**GUI05**

**Directions**

Create a GUI program that displays three playing card images like the sample run below. You will need to create a JLabel for each of the three cards.

1. Create a java file named GUI05.
2. Right-click on the image below and select Save Picture As... Save it in the GUI folder on your home directory (same location as the java file) with the name **jack.gif**.

 

1. Right-click on the image below and select Save Picture As... Save it in the GUI folder on your home directory (same location as the java file) with the name **queen.gif**.



1. Right-click on the image below and select Save Picture As... Save it in the GUI folder on your home directory (same location as the java file) with the name **king.gif**.



1. Create 3 JLabel instance variables named jackLabel, queenLabel, and kingLabel.
2. Create 3 ImageIcon variables named jackImage, queenImage, and kingImage.
3. Follow the 5 step process demonstrated in GUI04 to display the images on the frame window.

**Source File**

GUI05.java

**Sample Run**

