Q 3.1

import java.awt.\*;

import java.applet.\*;

/\*<applet code="gl.class" width=800 height=800>

</applet> \*/

public class gl extends Applet {

    Button button1, button2, button3, button4;

    public void init() {

        GridLayout layout =

                new GridLayout(2, 2, 10, 10);

        setLayout(layout);

        button1 = new Button("Button1");

        button2 = new Button("Button2");

        button3 = new Button("Button3");

        button4 = new Button("Button4");

        add(button1);

        add(button2);

        add(button3);

        add(button4);

    }

    public void paint(Graphics g) {

    }

}

Q 3.2

import java.awt.\*;

import java.applet.\*;

/\*<applet code="borderLayout.class" width=800 height=800>

</applet> \*/

public class borderLayout extends Applet {

    Button button1, button2, button3, button4, button5, button6;

    public void init() {

        BorderLayout layout = new BorderLayout(10, 10);

        setLayout(layout);

        button1 = new Button("Button1");

        button2 = new Button("Button2");

        button3 = new Button("Button3");

        button4 = new Button("Button4");

        button5 = new Button("Button5");

        add("North", button1);

        add("South", button2);

        add("East", button3);

        add("West", button4);

        add("Center", button5);

    }

    public void paint(Graphics g) {

    }

}