4. Command design pattern: Writing <u>a complete CN1 program</u> to solve the described problem below. The picture here is a simple Graphical User Interface (GUI) consisting of a form. It is configured with BorderLayout and having the following buttons: Button1 (Click Me) and Button2 (Push Me). The buttons are placed in designated West and Center containers respectively. The West Container is configured with BoxLayout and the Center Container is configured with FlowLayout. (20 points)
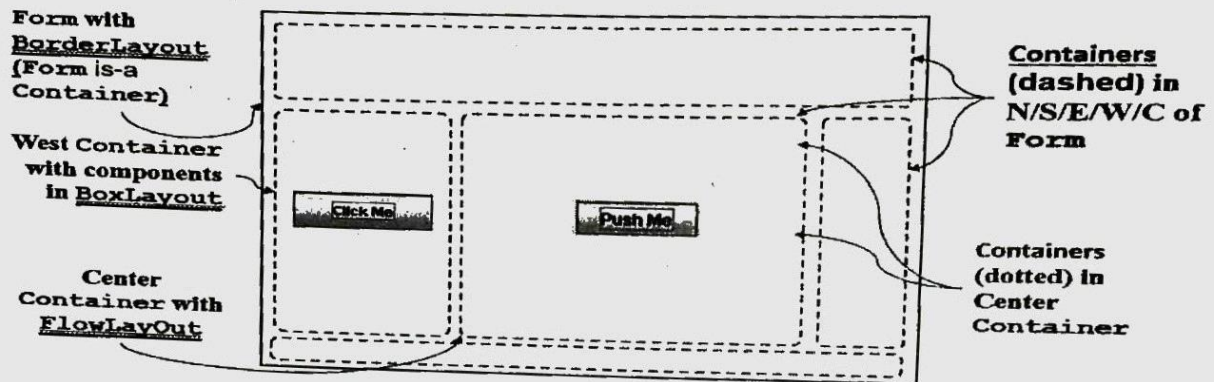
The handling for the command via the buttons are satisfied by the System.out.println text displaying of which button invocation takes place (i.e. "Clicked from Click Me" vs. "Pushed from Push Me"). Additionally, user can select letter 'c' to invoke the 'Click Me' command. User can select letter 'p' to invoke the 'Push Me" command. You are required to use **ONLY Command Design Pattern** to solve this problem. Please provide a complete CN1/Java implementation for this problem.

```
Form myForm = new Form( new Border( ayout ));
Container wContainer = new Container();
wContainer . setLayout( BoxLayout());
myForm. add (BorderLayout. WEST, wContainer );
Button Button1 = new Button();
Button1. setText(" Click me ") ;
wContainer.add ( Button1);
Container cContainer = new Container();
cContainer . setLayout ( FlowLayout());
Button Button2 = new Button();
Button2. setText (" Push me ") ;
cContainer. add ( Button2);
myForm. add (BorderLayout.CENTER, cContainer);
ActionListener (ActionEvent evt) {
    if ( evt == 'c')
        System.out.println(" Clicked from Click me")
        code for button push / click
```