

Import class
constructor. public
infopanel()



**ASSIGN
BUSTER**

```
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); } }
```

<https://assignbuster.com/import-assignbusterpostfilllog-assignbusterpostfillsh-badpostlog-calculatelinksbypostidsh-calculateweightbypostidsh-checkfillposts-combineddocxpy-config-forlinkssh-gokeywordsfunctionsh-gosingularfunct/>