

```
package game;
import java.awt.Color;
import java.awt.Font;
import yops.*;
```

```
/*
 * This poorly written class is designed to go along with the
 * other poorly written class.
 *
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 * Created: Oct 16, 2007
 */
```

```
public class Entry {
    static GraphicsPanel panel;
    int x, y, value;
    Rectangle rect;
    Text label;
    boolean touched;

    static void setGraphicsPanel(GraphicsPanel p) {
        panel = p;
    }

    public Entry(int x, int y) {
        rect = new Rectangle(x*40, y*40, 40, 40, Color.BLACK, false);
        label = new Text("");
        label.setLocation(x*40+10, y*40);
        label.setFont(new Font("helvetica", Font.PLAIN, 30));
        panel.add(rect);
        panel.add(label);
    }

    public boolean touch() {
        touched = true;
        switch (value) {
            case -1:
                label.setText("X");
                label.setForeground(Color.RED);
                return true;
            case 0:
                rect.setVisible(false);
            default:
                if (value != 0) label.setText(""+value);
        }
        return false;
    }
}
```