

Exercise Description:

You are required to develop a simple graphical user interface (GUI) in Java using the `JFrame` class. The GUI will contain a text field and a button.

Details:

1. `MyFrame` Class (`MyFrame.java`):

- This class extends `JFrame` to create a custom window (frame).
- **Components:**
 - `JPanel`: A panel to hold the components.
 - `TextField`: A text field where users can enter text.
 - `Button`: A button labeled "Press me!".
- **Layout:**
 - The text field and button are added to the panel.
 - The panel is then set as the content pane of the frame.
- **Frame Properties:**
 - The frame size is set to 400x400 pixels.
 - The title of the window is "My first Frame".
 - The default close operation is set to exit the application when the window is closed.

2. `Main` Class (`Main.java`):

- This class contains the main method, which simply creates an instance of the `MyFrame` class, thus displaying the GUI.

Task:

1. Implement the `MyFrame` class with a `TextField` and a `Button` inside a `JPanel`.
2. Set the frame properties such as size, visibility, and title.
3. In the `Main` class, instantiate the `MyFrame` class to display the window.

Bonus:

- Add an `ActionListener` to the button to display the content of the text field in the console when the button is pressed.
- Customize the GUI by adding more components or changing the layout.

This exercise introduces the basics of building a graphical interface using Java Swing and teaches how to use frames, panels, and basic UI components.