**package** javaSwing.viet;

**7**

**public** **class** bangmau **extends** JFrame **implements** ActionListener

{

**private** JButton[] buttonList;

**private** Container pane = getContentPane();

**private** **final** **int** NUM\_BUTTONS = 10;

**public** bangmau()

{

pane.setLayout(**new** GridLayout(5,2,10,10));

pane.setBackground(Color.***white***);

buttonList = **new** JButton[NUM\_BUTTONS];

**for**(**int** pos = 0; pos < NUM\_BUTTONS; pos++)

{

buttonList[pos] = **new** JButton("Button" + (pos + 1));

pane.add(buttonList[pos]);

buttonList[pos].addActionListener(**this**);

}

}

**public** **void** actionPerformed(ActionEvent e)

{

**int** number;

**for**(**int** pos = 0; pos < NUM\_BUTTONS; pos++)

{

**if** (e.getSource() == buttonList[pos])

{

number = pos + 1 ;

**switch**(number)

{

**case** 1:

buttonList[ 0 ].setText("red");

pane.setBackground(Color.***red***);

**break**;

**case** 2:

buttonList[ 1 ].setText("orange");

pane.setBackground(Color.***orange***);

**break**;

**case** 3:

buttonList[ 2 ].setText("yellow");

pane.setBackground(Color.***yellow***);

**break**;

**case** 4:

buttonList[ 3 ].setText("green");

pane.setBackground(Color.***green***);

**break**;

**case** 5:

buttonList[ 4 ].setText("blue");

pane.setBackground(Color.***blue***);

**break**;

**case** 6:

buttonList[ 5 ].setText("cyan");

pane.setBackground(Color.***CYAN***);

**break**;

**case** 7:

buttonList[ 6 ].setText("pink");

pane.setBackground(Color.***pink***);

**break**;

**case** 8:

buttonList[ 7 ].setText("black");

pane.setBackground(Color.***black***);

**break**;

**case** 9:

buttonList[ 8 ].setText("lightGray");

pane.setBackground(Color.***lightGray***);

**break**;

**case** 10:

buttonList[ 9 ].setText("white");

pane.setBackground(Color.***white***);

**break**;

**default**:

buttonList[NUM\_BUTTONS - 1].setText("Error");

}

**break**;

}

}

}

**public** **static** **void** main(String[] arguments)

{

bangmau gui = **new** bangmau();

gui.setSize(300,300);

gui.setVisible(**true**);

}

}