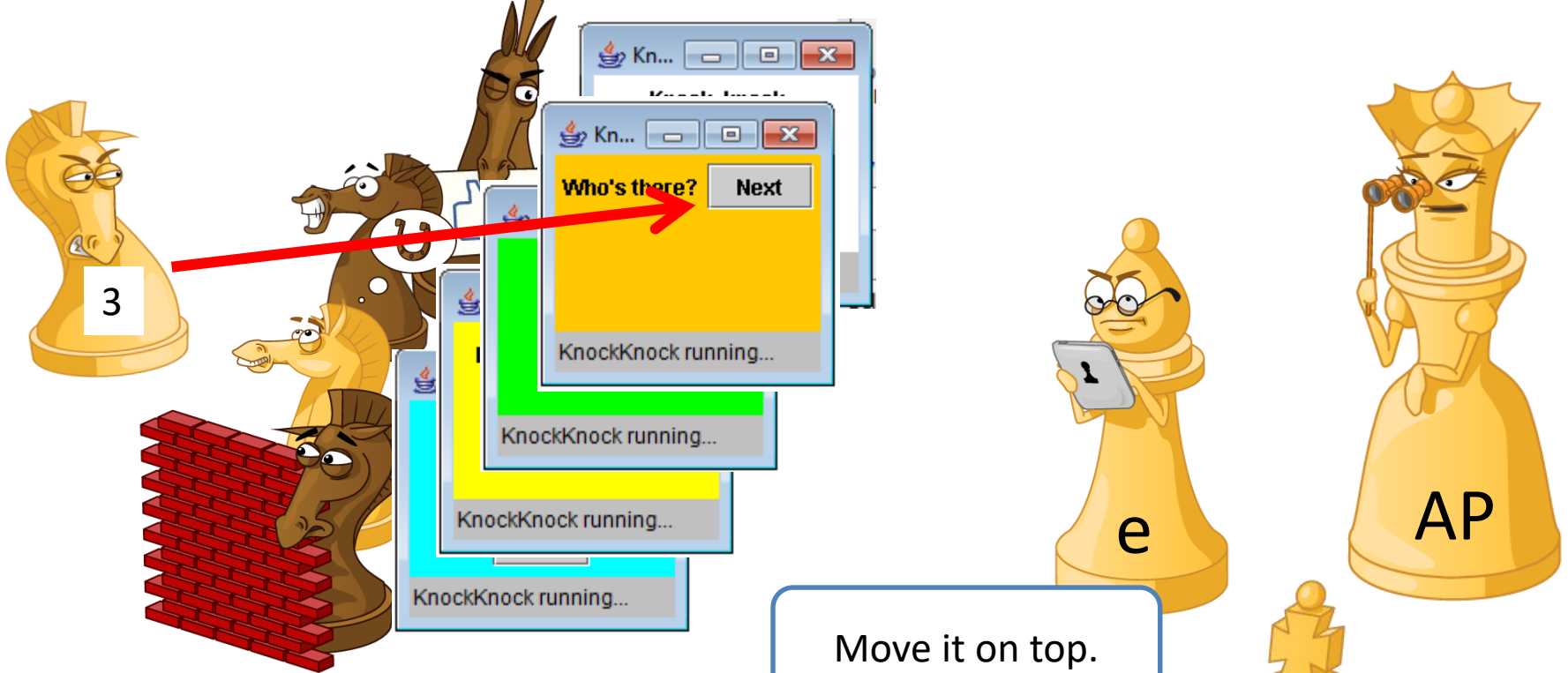
```



```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

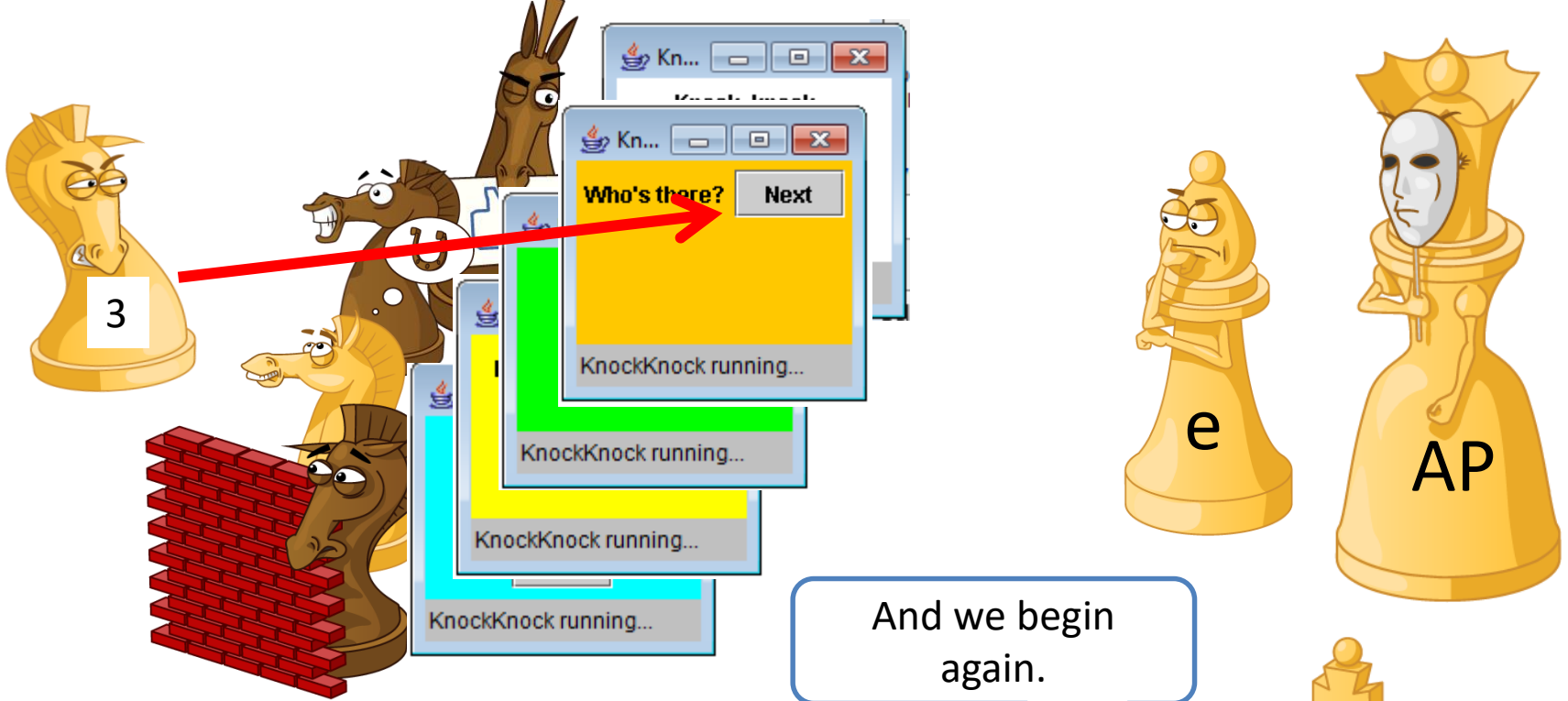
```



```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```



And we begin again.

```

public void actionPerformed (ActionEvent e)
{ if (e.getActionCommand ().equals ("1"))
  cdLayout.show (p_card, "1");
  else if (e.getActionCommand ().equals ("2"))
  cdLayout.show (p_card, "2");
  else if (e.getActionCommand ().equals ("3"))
  cdLayout.show (p_card, "3");
  else if (e.getActionCommand ().equals ("4"))
  cdLayout.show (p_card, "4");
  else if (e.getActionCommand ().equals ("5"))
  cdLayout.show (p_card, "5");
}

```

