***Class Activity***

//import java swing library for required classes

//create a Main class

//create a main method

//create a JFrame object name it a

//create a Jbutton object name it b

//set bounds for b

//Create a JTextField object name it b1

// set bounds for b1

//Create a JMenu object name it menu

//Create a JMenuBar object name it m1

//Create a JMenuItem object name it a1

//Create a JMenuItem object name it a2

//Add a1 and a2 to menu

//Add menu to m1

//uncomment the following

//a.setJMenuBar(m1);

//Name ImageIcon object icon

//Create a JLabel object named b2 pass ImageIcon object named icon within it's round bracket

b2.setBounds(40, 240, icon.getIconWidth(), icon.getIconHeight());

//Create a JPasswordField object name it value

//Create a JLable object name it l1

//set bounds for l1 and value

// add value l1 b, b1 and b2 to JFrame object named a

a.add(value);

a.add(l1);

a.add(b);

a.add(b1);

a.add(b2);

a.setSize(800, 800);

a.setLayout(**null**);

a.setVisible(**true**);

}

}