

Assume that the output window is 300 x 300 pixels in size, and that the GUI Designer has been used to place the following components in the graphical output window: a JButton named `theButton` and a JTextField named `answerField`. On the other page, show the contents of the graphical output window and the Java Console after the following Java program code is executed AND the user has clicked on the On/Off button **THREE** times.

```
public class MUFrame extends javax.swing.JFrame {
    private Integer num;
    private Boolean turnedOn;

    public MUFrame() {
        initComponents(); // needed to set up GUI

        turnedOn = false;
        num = 10;

        System.out.println("hello from constructor");
    } // end of constructor

    private void theButtonActionPerformed(ActionEvent evt) {
        System.out.println("hello from button handler");

        num += 100;
        turnedOn = ! turnedOn;

        if (turnedOn) {
            answerField.setText("num = " + num);
        }
        else {
            answerField.setText("HELLO");
        }
    } // end of theButtonActionPerformed()
} // end of class MUFrame
```

Graphical Output Window:**Java Console:**