```java
/*
    - Overall design  ok
    - Runtime interaction Ok


        Marks allocated subject to demo and
        also you pass the plagiarism test

        6 / 6
*/

//Full Name - Hay Munn Hnin Wai
//Tutorial - T04
//Dear Sir, This is my own work & Kindly check the code below.
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JButton;
import javax.swing.Icon;
import javax.swing.ImageIcon;
import javax.swing.JOptionPane;
import java.awt.Font;
import java.awt.Color;
import java.awt.FlowLayout;

import java.util.Arrays;
import java.util.Collections;
import java.util.List;

import java.awt.GridLayout;
import java.awt.event.ActionListener;
import java.awt.event.ActionEvent;
import java.util.Random;

class LuckyDraw extends JFrame
{
    //private final JTextField jtf;
    private final JButton [] buttonArray;
    private final Icon ic,ic1;
    private final String [] buttonLabel;
    private final String[] LuckyArray = new String [7];
    private final int [] LuckyNo = new int [7];

    private int [] numArray = new int[49];

    private void initialisation()                   // For JButton C/W Images
    {
        Random rand = new Random();

        for ( int i = 0; i < numArray.length;i++) //Add Images to Each of Jbuttons
        {
            if(i % 2 == 0)
            {
                buttonArray[i] = new JButton(ic);
            }
            else
            {
                buttonArray[i] = new JButton(ic1);

            }
            add(buttonArray[i]);
        }
    }
    private void CreateLabel ()                         //Create Labels for Each Button
    {
        for (int i = 0; i < buttonArray.length; i++)
        buttonLabel[i] = String.format("%s",i+1);     //From 1 to 49,Store i buttonLabel Array
    }

    private void ShuffleArray()                    // Shuffle Array for bot JButton & Label
    {
        String [] buttonNo = new String [49];
        for (int i = 0; i < buttonArray.length; i++)
        {
            buttonNo[i] = String.format ("%s",i);
            buttonLabel[i] = String.format("%s",i+1);

        }
        List <String>alist = Arrays.asList(buttonNo);
        List <String>alist1 = Arrays.asList(buttonLabel);

        Collections.shuffle(alist);          //Shuffle the ButtonArray
        Collections.shuffle(alist1);         //Shuffle the LabelArray

    }
    private void GetLuckyNo()                    // Get 7 Lucky Nos Array
    {
        for (int i = 0; i < LuckyArray.length; i++)
        {
            LuckyArray [i] = buttonLabel[i];              // Set ButtonLabel[i] to LuckyArray[i]
            LuckyNo[i] = Integer.parseInt(LuckyArray [i]);  //Convert LuckyArray to Int For Sorting

        }
    }
    public LuckyDraw ()
    {
        super("Good Luck to you");
        setLayout (new GridLayout (7,7));           //Create GridLayout

        //Initialization
        ic = new ImageIcon ("ic.png");                 // Import Image1
        ic1 = new ImageIcon ("ic1.png");               // Import Image2
        buttonArray = new JButton[numArray.length];  //Jbutton Length
        buttonLabel = new String [numArray.length];   // ButtonArray lengt
        initialisation();                  //Initial JButton
        CreateLabel();
        ShuffleArray();                   // ShuffleArray for Jbuttons & JLabels

        GetLuckyNo();                    // Get 7 Lucky Nos
        ShuffleArray();

        registerEvent();

    }
    private void registerEvent ()   // Register Event
    {
        for (int i = 0; i < numArray.length; i++)
        {
            buttonArray [i].addActionListener (new DriveDemo());
        }
    }

    //Private Inner Class to Handle the Events
    private class DriveDemo implements ActionListener
    {
        //Reset the list to Clear the Lists and Start Over
        private void Reset ()
        {
            for (int i = 0; i < buttonArray.length; i++)
            {
                buttonArray[i].setBackground(null);         //Clear Background Colour
                buttonArray[i].setFont(new Font("Arial",Font.BOLD,12));
                buttonArray[i].setForeground(Color.BLACK);    // Set The ForeGround to Black
            }
        }
        private void SortArray()          //Sorting the LuckyNo Arrays
        {
            int temp = 0;
            for (int i = 0; i < LuckyArray.length ; i++)
            {
                for (int j = i+1; j < LuckyArray.length; j++)
                {
                    if (LuckyNo[i] > LuckyNo[j])
                    {
                        temp = LuckyNo[i];
                        LuckyNo[i] = LuckyNo[j];
                        LuckyNo[j] = temp;
                    }
                }
            }
        }
        @Override
        public void actionPerformed (ActionEvent e)
        {
            ShuffleArray();
            Reset();

            for ( int i = 0; i < numArray.length;i++)
            {
                for ( int j = 0; j < 7 ; j ++)
                {
                    if ((LuckyArray[0].equals (buttonLabel[i])))
                    {
                        buttonArray[i].setBackground(Color.GREEN);
                        buttonArray[i].setFont(new Font("",Font.BOLD,25));
                        buttonArray[i].setForeground(Color.RED);
                    }
                    else if (LuckyArray[j] .equals (buttonLabel[i]))
                    {
                        buttonArray[i].setBackground(Color.YELLOW);
                        buttonArray[i].setFont(new Font("Arial",Font.BOLD,25));

                    }

                }
                    //Set the buttonLabel into the button
                buttonArray[i].setText(buttonLabel[i]);

            }
            Icon cg = new ImageIcon ("cg1.gif");    //Import Gif File
            int top_prize =  LuckyNo[0];            //Set LuckyNo[0] to Top Price
            SortArray();

            String str = "[";
            for ( int i = 0; i <= 6; i++)
            {
                if( LuckyNo[i] == top_prize)
                {
                    if ( i == 6 )
                    str += String.format("]%n");

                }
                else
                {
                    if (i<5)
                        str += String.format("%d, ",LuckyNo[i]);
                    else if (i == 5)
                        str += String.format("%d",LuckyNo[i]);
                    else
                        str += String.format(",%d]%n",LuckyNo[i]);
                }
            }
            GetLuckyNo();
            str += String.format("Top prize %d",top_prize);
            JOptionPane.showMessageDialog (null, str, "Hope you enjoy the game!",
JOptionPane.INFORMATION_MESSAGE,cg);
        }
    }
}
class HayMunnHninWai_59_A3
{
    public static void main ( String[] args)
    {
        LuckyDraw d = new LuckyDraw();
        d.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        d.setSize(450,500);
        d.setVisible(true);

    }

}
```