

Forum:[Hack Forums](#)

Thread: [Panel not showing in roulette game \(help pls\)](#)

Etho - June 21, 2015, 5:15 pm

I am working on a roulette game for class and don't know what went wrong. It compiles but when I run it the panel just doesn't show up. It would be great if one of you could take a look at my code. And I know that I could use a loop to do a lot of this stuff but for now I just want to get it working.

Edit: Problem fixed, setVisible(true); needed to be moved to after panel.add(MoneyLabel);

JavaProfit - June 21, 2015, 6:31 pm

Sorry, but what the hell is: Code if(b33 == true) { TotalChecked++; }

```
if(b34 == true) { TotalChecked++; }
```

```
if(b35 == true) { TotalChecked++; }
```

```
if(b36 == true) { TotalChecked++; }
```

```
if(Random == 1){ if(b1 == true){ AmountOfMoney = AmountOfMoney - TotalChecked + 36;
MoneyEarned = 36 - TotalChecked ; JOptionPane.showMessageDialog(this,"Congratulations you
won $" + (36-TotalChecked)); } }
```

```
if(Random == 2){ if(b2 == true){ AmountOfMoney = AmountOfMoney - TotalChecked + 36;
MoneyEarned = 36 - TotalChecked ; JOptionPane.showMessageDialog(this,"Congratulations you
won $" + (36-TotalChecked)); } }
```

```
if(Random == 3){ if(b3 == true){ AmountOfMoney = AmountOfMoney - TotalChecked + 36;
MoneyEarned = 36 - TotalChecked ; JOptionPane.showMessageDialog(this,"Congratulations you
won $" + (36-TotalChecked)); } }
```

```
if(Random == 4){ if(b4 == true){ AmountOfMoney = AmountOfMoney - TotalChecked + 36;
MoneyEarned = 36 - TotalChecked ; JOptionPane.showMessageDialog(this,"Congratulations you
won
```

badvibes - June 21, 2015, 7:33 pm

(Jun 21, 2015 06:31 PM)Systemic Wrote: [\[CITE\]](#) Sorry, but what the hell is: Code if(b33 == true) { TotalChecked++; }

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if(b34 == true) { TotalChecked++; }
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if(b35 == true) { TotalChecked++; }
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if(Random == 4){ if(b4 == true){ AmountOfMoney = AmountOfMoney - TotalChecked + 36;
MoneyEarned = 36 - TotalChecked ; JOptionPane.showMessageDialog(this,"Congratulations you
wongood code
```

u woldnt no about it

sdk - June 22, 2015, 2:38 am

(Jun 21, 2015 07:33 PM)badvibes Wrote: [\[CITE\]](#) good code

u woldnt no about it

Know* <3

But no thats not that great quite a bit of redundancy.

sdk - June 22, 2015, 5:58 am

(Jun 22, 2015 05:54 AM)badvibes Wrote: [\[CITE\]](#) u correct no but u don't correct u or woldnt

fk u thts good code

Your fucking spelling is horrible.

sdk - June 22, 2015, 5:59 am

(Jun 22, 2015 05:58 AM)badvibes Wrote: [\[CITE\]](#) fk u u dnt no my story
or my lief

i came

i conkered

I hope you are trolling, now go somewhere no one likes a troll that doesn't know good code.

badvibes - June 22, 2015, 6:00 am

(Jun 22, 2015 05:59 AM)Skits Vicious Wrote: [\[CITE\]](#) I hope you are trolling, now go somewhere no
one likes a troll that doesn't know good code.

mfw my spellin is almost as bad ur code

<http://pastebin.com/zFfzzcMT>