```java
 1: import javax.swing.*;
 2: import java.awt.*;
 3: import java.awt.event.ActionEvent;
 4: import java.awt.event.ActionListener;
 5:
 6: // changed Debug -> Debug3
 7: // file name must match class identifier
 8:
 9: public class Debug3 extends JFrame implements ActionListener{
10:
11:         private JButton next = new JButton("Next");
12:         private JButton prev = new JButton("Previous");
13:         private JPanel button_panel = new JPanel();
14:         // changed from JLabel -> JPanel, wrong object
15:         private JPanel button_panel2 = new JPanel();
16:         final int FRAME_HEIGHT = 500, FRAME_WIDTH = 500;
17:
18:         // you need a CardLayout to allow for the show() method to work
19:         CardLayout card_layout = new CardLayout();
20:
21:         public Debug3(){
22:                 // clearer window name
23:                 super("Card Layout Example Program");
24:                 setLayout(card_layout);
25:                 // from values before the constructor
26:                 setSize(FRAME_HEIGHT, FRAME_WIDTH);
27:                 setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
28:
29:                 // action listeners need to attach to the current JFrame
30:
31:                 next.addActionListener(this);
32:                 prev.addActionListener(this);
33:
34:                 button_panel.setLayout(new FlowLayout());
35:                 // an iterative solution to making the code more efficient
36:                 for(int i = 1; i < 4; ++i){
37:                         button_panel.add(new JButton(String.valueOf(i)));
38:                 }
39:
40:                 // add the button panel to the current JFrame
41:                 // with correct name. They must match in the actionPerformed method
42:
43:                 this.add(button_panel, "Pane 1");
44:
45:                 button_panel2.setLayout(new GridLayout(2, 2, 5, 5));
46:                 for(int i = 4; i < 7; ++i){
47:                         button_panel2.add(new JButton(String.valueOf(i)));
48:                 }
```

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49:                    // correct names for the buttons
50:                    button_panel.add(next);
51:                    button_panel2.add(prev);
52:                    this.add(button_panel2, "Pane 2");
53:
54:            }
55:
56:            @Override
57:            public void actionPerformed(ActionEvent event) {
58:                    // JButton -> Object
59:                    // Object inherits any UI element so please use that
60:                    Object source = event.getSource();
61:                    // go forward
62:                    if(source == next){ card_layout.show(getContentPane(), "Pane 2"); }
63:                    // go backwards
64:                    else if (source == prev){ card_layout.show(getContentPane(), "Pane 1"); }
65:            }
66:
67:            public static void main(String[] args) {
68:                    Debug3 frame = new Debug3();
69:                    // make sure to set it to true, we need to see the GUI
70:                    frame.setVisible(true);
71:            }
72:
73: }
74:
```