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 JTextField named `topField`, another JTextField named `bottomField`, and a JButton named `doItButton`. 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 **TWO** times, and then show what the two windows would look like after the user has clicked the button three more times, for a total of **FIVE** clicks.

The program is only run once; you are showing the output at two different points during the execution of the program. After the program has started, the user will click the button twice, then you should show what the two windows look like; then the execution of the program continues and user clicks the button three more times. After that, show what the windows will look like after a total of 5 consecutive clicks.

```java
public class MUFrame extends javax.swing.JFrame {

    private Integer sequenceNum, mysteryNum;

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

        mysteryNum = 1;
        sequenceNum = 0;

        System.out.println("this is the constructor");

    } // end of constructor

    private void doItButtonActionPerformed(ActionEvent evt) {

        sequenceNum++;
        mysteryNum *= 2;

        System.out.println("button click # " + sequenceNum);

        if (sequenceNum % 2 == 0) {
            topField.setText("mysteryNum = " + mysteryNum);
        }
        else {
            bottomField.setText("mysteryNum = " + mysteryNum);
        }

    } // end of theButtonActionPerformed()

} // end of class MUFrame
```
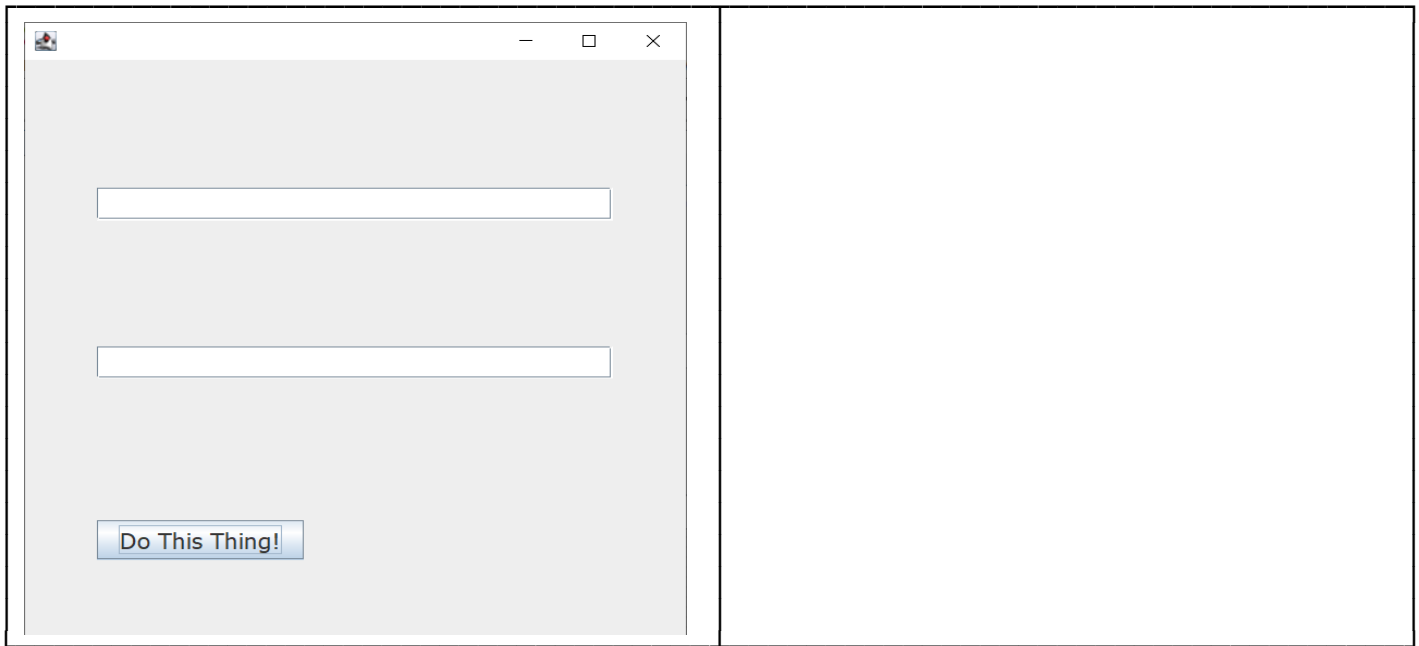
After the 2nd click:

Graphical Output Window: **Java Console:**

Do This Thing!

After the 5th click:

Graphical Output Window: **Java Console:**

Do This Thing!