

Lab 7

Lab 7 starts with the Craps applet. You have the parts given in lectures 15 and 16. Put them together and add the connecting tissue to get an applet that looks like and functions as the one on the class web site.

The specific conditions your program should meet are:

1. The output should be an 11 x 2 grid whose background colors, with one exception, are all white. The exception will be in the 5th row, 2th column, where the color will be gray.

2. The text fields in the second column and rows 2,3,4,5, 7,8,9,10 should not be editable; the text field in row 5, column 1 should also be not editable. The text field in row 11, column 2 may be either.

3. The text fields associated with "Deposit" and "Set your bet" should accept only positive integers. These entries may have leading and trailing white spaces. If an inadmissible entry is made the program should set out an error message.

Input Errors, Error Messages

If a positive integer is not entered for Deposit field (row 1, column 2) then "Must enter an integer > 0" should appear in row 5, column 1.

If a positive integer is not entered for the Set your bet field (row 6, column 2) then the message "Input error reset bet" should appear at row 5, column 2. Furthermore, if this type of error occurs the "Roll Dice" button must be disabled.

If the size of the bet is greater than the net an error message should appear at row 5, column 2. Furthermore, if this type of error occurs the "Roll Dice" button must be disabled.

If an input error is made in the Deposit field in the course of the game, but the net is still greater than the bet the game continues.

4. Once the size of a bet has been set it need not, but may, be changed at the start of any game.

5. Once a particular game is under way the bet cannot be changed. It can be changed once a game is won or lost and before the first roll of any game.

Names of Files to be Submitted

You may (and should) use different names for your classes at different stages of the programs development. However, once you have finished your work you should make the necessary definitions so that the class names are:

Bank.java, Bank.class, Bank\$1.class (this is produced automatically by the anonymous listener in Bank1)

Craps.java, Craps.class,

TestCraps.java, TestCraps.class, TestCraps.html

TestCraps.java is the driver for the applet. It is quite simple:

```
import javax.swing.*;

public class TestCraps extends JApplet
{
    Craps game;

    public void init()
    {
        game = new Craps();
    }
}
```

Lab 7 will be due Wednesday, February 28, at 5:30. It will count as a double lab.