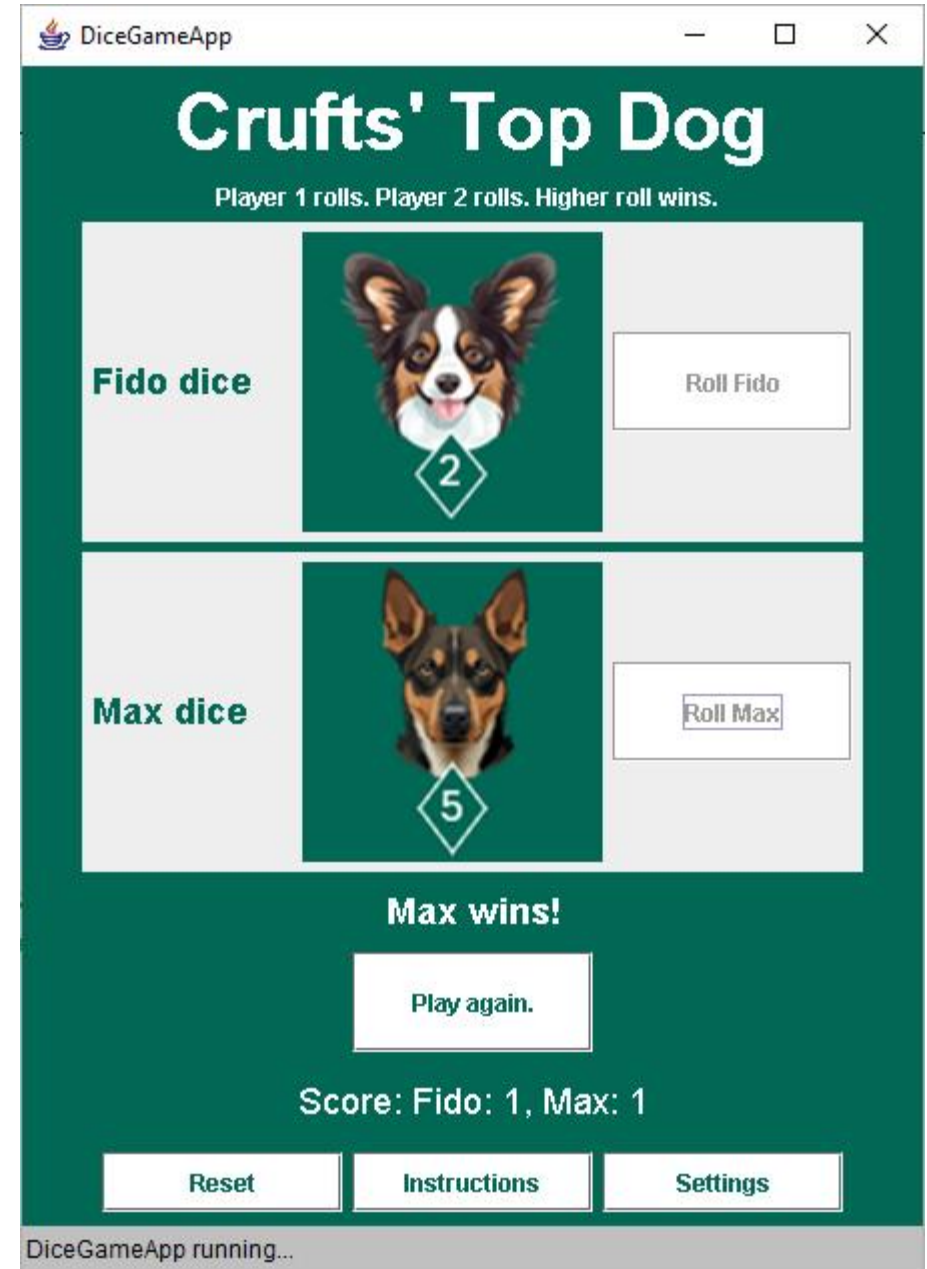


Adding Comments to your Dice Game



User Interface (Knowledge, Communication)

Level 1	Level 2	Level 3	Level 4	Level 4+
<input type="checkbox"/> Title comments filled in	<input type="checkbox"/> Other template comments filled in <input type="checkbox"/> Sources before non-class code	<input type="checkbox"/> Comments added to global variables <input type="checkbox"/> No "TO DO" is left	<input type="checkbox"/> Comments added at start of every method	<input type="checkbox"/> Outstanding Comments <input type="checkbox"/> Comments before major ifs

```

//Name: Ida Knowe
//Date: March 13, 2026
//Purpose: Grade 12 Project 1
//          High Roller Dice Game
//          Cruft's Dog Show Theme
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.applet.Applet;
public class DiceGameApp extends Applet implements ActionListener
{
    //For screens
    Panel p_card;
    Panel card1, card2, card3, card4, card5;
    CardLayout cdLayout = new CardLayout ();

    //Names (from Setting Screen)
    //Source: GorskiCompSci "Getting Names from Settings"

```

```
//For screens
Panel p_card;
Panel card1, card2, c
CardLayout cdLayout =
```

User Interface (Knowledge, Communication)

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```
//Names (from Setting Screen)
//Source: GorskiCompSci "Getting Names from Settings"
// youtube.com/watch?v=blNLP1s44eM&feature=youtu.be
JTextField name, name2;
String myname = "Mine";
String compname = "Comp";
JLabel whoWon; //to add to win screen

//Game screen
JButton bmine, next, bcomp;
JLabel action, score;
JLabel mine, comp;
JLabel a, b; //dice
int dice[] = {1, 1}; //tracking for the dice
int cscore = 0, uscore = 0; //both scores
int numGames = 0;

//Formatting - Repetition from ORATE
Color backgroundColour = new Color (1, 104, 85);
Color buttonColour = Color.white;
Color buttonText = new Color (1, 104, 85).
```

```

public void init ()
{ //Initializes the Screens - Organization from ORATE
  p_card = new Panel ();
  p_card.setLayout (cdLayout);
  opening ();
  instructions ();
  settings ();
  gameScreen ();
  winscreen ();
  resize (450, 580);
  setLayout (new BorderLayout ());
  add ("Center", p_card);
}

```

User Interface (Knowledge, Communication)

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```

public void opening ()
{ //Screen 1, the Opening
  card1 = new Panel ();
  card1.setBackground (backgroundColour);
  JLabel topPic = new JLabel (createImageIcon ("cruftsLogoSc1.png"));
  JLabel title = new JLabel ("Top Dog");
  title.setFont (new Font ("Arial", Font.PLAIN, 50));
  title.setForeground (titleColour);
}

```

```
//For screens
Panel p_card;
Panel card1, card2, c
CardLayout cdLayout =
```

User Interface (Knowledge, Communication)

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<input type="checkbox"/> Title comments filled in	<input type="checkbox"/> Other template comments filled in <input type="checkbox"/> Sources before non-class code	<input type="checkbox"/> Comments added to global variables <input checked="" type="checkbox"/> No "TO DO" is left	<input type="checkbox"/> Comments added at start of every method	<input type="checkbox"/> Outstanding Comments <input type="checkbox"/> Comments before major ifs

```
//Names (from Setting Screen)
//Source: GorskiCompSci "Getting Names from Settings"
// youtube.com/watch?v=blNLP1s44eM&feature=youtu.be
JTextField name, name2;
String myname = "Mine";
String compname = "Comp";
JLabel whoWon; //to add to win screen

//Game screen
JButton bmine, next, bcomp;
JLabel action, score;
JLabel mine, comp;
JLabel a, b; //dice
int dice[] = {1, 1}; //tracking for the dice
int cscore = 0, uscore = 0; //both scores
int numGames = 0;

//Formatting - Repetition from ORATE
Color backgroundColour = new Color (1, 104, 85);
Color buttonColour = Color.white;
Color buttonText = new Color (1, 104, 85);
```



```

public void formatGameButtons (JButton button, String ac)
{ //ORATE - reusability, extensibility
  //Used to format 3 buttons on game screen
  button.setActionCommand (ac);
  button.addActionListener (this);
  button.setBackground (buttonColour);
  button.setForeground (buttonText);
  button.setPreferredSize (new Dimension (120, 30));
}

```

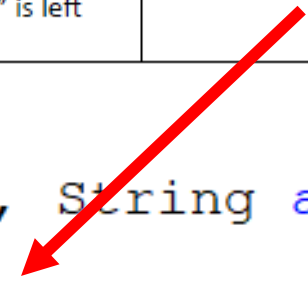
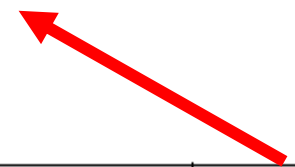
User Interface (Knowledge, Communication)

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```

public void formatNavButtons (JButton button, String ac)
{ //ORATE - reusability, extensibility
  //Used to format 3 navigation buttons on game screen
  button.setActionCommand (ac);
  button.addActionListener (this);
  button.setBackground (buttonColour);
  button.setForeground (buttonText);
  button.setPreferredSize (new Dimension (120, 30));
}

```

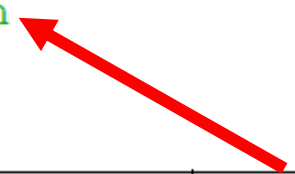


```

public void reset ()
{ //Organization from ORATE
  //Resets the game screen so that you can play again

  //reset variables
  dice [0] = 1;
  dice [1] = 1;
  cscore = 0;
  uscore = 0;
  numGames = 0;
  //reset widgets
  score.setText ("Score: " + myname + ": " + uscore + ", " + compname + ": " + cscore);
  a.setIcon (createImageIcon ("r1.png"));
  b.setIcon (createImageIcon ("r1.png"));
  action.setText ("Click on the roll button to play.");
  //enabled right buttons
  bmine.setEnabled (true);
  next.setEnabled (false);
  bcomp.setEnabled (false);
}

```



User Interface (Knowledge, Communication)

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```

public void gameScreen ()
{ //Screen 4 - Creates the High Roller Game Screen
  card4 = new Panel ();
  card4.setBackground (backgroundColour);

  //Title & Intro -----
  JLabel title = new JLabel ("Crufts' Top Dog");
  title.setFont (new Font (User Interface (Knowledge, Communication)
  title.setForeground (titleColour);

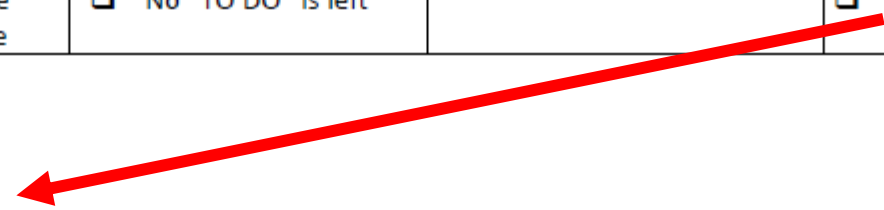
  JLabel words = new JLabel ("");
  words.setForeground (titleColour);
  JLabel morewords = new JLabel ("");

  //Dice labels & pictures -----
  mine = new JLabel ("Your dice");
  mine.setFont (new Font ("Arial", Font.BOLD, 18));
  mine.setForeground (backgroundColour);
  mine.setPreferredSize (new Dimension (100, 150));

  comp = new JLabel ("Comp dice");
  comp.setFont (new Font ("Arial", Font.BOLD, 18));
  comp.setForeground (backgroundColour);
  comp.setPreferredSize (new Dimension (100, 150));
}

```

Level 1	Level 2	Level 3	Level 4	Level 4+
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```

public void win ()
{ //Organization from ORATE
  //After 5 games, checks to see who wins
  if (numGames >= 5)
  {
    //player 2 wins, update the win screen
    if (cscore > uscore)
    {
      JOptionPane.showMessageDialog (null, compname + " won", "Game Over!",
        JOptionPane.INFORMATION_MESSAGE);
      //Source: GorskiCompSci, "Adding Names to Win"
      //youtube.com/watch?v=1cpJ_m-5yz4&feature=youtu.be
      whoWon.setText (compname + " won");
      cdLayout.show (p_card, "5");
    }
    //player 1 wins, update the game screen
    else
    {
      JOptionPane.showMessageDialog (null, "User Interface (Knowledge, Communication)",
        JOptionPane.INFORMATION_MESSAGE);
      whoWon.setText (compname + " won");
      cdLayout.show (p_card, "5");
    }
  }
  reset ();
}

```

Level 1	Level 2	Level 3	Level 4	Level 4+
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