## Trail through the Desert

- Adapt the array in the code so that there is a path through the dirt (with some chickens and ducks).
- Your path should join up smoothly and turn accordingly.
- Start with the trail. Once it is working, add in the interesting backdrop.





## Starter Code

```
{5,5,5,5,5,5,5,5,5,5,5,5,5,5,5}};
int rows = 11;
int cols = 16;
JLabel pics[] = new JLabel [rows * cols];
public void init () {
        Panel grid = new Panel (new GridLayout (rows, cols));
        int m = 0;
        for (int i = 0; i < rows; i++) {
                for (int j = 0 ; j < cols ; j++){</pre>
                        pics [m] = new JLabel (createImageIcon ("g"+des[i][j]+".png"));
                        pics [m].setPreferredSize (new Dimension (55, 55));
                        grid.add (pics [m]);
                        m++;
                }
        add (grid);
}
public void actionPerformed (ActionEvent e) {
protected static ImageIcon createImageIcon (String path) {
        java.net.URL imgURL = DesertTrail.class.getResource (path);
        if (imgURL != null)
                return new ImageIcon (imgURL);
        else
                return null;
}
```

}