

## Question 2) Tree

In this program, there are Tree and TreeGui classes.

**Tree class** extends GCompound and **TreeGui class** uses this GCompound to make interactions with buttons.

Tree class is already implemented; you should just implement necessary parts in TreeGui class.

**TreeGui class** should have three buttons: **“Red”, “Blue”, “Yellow”**. When they are clicked the balls on the Christmas tree should turn into that color.

Run as application rather than an applet.

Example Run:





