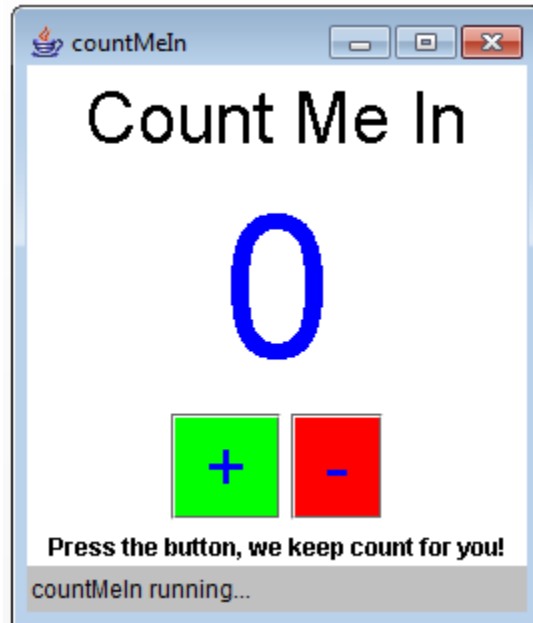


Count Me In



Create an applet, that when you:

- Press +, it adds one to the count.
- Press -, it subtracts one from the count.

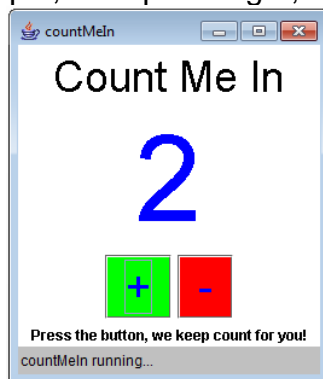
You will need a global variable:

```
int count = 0;
```

To display the changes in ActionPerformed:

```
number.setText(""+count);
```

For example, after pressing +, twice:



And just in case, you think this is pointless (you aren't wrong), here's an app that does the same thing:



Starting code:

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
import java.applet.Applet;

public class countMeIn extends Applet implements ActionListener
{
    int count = 0;

    public void init ()
    {
        resize (250, 250);
    }

    public void actionPerformed (ActionEvent e)
    {
    }
}
```