

Exercise: DecisionMaker Applet

This exercise will give you a chance to use the `java.awt.GridLayout` class. You will also gain experience in playing a sound, using labels and canvases, handling a Button, performing simple graphics and using the Vector utility class.

1. The Exercise

Have you ever wondered “what should I do now?” If so, this exercise is for you!



Your task is to build a DecisionMaker applet.

A DecisionMaker Applet (a screendump is shown above) acts like a nine-way dice. Every time the “Make A Decision” button is pressed, one of its possibilities is selected at random.

As each possibility is evaluated, a sound is played and the associated colour patch changes to a random colour. Once a decision is made, the appropriate label text is shown in red.

Note: the applet is highly parameterisable: the sound that is played, the text of each label and the text of the button are all passed to the applet as parameters via the enclosing HTML file.

2. The HTML File

You should use this file to parameterise the execution of your DecisionMaker applet.

```
<applet code = "Decide.class" width = 550 height = 300>
<PARAM NAME = "decisionString" VALUE = "Make A Decision">
<PARAM NAME = "decisionSound" VALUE = "0.au">
<PARAM NAME = "Decision0" VALUE = "Give up!">
<PARAM NAME = "Decision1" VALUE = "Call Mum">
<PARAM NAME = "Decision2" VALUE = "Hit the boss">
<PARAM NAME = "Decision3" VALUE = "Take a mistress">
<PARAM NAME = "Decision4" VALUE = "Kiss the wife">
<PARAM NAME = "Decision5" VALUE = "Buy a new car">
<PARAM NAME = "Decision6" VALUE = "Go MAD">
<PARAM NAME = "Decision7" VALUE = "Scream loudly">
<PARAM NAME = "Decision8" VALUE = "Watch TV">
</applet>
```