**GUI15 Checkerboard**

**Directions**

Write a GUI program that draws a checkerboard like the one shown in the sample run below.

Copy the following code into your source file.

import java.util.\*;

import java.awt.\*;

import javax.swing.\*;

import java.awt.event.\*;

public class GUI15 extends JFrame

{

// constructor

public GUI15()

{

// set frame attributes

setLayout(null);

setSize(400, 400);

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

getContentPane().setBackground(Color.white);

setVisible(true);

}

public void paint(Graphics page)

{

super.paint(page); // erase background

Color color = Color.white;

}

// main method

public static void main(String[] args)

{

GUI15 app = new GUI15(); // run program

}

}

Programming Notes

* There should be 10 x 10 squares.
* Each square should have the dimensions 40 x 40 pixels.
* Use nested for loops.
* Graphic's class setColor method
* page.setColor(color);
* Graphic's class fillRect method
* page.fillRect(x, y, 40, 40);
* You can use the following code to alternate between the colors black and white.  
  Assume a Color variable named color has been declared.
* if(color == Color.white)
* color = Color.black;
* else
* color = Color.white;

**Source File**

GUI19.java

**Sample Run**

