GUI – Squares

**Purpose**

This lab was designed to introduce event listeners in a GUI application.

**Description**

Create a simple game that is composed of 9 squares (buttons). The goal of the game is to turn on all but the center square.

Create the image below by using grid layout with a 3x3 grid of squares, some on (red) and others off (black). A square is just a subclass JButton and has been provided for you.

Clicking squares will toggle the on/off state of a group of squares:

* Click a **corner** square to toggle the four corner squares.
* Click a **middle side** light to toggle all the squares on that side. There are 4 sides which don’t include the middle.
* Click the **center** square to toggle it and the squares directly above, below, and to each side of it.

**Program Shell**

SquaresMain.java has been provided for you.

**Sample Execution**

 