**Introduction to GUI**

Create your own class to make a new GUI. Complete the following tasks in this class. Copy and paste your completed class below. Take a screenshot of the GUI you created and post it in the space provided. You can take a screenshot by pressing PRINT SCREEN on the keyboard and then pasting using CTRL+V. You can paste your picture to WORD or PAINT program first and crop it before pasting here.

1. Make the Frame 350 wide and 600 high
2. Create two buttons. Make sure they are not overlapping. The text on each button should be: Button #1 and Button #2.
3. Create two labels. Make sure they are not overlapping. The text in each label should be: Label #1 and Label #2
4. Line up the buttons and labels and make them look nice.
5. Add one more component that we have not used yet to the class (see [list of components](http://da2i.univ-lille1.fr/doc/tutorial-java/ui/features/components.html))

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| import javax.swing.\*;  public class GUI  {    JFrame f;  JButton button1, button2;  JLabel label1, label2;  JTextArea text;    public GUI(){    f = new JFrame();    button1 = new JButton("Button #1");  button2 = new JButton("Button #2");    label1 = new JLabel("Label #1");  label2 = new JLabel("Label #2");    text = new JTextArea();  text.setBounds(10,70,315,430);  f.add(text);    button1.setBounds(10,510,90,40);  button2.setBounds(110,510,90,40);  label1.setBounds(10,50,50,20);  label2.setBounds(117+25,10,50,20);    f.add(button1);  f.add(button2);  f.add(label1);  f.add(label2);    f.setLayout(null);  f.setSize(350, 600);  f.setVisible(true);  f.setLocationRelativeTo(null);    }    public static void main(String[] args)  {  new GUI();  }  } |
| Screenshot: |