

# Object Oriented Programing

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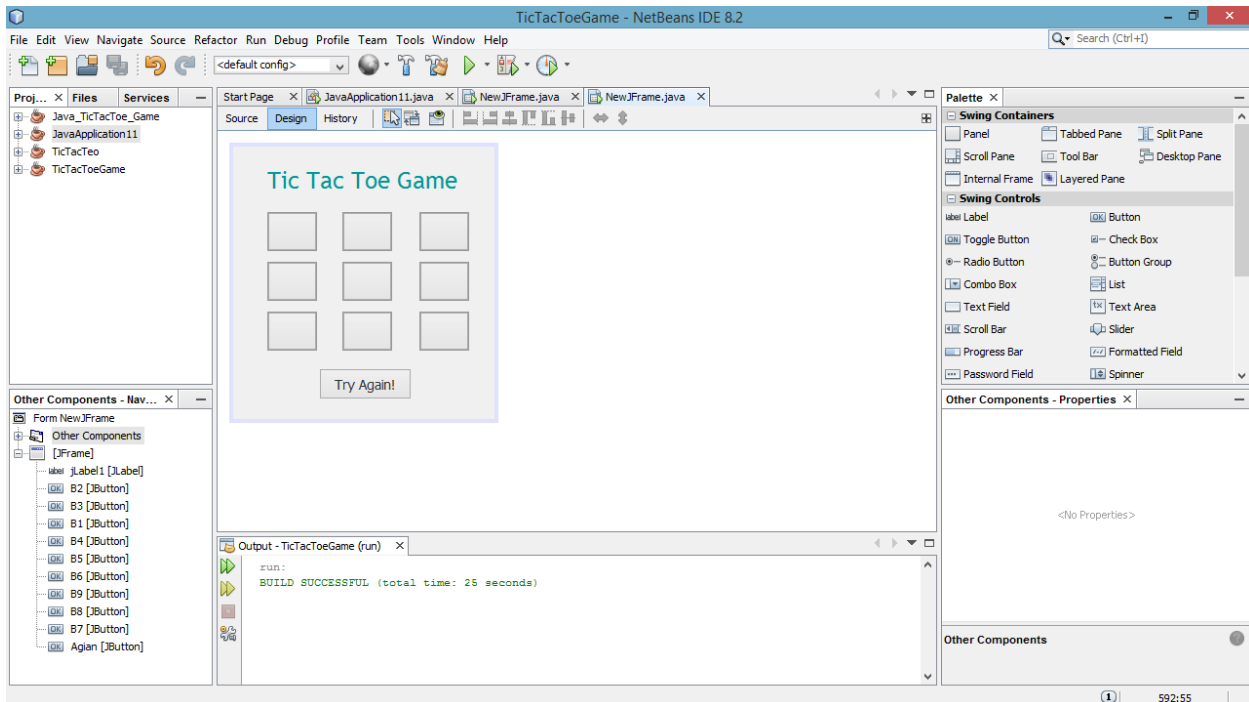
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# 1. DESIGN EXPLANATION WITH SNAPSHOTS:

## 1.1 Tool used

I have used NetBeans IDE 8.2 and made my Tic Tac Toe game project with help of swing library. First of all created design for my project which is shown in the below figure 1.0. I dragged ten buttons and drop inside window form. The Nine buttons have no string which are empty and obvious will be used to show (X or O) after user click. And the last button is used to restart the game.

Figure 1.0:



## 2.1 Display

Figure 1.1 depicts game display before the compilation and execution. The rest of functionalities and code are not added yet.

*Figure 1.1*

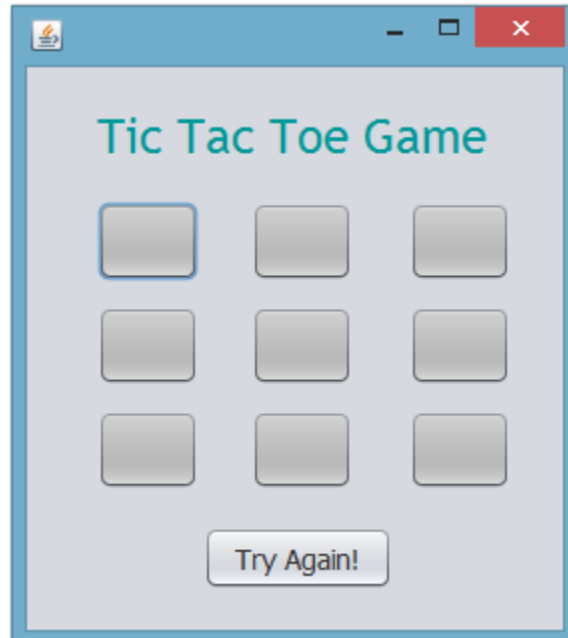


## 2. AFTER EXECUTION OF THE PROGRAM:

### 1.1 Display after execution

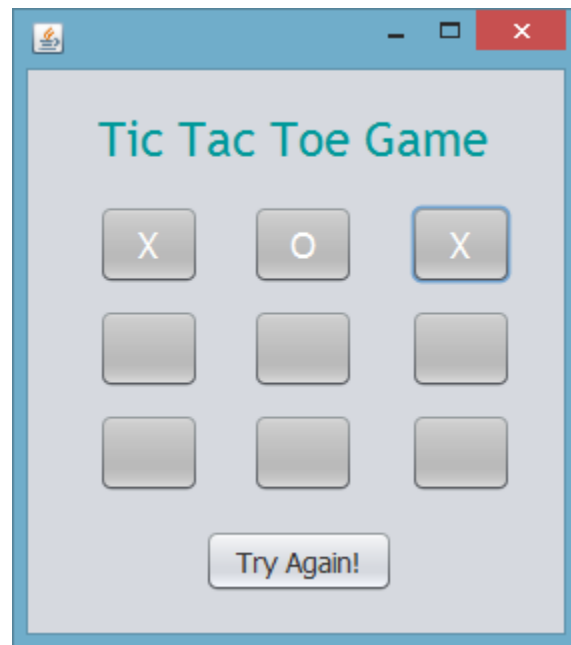
Right here I have written all the code which needed, Here is the working flow of the game step by step. In the first step program is executed when game Graphic User Interface (GUI) and code is completed as shown in the figure 1.2.

*Figure 1.2*



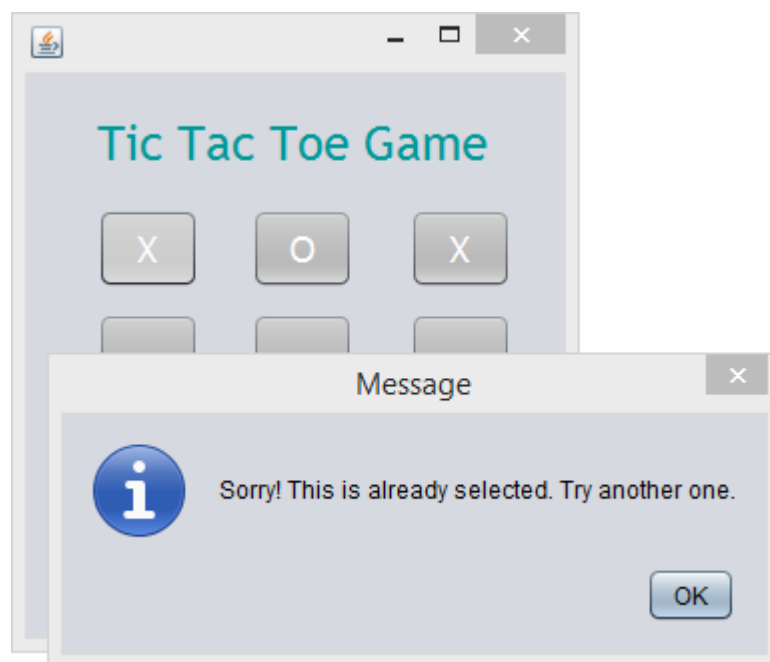
I have written a variable name `var` which help the user to interact with the game easily. Two users are needed to play the game. When the first user clicked any button except Try Again button the program will automatically give “X” which should be considered as a User1. And the User2 will got the “O” after clicking the turn of User1. `var` variable increasing by one after each click of the users. Figure 1.3 shows that first clicked is performed by User1 which shows “X” and second is by User2 when “O” is appeared and then again User1 is back to his turn. But the buttons click order isn’t necessary. Anywhere user want to click will be free hand to decide.

Figure 1.3



There is an exception in the below figure 1.4. Suppose user1 clicked once and whenever he try to press again or taking decision back it will not work and display the message as “Sorry! This is already selected. Try Another One”.

Figure 1.4



The figure 1.5 below shows that whenever any combination become same doesn't matter it is vertically, diagonally or horizontally the game will win by the user which user made the combination same.

*Figure 1.5*

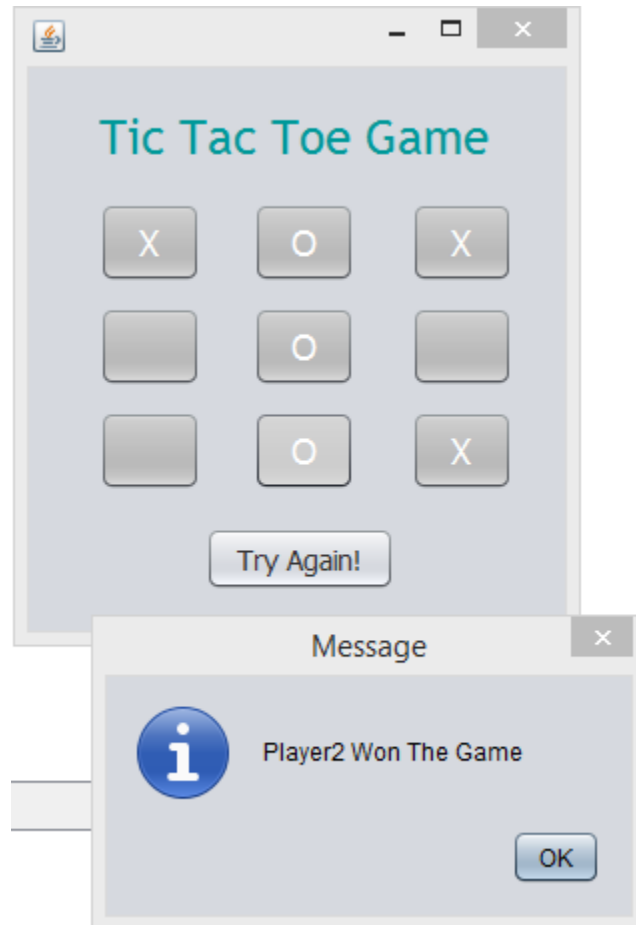
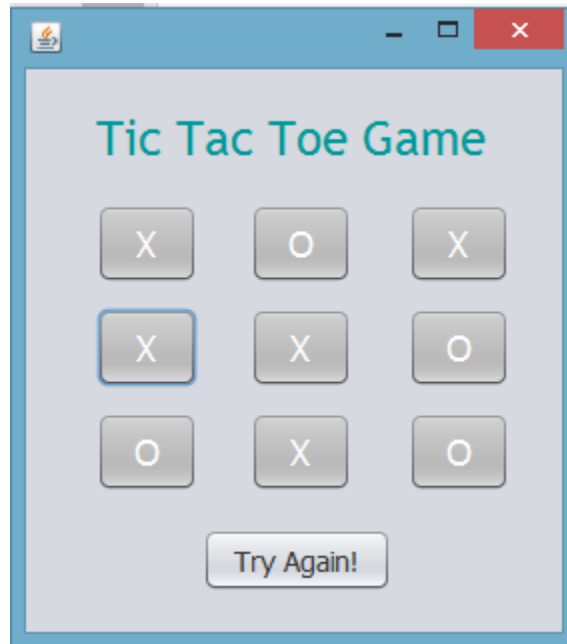


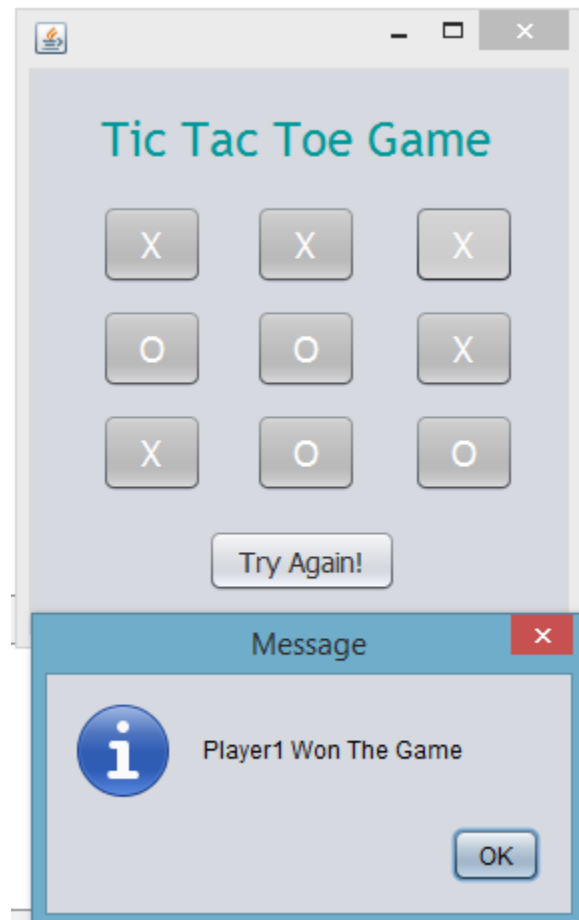
Figure 1.6 shows If there isn't made any combination and remain no button for any button. User can simply click the button (Try Again) to restart the game, after clicking the button all the above buttons will be empty.

*Figure 1.6*



In the following figure 1.7 there is occur a horizontal combination of X. So User1 won the game.

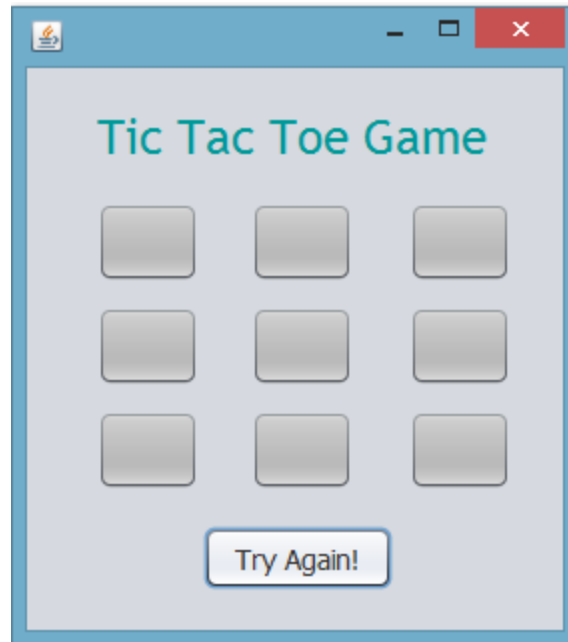
*Figure 1.7*



As discussed in the above figure 1.6 that if the user click Try again button all the buttons/boxes will be empty as clearly shown below in the figure 1.8.

*Figure 1.8*





### 3. FUNCTIONALITIES EXPLANATION:

First of all I have get started the project by clicking new project -> clicked on next -> Entered project name, select the destination location to save the project and clicked Finish button.

After that I got the environment where I have made the GUI frame for the game using JFrame.

At the right side I got properties of the JFrame and I just drag buttons and labels from it.

When I finish the design.

Then went to the source code of this by double clicking of the window form.

At the initial stage I declared one simple and 3 arrays.

- `int var=2;` declaration of this variable help me to check odd/even.If the var variable has value odd then it mean its a player1 turn and will increased by one to become even for player2 turn.
- `int UsedBtn[]={0,0,0,0,0,0,0,0,0};` UsedBtn array is made for the exception to ensure that the button will click only once.
- `int Player1[]={0,0,0,0,0,0,0,0,0};` , `int Player2[]={0,0,0,0,0,0,0,0,0};` these two arrays are made to ensure that one event on the specific event is performed.so it will assigned by the numbers like 1,2,3 and so on.

#### 3.1 User Defined Function

1. Player1 () and Player2 () is made to justify their own patterns vertically, horizontally or in the diagonal.
2. Result() function is used to get the result of both players and then shows. But it is called inside each button code mean it doesn't matter after any clicked after button combination made it will call.

#### 4. SOURCE CODE:

```
import javax.swing.JOptionPane;

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author khan
 */
public class NewJFrame extends javax.swing.JFrame {

    /**
     * Creates new form NewJFrame
     */
    public NewJFrame() {
        initComponents();
    }

    /**
     * This method is called from within the constructor to initialize the form.
     * WARNING: Do NOT modify this code. The content of this method is always
     * regenerated by the Form Editor.
     */
    int var=2;
    int UsedBtn[]={0,0,0,0,0,0,0,0,0};
    int Player1[]={0,0,0,0,0,0,0,0,0};
    int Player2[]={0,0,0,0,0,0,0,0,0};
    int Player1(){
        if(Player1[0]==1 && Player1[1]==1 && Player1[2]==1){
            return 1;
        }
        if(Player1[3]==1 && Player1[4]==1 && Player1[5]==1){
            return 1;
        }
        if(Player1[6]==1 && Player1[7]==1 && Player1[8]==1){
            return 1;
        }
    }
}
```

```

}
  if(Player1[0]==1 && Player1[3]==1 && Player1[6]==1){
    return 1;
  }
  if(Player1[1]==1 && Player1[4]==1 && Player1[7]==1){
    return 1;
  }
  if(Player1[2]==1 && Player1[5]==1 && Player1[8]==1){
    return 1;
  }
  if(Player1[2]==1 && Player1[4]==1 && Player1[6]==1){
    return 1;
  }
  if(Player1[0]==1 && Player1[4]==1 && Player1[8]==1){
    return 1;
  }
  return 0;
}
int Player2(){
  if(Player2[0]==1 && Player2[1]==1 && Player2[2]==1){
    return 1;
  }
  if(Player2[3]==1 && Player2[4]==1 && Player2[5]==1){
    return 1;
  }
  if(Player2[6]==1 && Player2[7]==1 && Player2[8]==1){
    return 1;
  }
  if(Player2[0]==1 && Player2[3]==1 && Player2[6]==1){
    return 1;
  }
  if(Player2[1]==1 && Player2[4]==1 && Player2[7]==1){
    return 1;
  }
  if(Player2[2]==1 && Player2[5]==1 && Player2[8]==1){
    return 1;
  }
  if(Player2[2]==1 && Player2[4]==1 && Player2[6]==1){
    return 1;
  }
  if(Player1[0]==1 && Player1[4]==1 && Player1[8]==1){
    return 1;
  }
  return 0;
}
void Result(){
  int res1=Player1();
  int res2=Player2();

```

```

if(res1==1)
{
OptionPane.showMessageDialog(rootPane, "Player1 Won The Game");
}
else if(res2==1)
{
OptionPane.showMessageDialog(rootPane, "Player2 Won The Game");
}
}
void Result1(){
int res1=Player1();
int res2=Player2();
if(res1==1)
{
OptionPane.showMessageDialog(rootPane, "Player1 Won The Game");
}
else if(res2==1)
{
OptionPane.showMessageDialog(rootPane, "Player2 Won The Game");
}
}
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated Code">
private void initComponents() {

    jLabel1 = new javax.swing.JLabel();
    B2 = new javax.swing.JButton();
    B3 = new javax.swing.JButton();
    B1 = new javax.swing.JButton();
    B4 = new javax.swing.JButton();
    B5 = new javax.swing.JButton();
    B6 = new javax.swing.JButton();
    B9 = new javax.swing.JButton();
    B8 = new javax.swing.JButton();
    B7 = new javax.swing.JButton();
    Agian = new javax.swing.JButton();

    setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
    setBackground(new java.awt.Color(204, 204, 204));

    jLabel1.setFont(new java.awt.Font("Trebuchet MS", 0, 24)); // NOI18N
    jLabel1.setForeground(new java.awt.Color(0, 153, 153));
    jLabel1.setText("Tic Tac Toe Game");

    B2.setBackground(new java.awt.Color(153, 153, 153));
    B2.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
    B2.setForeground(new java.awt.Color(255, 255, 255));
    B2.setText(" ");

```

```
B2.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B2.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B2ActionPerformed(evt);
    }
});
```

```
B3.setBackground(new java.awt.Color(153, 153, 153));
B3.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B3.setForeground(new java.awt.Color(255, 255, 255));
B3.setText(" ");
B3.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B3.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B3ActionPerformed(evt);
    }
});
```

```
B1.setBackground(new java.awt.Color(153, 153, 153));
B1.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B1.setForeground(new java.awt.Color(255, 255, 255));
B1.setText(" ");
B1.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B1.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B1ActionPerformed(evt);
    }
});
```

```
B4.setBackground(new java.awt.Color(153, 153, 153));
B4.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B4.setForeground(new java.awt.Color(255, 255, 255));
B4.setText(" ");
B4.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B4.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B4ActionPerformed(evt);
    }
});
```

```
B5.setBackground(new java.awt.Color(153, 153, 153));
B5.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B5.setForeground(new java.awt.Color(255, 255, 255));
B5.setText(" ");
B5.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B5.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B5ActionPerformed(evt);
    }
});
```

```

    }
});

B6.setBackground(new java.awt.Color(153, 153, 153));
B6.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B6.setForeground(new java.awt.Color(255, 255, 255));
B6.setText(" ");
B6.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B6.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B6ActionPerformed(evt);
    }
});

```

```

B9.setBackground(new java.awt.Color(153, 153, 153));
B9.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B9.setForeground(new java.awt.Color(255, 255, 255));
B9.setText(" ");
B9.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B9.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B9ActionPerformed(evt);
    }
});

```

```

B8.setBackground(new java.awt.Color(153, 153, 153));
B8.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B8.setForeground(new java.awt.Color(255, 255, 255));
B8.setText(" ");
B8.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B8.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B8ActionPerformed(evt);
    }
});

```

```

B7.setBackground(new java.awt.Color(153, 153, 153));
B7.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
B7.setForeground(new java.awt.Color(255, 255, 255));
B7.setText(" ");
B7.setBorder(javax.swing.BorderFactory.createCompoundBorder());
B7.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        B7ActionPerformed(evt);
    }
});

```

```

Agian.setFont(new java.awt.Font("Tahoma", 0, 14)); // NOI18N

```

```

Agian.setForeground(new java.awt.Color(51, 51, 51));
Agian.setText("Try Again!");
Agian.addActionListener(new java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) {
        AgianActionPerformed(evt);
    }
});

javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());
getContentPane().setLayout(layout);
layout.setHorizontalGroup(
    layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
    .addGroup(layout.createSequentialGroup()
        .addGap(35, 35, 35)
        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)
            .addGroup(layout.createSequentialGroup()
                .addGap(26, 26, 26)
                .addComponent(B5, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addGap(28, 28, 28)
                .addComponent(B6, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE))
            .addComponent(jLabel1)
            .addGroup(layout.createSequentialGroup()
                .addGap(26, 26, 26)
                .addComponent(B2, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addGap(28, 28, 28)
                .addComponent(B3, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE)))
        .addGroup(layout.createSequentialGroup()
            .addComponent(B7, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE)
            .addGap(26, 26, 26)
            .addComponent(B8, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE)
            .addGap(28, 28, 28)
            .addComponent(B9, javax.swing.GroupLayout.PREFERRED_SIZE, 51,
javax.swing.GroupLayout.PREFERRED_SIZE))
        .addContainerGap(26, Short.MAX_VALUE))
    .addGroup(javax.swing.GroupLayout.Alignment.TRAILING, layout.createSequentialGroup()
        .addContainerGap()
        .addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

```

```

        .addComponent(Agian, javax.swing.GroupLayout.PREFERRED_SIZE, 95,
javax.swing.GroupLayout.PREFERRED_SIZE)
        .addGap(85, 85, 85))
    );
    layout.setVerticalGroup(
        layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
        .addGroup(layout.createSequentialGroup()
            .addGap(20, 20, 20)
            .addComponent(jLabel1)
            .addGap(18, 18, 18)
            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
                .addComponent(B2, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B3, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B1, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
            .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
                .addComponent(B5, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B6, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B4, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
            .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
                .addComponent(B8, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B9, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE)
                .addComponent(B7, javax.swing.GroupLayout.PREFERRED_SIZE, 40,
javax.swing.GroupLayout.PREFERRED_SIZE))
            .addGap(18, 18, 18)
            .addComponent(Agian, javax.swing.GroupLayout.PREFERRED_SIZE, 32,
javax.swing.GroupLayout.PREFERRED_SIZE)
            .addContainerGap(20, Short.MAX_VALUE))
    );

```

```

    pack();
} // </editor-fold>

```

```

private void B1ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[0]==0){
        if(var%2==0)
        {
            var++;
        }
    }
}

```



```

        B1.setText("X");
        UsedBtn[0]=1;
        Player1[0]=1;
        Result1();
    }
    else{
        var++;
        B1.setText("O");
        UsedBtn[0]=1;
        Player2[0]=1;
        Result1();
    }
}
else{
    JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
}
}

```

```

private void B2ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[1]==0){
        if(var%2==0)
        {
            var++;
            B2.setText("X");
            UsedBtn[1]=1;
            Player1[1]=1;
            Result1();
        }
        else{
            var++;
            B2.setText("O");
            UsedBtn[1]=1;
            Player2[1]=1;
            Result1();
        }
    }
    else{
        JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
    }
}

```

```

private void B3ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[2]==0){
        if(var%2==0)
        {

```

```

    var++;
    B3.setText("X");
    UsedBtn[2]=1;
    Player1[2]=1;
    Result1();
}
else{
    var++;
    B3.setText("O");
    UsedBtn[2]=1;
    Player2[2]=1;
    Result1();
}
}
else{
    JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
}
}

```

```

private void B4ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[3]==0){
        if(var%2==0)
        {
            var++;
            B4.setText("X");
            UsedBtn[3]=1;
            Player1[3]=1;
            Result1();
        }
        else{
            var++;
            B4.setText("O");
            UsedBtn[3]=1;
            Player2[3]=1;
            Result1();
        }
    }
    else{
        JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
    }
}

```

```

private void B5ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[4]==0){
        if(var%2==0)
        {

```

```

    var++;
    B5.setText("X");
    UsedBtn[4]=1;
    Player1[4]=1;
    Result1();
}
else{
    var++;
    B5.setText("O");
    UsedBtn[4]=1;
    Player2[4]=1;
    Result1();
}
}
else{
    JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
}
}

```

```

private void B6ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[5]==0){
        if(var%2==0)
        {
            var++;
            B6.setText("X");
            UsedBtn[5]=1;
            Player1[5]=1;
            Result1();
        }
        else{
            var++;
            B6.setText("O");
            UsedBtn[5]=1;
            Player2[5]=1;
            Result1();
        }
    }
    else{
        JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
    }
}

```

```

private void B7ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[6]==0){
        if(var%2==0)
        {

```

```

    var++;
    B7.setText("X");
    UsedBtn[6]=1;
    Player1[6]=1;
    Result1();
}
else{
    var++;
    B7.setText("O");
    UsedBtn[6]=1;
    Player2[6]=1;
    Result1();
}
}
else{
    JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
}
}

```

```

private void B8ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[7]==0){
        if(var%2==0)
        {
            var++;
            B8.setText("X");
            UsedBtn[7]=1;
            Player1[7]=1;
            Result1();
        }
        else{
            var++;
            B8.setText("O");
            UsedBtn[7]=1;
            Player2[7]=1;
            Result1();
        }
    }
    else{
        JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
    }
}

```

```

private void B9ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    if(UsedBtn[8]==0){
        if(var%2==0)
        {

```

```

        var++;
        B9.setText("X");
        UsedBtn[8]=1;
        Player1[8]=1;
        Result1();
    }
    else{
        var++;
        B9.setText("O");
        UsedBtn[8]=1;
        Player2[8]=1;
        Result1();
    }
}
else{
    JOptionPane.showMessageDialog(rootPane, "Sorry! This is already selected. Try another one.");
}
}

```

```

private void AgianActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    B1.setText("");
    B2.setText("");
    B3.setText("");
    B4.setText("");
    B5.setText("");
    B6.setText("");
    B7.setText("");
    B8.setText("");
    B9.setText("");
    var=2;
    for(int i=0;i<9;i++)
    {
        UsedBtn[i]=0;
    }
    for(int i=0;i<9;i++)
    {
        Player1[i]=0;
    }
    for(int i=0;i<9;i++)
    {
        Player2[i]=0;
    }
}

```

```

/**
 * @param args the command line arguments
 */

```

```

public static void main(String args[]) {
    /* Set the Nimbus look and feel */
    //<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
    /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
    * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
    */
    try {
        for (javax.swing.UIManager.LookAndFeelInfo info :
javax.swing.UIManager.getInstalledLookAndFeels()) {
            if ("Nimbus".equals(info.getName())) {
                javax.swing.UIManager.setLookAndFeel(info.getClassName());
                break;
            }
        }
    } catch (ClassNotFoundException ex) {

java.util.logging.Logger.getLogger(NewJFrame.class.getName()).log(java.util.logging.Level.SEVERE, null,
ex);
    } catch (InstantiationException ex) {

java.util.logging.Logger.getLogger(NewJFrame.class.getName()).log(java.util.logging.Level.SEVERE, null,
ex);
    } catch (IllegalAccessException ex) {

java.util.logging.Logger.getLogger(NewJFrame.class.getName()).log(java.util.logging.Level.SEVERE, null,
ex);
    } catch (javax.swing.UnsupportedLookAndFeelException ex) {

java.util.logging.Logger.getLogger(NewJFrame.class.getName()).log(java.util.logging.Level.SEVERE, null,
ex);
    }
    //</editor-fold>

    /* Create and display the form */
    java.awt.EventQueue.invokeLater(new Runnable() {
        public void run() {
            new NewJFrame().setVisible(true);
        }
    });
}

// Variables declaration - do not modify
private javax.swing.JButton Agian;
private javax.swing.JButton B1;
private javax.swing.JButton B2;
private javax.swing.JButton B3;
private javax.swing.JButton B4;
private javax.swing.JButton B5;

```

```
private javax.swing.JButton B6;  
private javax.swing.JButton B7;  
private javax.swing.JButton B8;  
private javax.swing.JButton B9;  
private javax.swing.JLabel jLabel1;  
// End of variables declaration  
}
```