

Question:

Create a GUI program which has 4 buttons assigned to colors Red, Green, Blue and Reset. When a button is pressed appropriate color should be displayed.

Code:

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

public class program1 {
    public static void main(String[] args) {
        JFrame f = new JFrame();

        JButton red = new JButton("Red");
        JButton blue = new JButton("Blue");
        JButton green = new JButton("Green");
        JButton reset = new JButton("Reset");

        red.setBounds(145, 100, 100, 40);
        blue.setBounds(145, 150, 100, 40);
        green.setBounds(145, 200, 100, 40);
        reset.setBounds(145, 250, 100, 40);

        red.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                Container contentPane = f.getContentPane();
                contentPane.setBackground(Color.RED);
            }
        });

        blue.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                Container contentPane = f.getContentPane();
                contentPane.setBackground(Color.BLUE);
            }
        });

        green.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
```

```

        Container contentPane = f.getContentPane();
        contentPane.setBackground(Color.GREEN);
    }
});

reset.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        Container contentPane = f.getContentPane();
        contentPane.setBackground(Color.WHITE);
    }
});

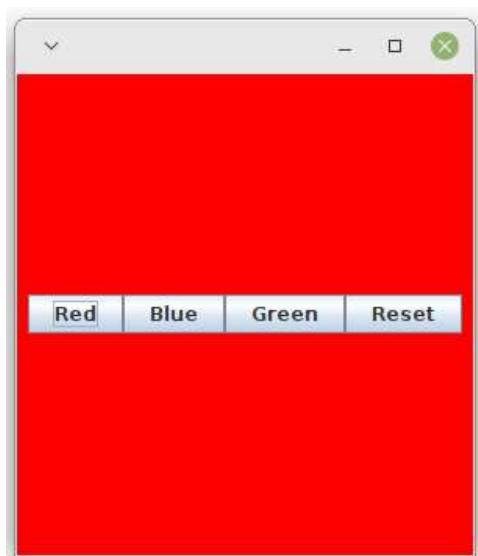
f.add(red);
f.add(blue);
f.add(green);
f.add(reset);

f.setSize(400, 500);
f.setLayout(new GridBagLayout());
f.setLocationRelativeTo(null);
f.setVisible(true);
}
}

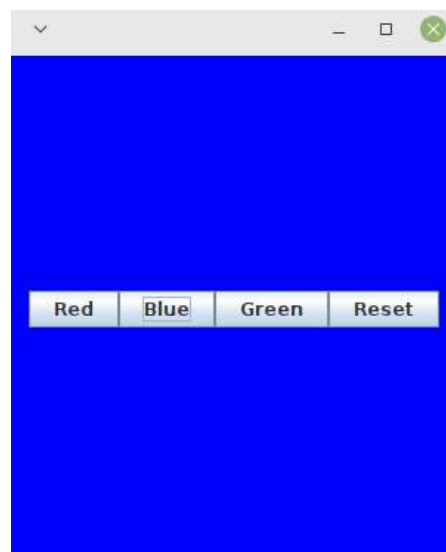
```

Output:

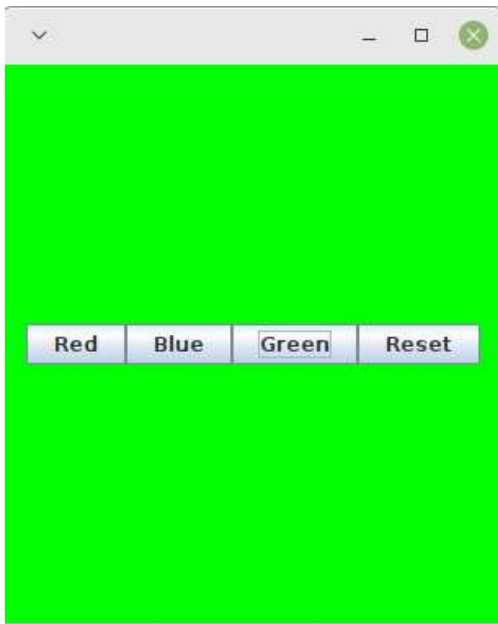
When “Red” is Pressed:



When “Blue” is Pressed:



When “Green” is pressed:



When “Reset” is pressed:

