

Quiz-4

Advanced Programming

Create a GUI comprising of two buttons (Rotator & Rotor) and a label (Display). Your GUI should function in the following manner:

- 1) Upon clicking the Rotator, the Rotor starts rotating.
- 2) You can stop the Rotor by clicking it.
- 3) Display shows how much the Rotor has rotated.

Draw a UML class diagram for this GUI.

NOTE:

- 1) You can use `setRotate()` of Button class to set the button angle.
- 2) You can use `getRotate()` of Button class to get the button angle.