**ASSIGNMENT 10**

**Problem Statement:**

Create a GUI program which has 4 buttons assigned to colors Red, Green, Blue and Reset. When a button is pressed appropriate color should be displayed.

CODE:

import java.awt.\*;

import javax.swing.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

class Buttons{

Buttons(){

JFrame f = new JFrame("Button Assignment");

f.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

f.setSize(400, 200);

JPanel panelMain = new JPanel();

final JButton red\_button = retButton("buttons/button\_red.png");

final JButton green\_button = retButton("buttons/button\_green.png");

final JButton blue\_button = retButton("buttons/button\_blue.png");

final JButton reset\_button = retButton("buttons/button\_reset.png");

Color defaultColor = panelMain.getBackground();

ActionListener buttonListener = new ActionListener(){

@Override

public void actionPerformed(ActionEvent ae){

Object o = ae.getSource();

if(o == red\_button) panelMain.setBackground(Color.RED);

else if(o == green\_button) panelMain.setBackground(Color.GREEN);

else if(o == blue\_button) panelMain.setBackground(Color.BLUE);

else if(o == reset\_button) panelMain.setBackground(defaultColor);

}

};

red\_button.addActionListener(buttonListener);

green\_button.addActionListener(buttonListener);

blue\_button.addActionListener(buttonListener);

reset\_button.addActionListener(buttonListener);

panelMain.add(red\_button);

panelMain.add(green\_button);

panelMain.add(blue\_button);

panelMain.add(reset\_button);

f.add(panelMain);

f.setVisible(true);

}

public static JButton retButton(String address){

JButton button = new JButton(new ImageIcon(address));

button.setBorderPainted(false);

button.setContentAreaFilled(false);

button.setFocusPainted(false);

button.setOpaque(true);

button.setMargin(new Insets(-5, -5, -5, -5));

return button;

}

public static void main(String[] args) {

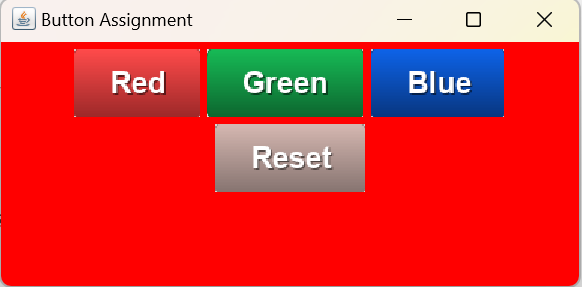
new Buttons();

}

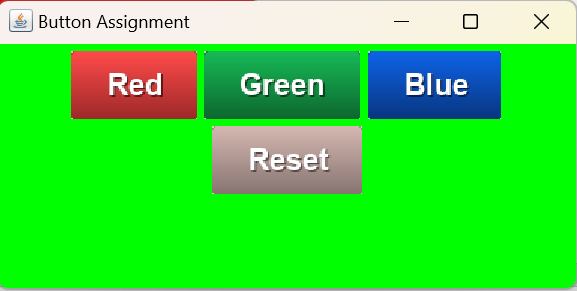
}

**OUTPUT:**

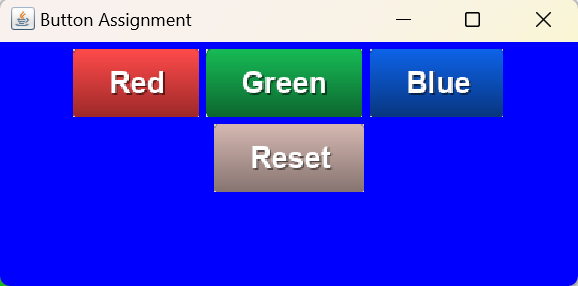
RED:



GREEN :



BLUE :



RESET:

