

The Craps applet online has been replaced by a new, improved version.

The Craps applet that was on line had a bug in that if you tried to input a deposit (or bet) and the deposit had leading or trailing white spaces the program would hang.

The problem was caused by the java method

```
Integer.parseInt(string)
```

If the string has leading or trailing white spaces this method fails.

To get around it for the deposit entry go to the anonymous action listener for field1 where the code reads

```
field1.addActionListener
(
    new ActionListener()
    {
        public void actionPerformed(ActionEvent e)
        {
            if (isPosInt(e.getActionCommand()))
            {
                deposit =
                Integer.parseInt(e.getActionCommand());
                total = total+deposit;
            }
        }
    }
);
```

The hangup is at the blue text when `e.getActionCommand()` has leading or trailing white spaces.

To solve the problem use `StringTokenizer`; replace the code above, starting at

```
if (isPosInt(e.getActionCommand()))
```

by

```
if (isPosInt(e.getActionCommand()))
{
    StringTokenizer tokens =
    new StringTokenizer(e.getActionCommand());
    String dep;
    dep = tokens.nextToken();
    deposit =
    Integer.parseInt(dep);
    total = total+deposit;
}
```

(The blue gets replaced by the blue.)

A similar modification must be made with the bet code in the Craps class. The present code to be modified is

```
public void actionPerformed(ActionEvent e)
{
    if (e.getSource() == setBet)
    {
        if ( isPosInt(e.getActionCommand() ) )
        {
            bet = Integer.parseInt(e.getActionCommand());
            total = total+bet;
        }
    }
}
```

```
{
    bet = Integer.parseInt(e.getActionCommand());
    display2.setText("bet = "+ bet);
}
```

To modify this add the import line

```
import java.util.*;
```

to the beginning of the Craps.java text file. Then replace the line in blue above by

```
if ( isPosInt(e.getActionCommand() ) )
{
    StringTokenizer tokens =
    new StringTokenizer(e.getActionCommand());
    String bt;
    bt = tokens.nextToken();
    bet = Integer.parseInt(bt);
    display2.setText("bet = "+ bet);
}
```