

```

import java.util.*;
public class EnkelSpel
{

    public static void main(String [] ar)
    {
        String namn;
        int datorTal;
        int minTal;

        Random slumpare=new Random();

        Scanner in=new Scanner(System.in);

        System.out.println("Vad heter du ?");
        namn=in.nextLine();

        System.out.println("Hej "+ namn+ ", om du vill spela
mata in ett tal mellan 1-6");
        minTal=in.nextInt();

        if(minTal>=1 && minTal<=6)
        {
            datorTal=slumpare.nextInt(6)+1;

            if(minTal==datorTal)
                System.out.println( namn+ " Du vann ");
            else
                System.out.println("Bättre lycka nästa gång " +
namn+ " Hi Hi "+ datorTal);
        }

        else
        {
            System.out.println("Fel värde");
        }
    }
}

```

```

import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
import java.util.*;

public class SpelPanel extends JPanel implements
ActionListener
{
    String minTals;
    int minTal;
    int datorTal;
    JLabel label1,label2,label3;
    JTextField text1;
    JButton b1;

    public SpelPanel()
    {

        label1=new JLabel("Skriv ett tal och tryck ok");
        b1=new JButton("ok");
        text1=new JTextField(10);

        ImageIcon icon=new ImageIcon("smile.jpg");

        JLabel label2=new JLabel( "Hi,hi,hi", icon,
SwingConstants.CENTER);
        label3=new JLabel (" Computer says NO... ");
        b1.addActionListener(this);

        add(label1);
        add(text1);
        add(b1);
        add(label3);
        add(label2);

    }

    public void actionPerformed( ActionEvent e)
    {
        minTals=text1.getText();
        minTal=Integer.parseInt(minTals);
        datorTal=new Random().nextInt(6);

        if(minTal==datorTal)
            label3.setText("Computer says..." + datorTal+ ". Du
vann" );
        else
            label3.setText("Computer says..." + datorTal+ ". Han
vann" );
    }
}

```

```
import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
import java.util.*;

public class GUISpel
{

public static void main(String [] ar)
{

    JFrame frame1=new JFrame("Ett enkelt spel");
    frame1.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

    SpelPanel panel=new SpelPanel();
    frame1.add(panel);

    frame1.pack();
    frame1.setSize(500,300);
    frame1.setVisible(true);

}

}
```