Create a program that displays a combo-box to the user.

The title of the frame should be ***“Pick an Animal.”***

The choices offered to the user should be the following list in the following order:

***Pig***

***Gorilla***

***Rat***

***Snake***

***Lion***

***Tiger***

***Elephant***

The default displayed to the user initially should be ***“Tiger”.***

If the user selects one of these animals and confirms, display a confirmation dialog box that says:

***“You are now a …”***

Fill in the ***“...”*** with the animal they have selected.

After selecting and displaying the animal, your program should exit.

However, if the user hits the CANCEL button or closes the combo-box window before selecting an animal, print the following in a confirmation dialog box:

***“You must pick an animal.”***

Then redisplay the original combo-box with the choice of animals asking the user again to choose.

Repeat this process until the user selects an animal. (Use a loop).