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```
/* CubesGUIEasier Class - Action Listener for Cube Button */

public class CubesGUIEasier implements ActionListener{
    private JTextField countField, incrField, rowsField;
    private JTextArea textArea;

    public CubesGUIEasier() {
JFrame frame = new JFrame("This Swing GUI Displays Cubes and Cube Roots");
        frame.setSize(780,380);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        JPanel pane = new JPanel();

        JLabel label1 = new JLabel("Start Counting at:");
        pane.add(label1);
```

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○ **User_Two**　　　　　　　　　　　　　　　　　　　　　COMMENT
　Very clean code - super helpful!

○ **User_Three**
　Would have been better with more comments.

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CubesGUIEasier.java Repository: **Team_119** | UNFOLLOW | Owner : **User_Four** ○

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    Font fixedFont = new Font("Courier New",Font.BOLD,12);
```

| Tags : | JAVA ✓ | BEGINNER ✓ | SWING ✗ | ADD TAG |

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