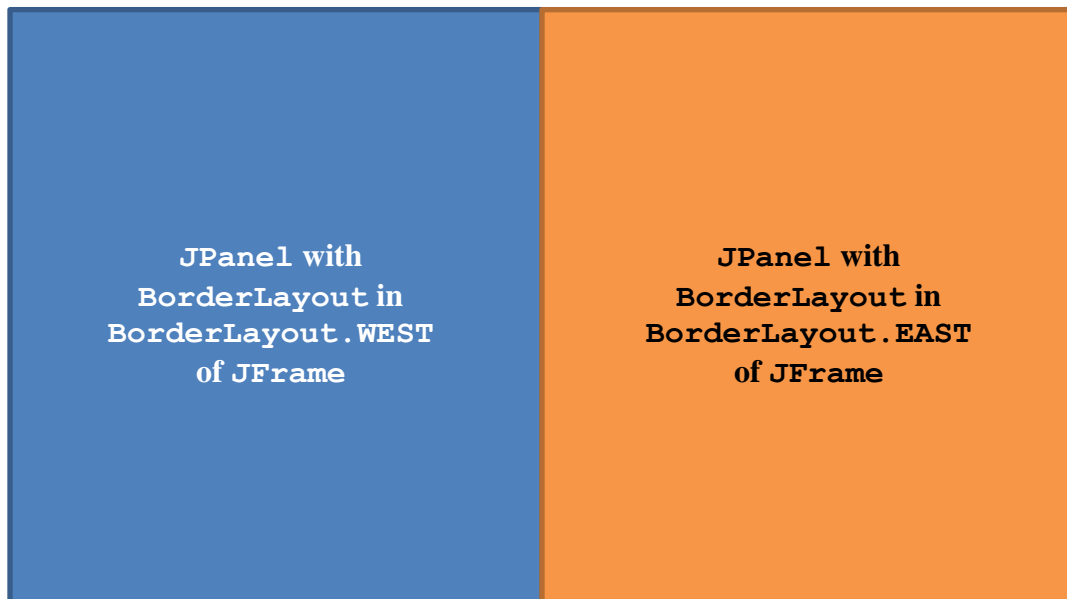


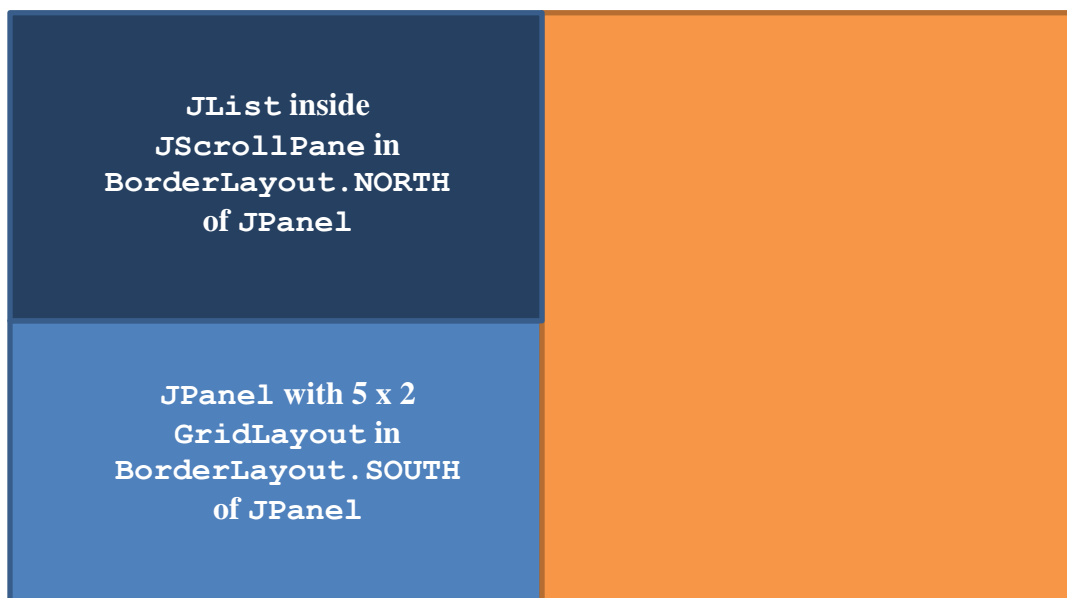
Constructing the GUI Layout for Assignment 2

1. Set a `BorderLayout` for the `JFrame`. Create two `JPanel`s with `BorderLayout`s and add them to the `WEST` and `EAST` regions of the `JFrame`'s layout:



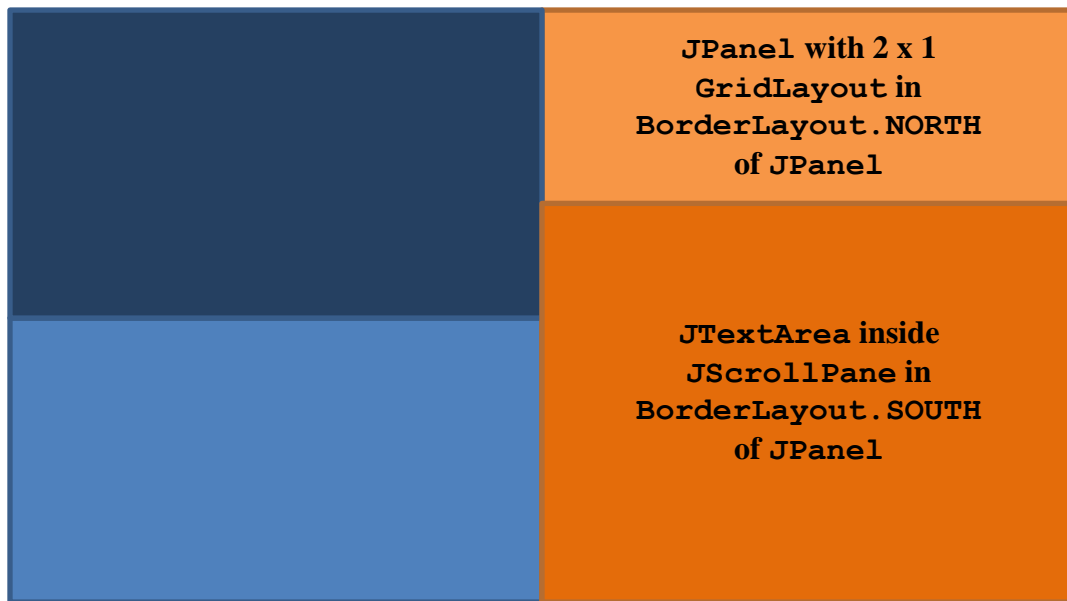
2. Add your `JList` **inside a `JScrollPane`** to the `NORTH` region of the left `JPanel`. A `visibleRowCount` of 10 and a `fixedCellWidth` of 350 for the `JList` should make it roughly the correct size.

Add a `JPanel` with a 5 row by 2 column `GridLayout` to the `SOUTH` region of the left `JPanel`. The various `JLabels` and `JTextFields` to display game statistics may then be added to this panel.

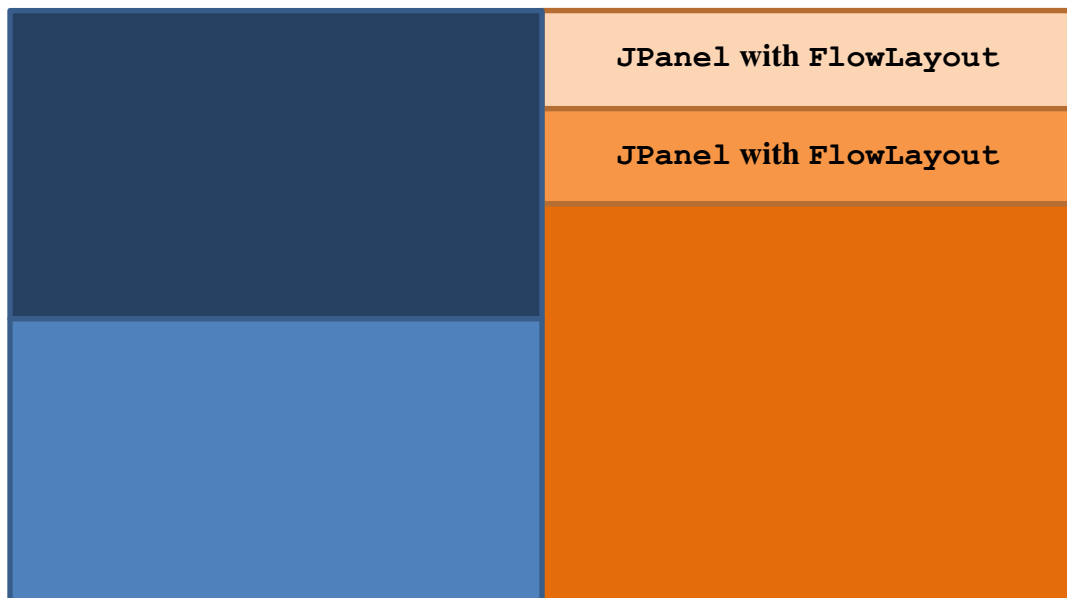


3. Add a `JPanel` with a 2 row by 1 column `GridLayout` to the NORTH region of the right `JPanel`.

Add your `JTextArea` **inside a `JScrollPane`** to the SOUTH region of the left `JPanel`. 15 rows by 35 columns for the `JTextArea` should make it roughly the correct size.



4. Add two `JPanel`s with `FlowLayout`s to the top right `JPanel`. The various `JLabels`, `JButtons`, and the `JComboBox` for selecting the computer's strategy may then be added to these panels.



5. Call `frame.pack()` to set the application's window to the size dictated by the preferred sizes of the various GUI components. Alternatively, you can experiment with different values for `frame.setSize()`.