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```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class GUICountdown implements ActionListener
{
    private JFrame frame;
    private JButton button;
    private Container contentPane;
    private JLabel label;

    public static void main (String[] args)
    {
        GUICountdown guiCount = new GUICountdown();
        guiCount.start();
    }

    public void start()
    {
        frame = new JFrame("GUI Countdown");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        contentPane = frame.getContentPane();

        button = new JButton("Countdown Button");
        button.addActionListener(this);
        contentPane.add(button);

        frame.setSize(300,300);
        frame.setVisible(true);
    }

    public void actionPerformed(ActionEvent e)
    {
        button.setForeground(Color.red);

        switch (button.getText())
        {
            case "Countdown Button":
                button.setText("Five");
                break;
            case "Five":
                button.setText("Four");
                break;
            case "Four":
                button.setText("Three");
                break;
            case "Three":
                button.setText("Two");
                break;
            case "Two":
                button.setText("One");
                break;
            case "One":
                button.setVisible(false);
                label = new JLabel("Congratulations!!! You've reached ZERO!");
                contentPane.add(label);
                break;
        }
    }
}
```

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