Assignment 13 (UI assignment 2)

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```
import java.awt.*;
import java.awt.event.*;

public class TrafficSignal extends Frame implements ActionListener {

   private Button redButton, greenButton, yellowButton;

   public TrafficSignal() {
      super("Traffic Signal");

      // Create buttons and add event listeners
      redButton = new Button("Red");
      redButton.addActionListener(this);
      redButton.setBackground(Color.RED);

      greenButton = new Button("Green");
      greenButton.addActionListener(this);
      greenButton.setBackground(Color.GREEN);

      yellowButton = new Button("Yellow");
      yellowButton.addActionListener(this);
      yellowButton.setBackground(Color.YELLOW);

      // Add buttons to frame
      setLayout(new FlowLayout());
      add(redButton);
      add(greenButton);
      add(yellowButton);

      // Set frame properties
      setSize(300, 200);
      setVisible(true);
   }

   public static void main(String[] args) {
      TrafficSignal signal = new TrafficSignal();
   }
```

```
    @Override
    public void actionPerformed(ActionEvent e) {
        String message = "";

        // Determine which button was clicked and set message accordingly
        if (e.getSource() == redButton) {
            message = "STOP";
        } else if (e.getSource() == greenButton) {
            message = "GO";
        } else if (e.getSource() == yellowButton) {
            message = "SLOW DOWN";
        }

        // Show message as alert message
        // Comment out this section if printing message to console instead
        Toolkit.getDefaultToolkit().beep();
        Dialog dialog = new Dialog(this, "Message");
        dialog.setSize(200, 100);
        Label label = new Label(message);
        dialog.add(label);
        dialog.setVisible(true);

        // Print message to console instead of showing as alert message
        // Uncomment this section to print message to console instead
        // System.out.println(message);
    }
}
```