

SI@UCF Java/Java GUI Homework Assignment: Whack-A-Mole

Program

Whack-A-Mole is a common game where moles randomly pop up out of one of three holes. Typically, one uses a mallet to bop the moles back into their hole. The quicker a mole gets bopped, the higher the score.

We'll simulate this game without hurting any stuffed animals by writing a Java GUI with three rectangles that may get filled with a solid color (you can choose this color). Once a rectangle is filled, the user will try to click the corresponding button as fast as possible. Afterwards, another square (possibly the same one) will get filled with a solid color. The goal is to whack as many moles as possible within a fixed time period.

You'll be given a scaffold to fill out to make the game work. It will take care of the timing issues. You will need to write the code to randomly choose one of three rectangles, to color that rectangle the appropriate color, and clear that rectangle (fill it with white) once the user clicks the correct button.

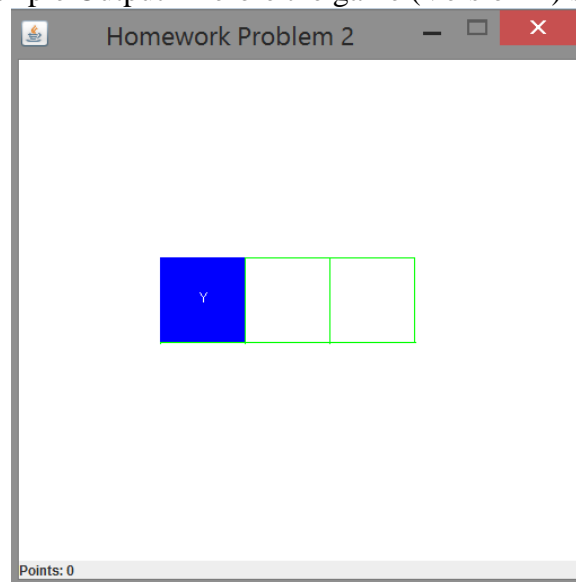
Version A (More Similar to Real Whack-a-mole)

Select a random number 1, 2 or 3 and color the appropriate box, showing the appropriate label (1 for the left most box, 2 for the middle box, 3 for the box on the right.) Consider the mole "whacked" if the user presses the correct digit key matching the box number.

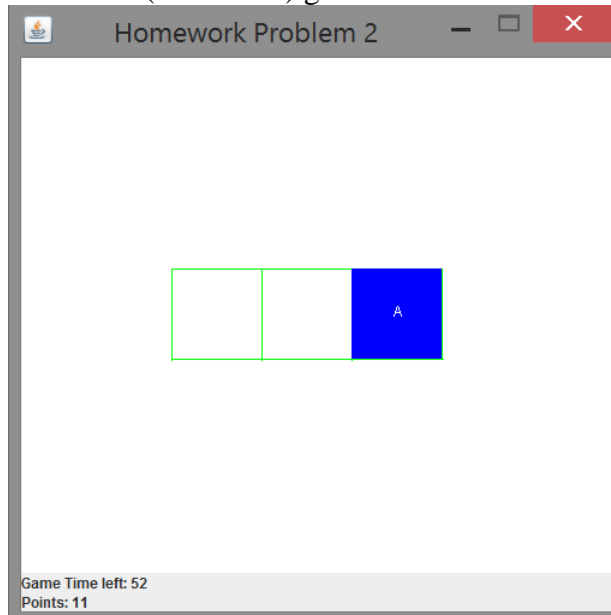
Version B (Little Different, a bit more difficult to play)

Select a random number 1, 2 or 3, like version A and color that box. In addition, select a random character, a-z, and print this letter on the box. The user must click the correct letter to whack the mole.

Example Output - Before the game (Version B) starts:



Example Output – After the (Version B) game starts with a few correct key presses:



Example Output – After the game (Version B) is over

