Problem 1
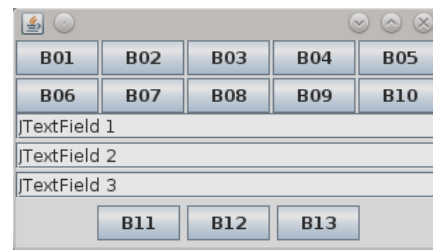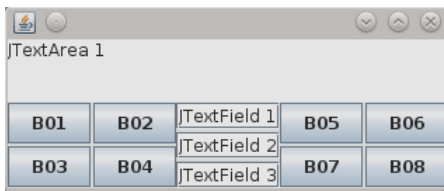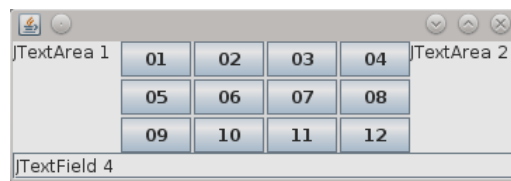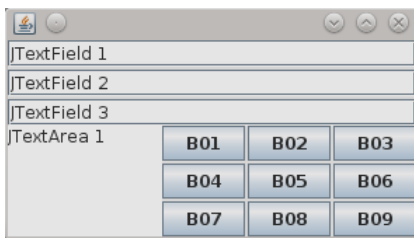
Write a program displaying user interfaces shown below. Use various layout managers
(**BorderLayout**, **FlowLayout**, **GridLayout**,) and objects of class **JPanel** for grouping
elements of the GUI. Try to replace repeating pieces of your code by small auxiliary
functions.
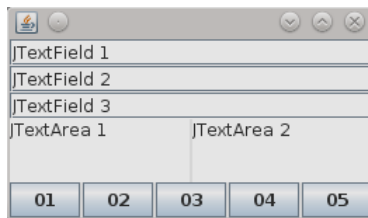
The interfaces needn't have any particular functionality.