

EXERCISE 1

GUI AND LAYOUT MANAGERS

Write a Java Swing program that will display the following output. Use the 3 Layout Managers discussed in class; FlowLayout, BorderLayout and GridLayout. The buttons in the application should not respond to user clicks yet.

Note: Do not use visual designer in creating the application.

The screenshot shows a Java Swing window titled "SpaceX Starlink Project". The window contains a form with the following elements:

- Satellite ID**: A text input field.
- Find Satellite**: A button.
- Satellite Name**: A text input field.
- Longitude**: A text input field.
- Latitude**: A text input field.
- Elevation**: A text input field.
- Health Status**: A dropdown menu.
- Save**: A button.
- Update**: A button.
- Delete**: A button.
- A large gray rectangular area, likely a placeholder for a list or table.
- ClearAll**: A button at the bottom center.