**Lab 12.1 Creating a custom frame class**

The goal of this problem is to repackage most of the previous code as a class that extends JFrame. Build a class called MyCustomFrame that extends JFrame. The class should contain instance variables for the button and the label, as well as constants for the frame width and height. The constructor should call a private helper method, createComponents(), that instantiates the button, the label, and the panel. The helper method should also add the button and the label to the panel, and add the panel to the frame. After creating the components, the constructor should set the size of the frame.  
  
Test your class with the viewer code below.

import javax.swing.JFrame;  
  
public class MyCustomFrameViewer  
{  
 public static void main(String[] args)  
 {  
 MyCustomFrame frame = new MyCustomFrame();  
 frame.setTitle("My first frame");  
 frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);  
 frame.setVisible(true);  
 }  
}

**Lab 12.2 Adding a listener**

Build a separate class called ClickListener that implements the ActionListener interface. Add an actionPerformed() method that prints the message “Button was clicked.” using System.out.println(). Create a ClickListener object and register the object with the button by invoking addActionListener().  
  
Test the program by clicking the button. When the program is working correctly, convert the ClickListener class to an inner class in MyCustomFrame and test the program again.