Create a new GUI (Graphical User Interface).

Add the following:

- JPanel (All buttons and menus must be placed in a panel):
    - North – Button that will move panel of buttons and menus to the north side of the window
    - South – Button that will move panel of buttons and menus to the south side of the window
    - East – Button that will move panel of buttons and menus to the east side of the window
    - West – Button that will move panel of buttons and menus to the west side of the window
    - Font – Drop down menu with
        - At least 3 font options
    - Font size – drop down menu with
        - At least 3 number options
    - Text Color – Drop down menu with
        - Text Color 1
        - Text Color 2
        - Random Text RGB Color
    - Text Area Background Color – Drop down menu with
        - Background Color 1
        - Background Color 2
        - Random Background RGB Color
    - Button outline color (outlines the buttons in a particular color) – drop down menu with:
        - No color
        - Button Outline Color 1
        - Button Outline Color 2
        - Random Outline RGB Color
    - Reset Button (When pressed, the buttons, colors, and fonts are all reset to the initial format)
- JTextArea:
    - Large text area in the center that allows the user to type in any information

When any of the directional buttons are pressed, the whole button panel will move to that location (and change layout). Example: You press the north button and the button panel will move to the north – and the layout will have button options in a left-to-right layout. When the panel moves to the west or east, the layout needs to reflect a button layout that goes vertically and not horizontally. If the panel is placed in the north or south, the layout needs to take on a button layout that goes horizontally and not vertically.

If you press Font 1, all of the text in **<u>all</u>** locations (including buttons and text area) except for Font 2 and Font 3 buttons will change font (and vice versa). Font options must have their text displayed in their respective font option. There must be default fonts, sizes, and colors set before the window is first displayed on the screen.

Fonts:

new Font("Font Name Goes Here", Font style, size);   Styles: Font.PLAIN, Font.BOLD, Font.ITALIC

Text and Buttons colors: import javax.swing.border.*;

To change color of text use setForeground   To set button border:

To change color of button or text area use setBackground   button.setBorder(new LineBorder(color));