# Vampire The Masquerade V5 Core, Anarch And Camarilla Books Download



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!!! Vampires 4 commentaires Nombre de publications : 1 Dernier avis le 8 avril 2014 1 de 1 vampire the masquerade v5 core, anarch and camarilla books!!! vampire the masquerade v5 core, anarch and camarilla books!!! by: aris warren vampire the masquerade v5 core, anarch and camarilla books!!!Q: How to create a button in a JFrame that will do a different action based on the state of JOptionPane? I am building a trivia game where you must enter a 4 digit number from 1 to 99 in the text box and press the ok button to get your answer. The game is working fine and I am trying to set up the result JOptionPane for when the user gets the answer right. This JOptionPane pops up if they get it wrong and I want to have another button on the JFrame that

when pressed, the JOptionPane closes and the text field automatically appears in its default state. I am struggling with the code that I have written so far and can't quite figure out how to combine them together so that when the user gets the answer right, the "Get Answer" button in the JFrame will do the same thing. Any help would be appreciated. public class Trivia extends JFrame { public Trivia() { getContentPane().setLayout(null); JButton getAnswer = new JButton("Get Answer"); getAnswer.setBounds(147,240,179,23); getContentPane().add(getAnswer); JTextField textField = new JTextField(""); textField.setBounds(195,160,230,40); getContentPane().add(textField); JOptionPane.showMessageDialog(null, "Your 4 digit number is " + textField); } } A: Try this : public class Trivia extends JFrame { 82157476af

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