

# [Import class constructor. public infopanel()](https://assignbuster.com/import-assignbusterpostfilllog-assignbusterpostfillsh-badpostlog-calculatelinksbypostidsh-calculateweightbypostidsh-checkfillposts-combineddocxpy-config-forlinkssh-gokeywordsfunctionsh-gosingularfunct/)

import javax. swing. JPanel; import javax. swing. JLabel; import java. awt.

FlowLayout; import java. awt. Graphics; import java. awt. Dimension; import java. awt. Color; import java. awt.

Point;/\*\* \* Creates a panel for displaying gameplay information.  Extends the JPanel class. \*/public class InfoPanel extends JPanel{    /\*\* integer representing the number of guesses made\*/    int numberOfGuesses = 0;        /\*\* JLabel containing the integer numberOfGuesses\*/    JLabel guesses;    /\*\*     \* Class Constructor.     \*/        public InfoPanel()    {                setLayout(new FlowLayout());        setPreferredSize(new Dimension(400, 100));                guesses = new JLabel(“ Guesses: ” + numberOfGuesses);        guesses. setForeground(Color. red);        add(guesses);           }        /\*\*     \* Paints the panel with the necessary information     \*      \* @param   g   the graphics instance to be painted     \*/        public void paintComponent(Graphics g)    {        super. paintComponent(g);        setBackground(Color. white);        g. setColor(Color. black);        g. drawRect(0, 0, 399, 99);        g. fillRect(5, 15, 10, 10);        g. drawString(“ Miss”, 20, 25);        g. setColor(Color. green);        g. fillRect(5, 30, 10, 10);        g. setColor(Color. black);        g. drawString(“ Minesweeper (2)”, 20, 40);        g. setColor(Color. blue);        g. fillRect(5, 45, 10, 10);        g. setColor(Color. black);        g. drawString(“ Frigate (3)”, 20, 55);        g. setColor(Color. red);        g. fillRect(5, 60, 10, 10);        g. setColor(Color. black);        g. drawString(“ Cruiser (4)”, 20, 70);        g. setColor(Color. yellow);        g. fillRect(5, 75, 10, 10);        g. setColor(Color. black);        g. drawString(“ Battleship (5)”, 20, 85);            }    }