2. Display Information, let user control program, collect information from user

6. main method

8. get source

12. 5

16. 4

18. Play the game

20. Hello, Hello again

26. 0 0 0

28. b=new JButton("Button");

30. c.setLayout(new GridLayout(2,1));

34. contents.add(label1,BorderLayout.NORTH)

36. p1.setLayout(new GridLayout(3,4));

38. contents.add(p1,BorderLayout.CENTER)

44. Must import java.awt.\*

46. JLabel is not instantiated

48. c.add( ff, Borderlayout NORTH)

50. needs a Jlabel like jL.settext(“Hi”)