

# Setting up the screen

## Part 1

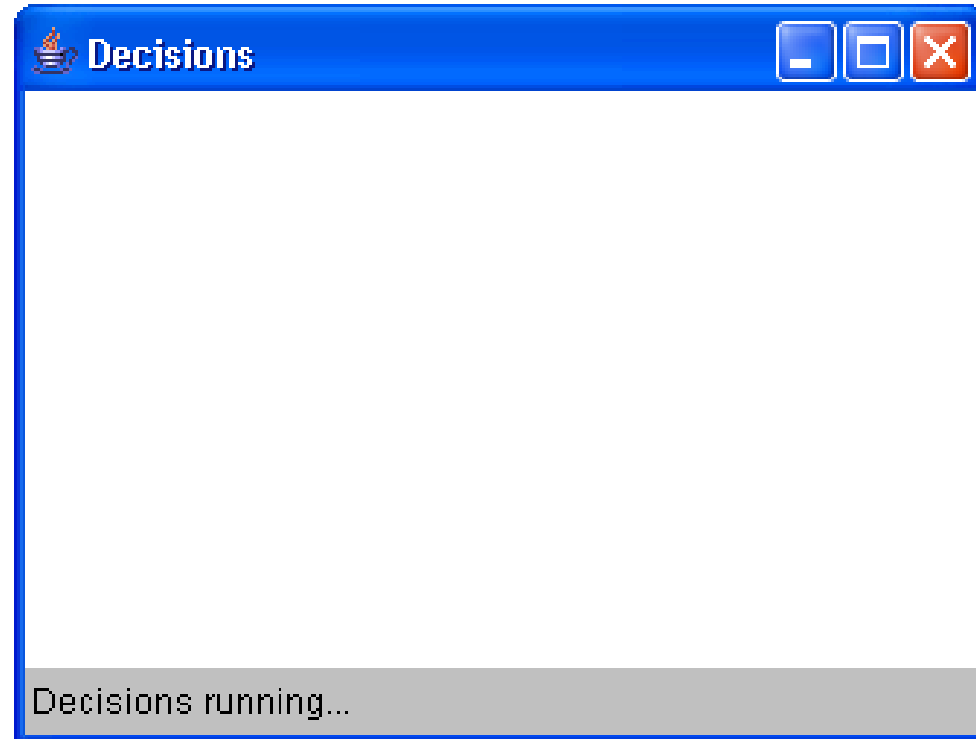
In init method

```
public void init ()
{ resize (200, 100);
  JLabel title = new JLabel ("Test Guesser");
  title.setFont (new Font ("Arial", Font.BOLD, 20));
  add (title);

  JButton tf = new JButton ("True/False");
  tf.setActionCommand ("opt1");
  tf.addActionListener (this);
  tf.setForeground (Color.yellow);
  tf.setBackground (Color.red);
  add (tf);

  JButton abcd = new JButton ("A/B/C/D");
  abcd.setActionCommand ("opt2");
  abcd.addActionListener (this);
  abcd.setForeground (Color.blue);
  abcd.setBackground (Color.green);
  add (abcd);

  JLabel output = new JLabel ("Nothing yet.");
  add (output);
}
```

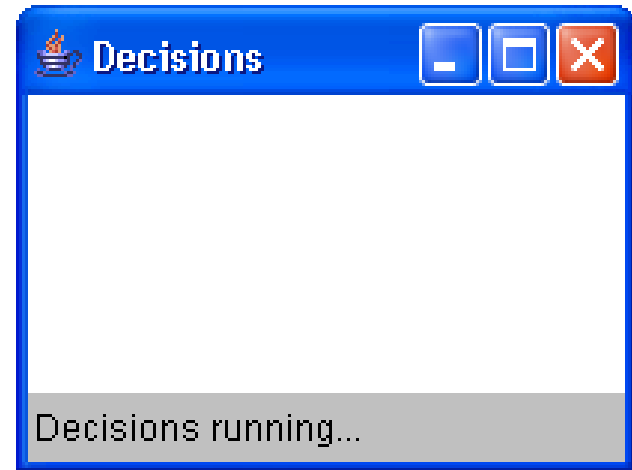


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}
```

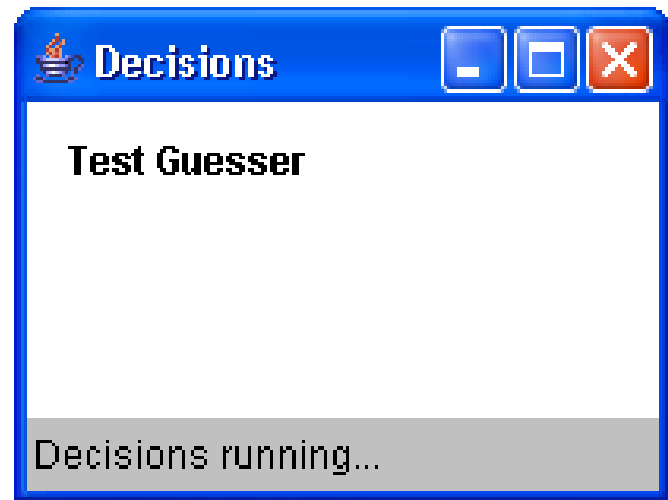


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  JLabel output = new JLabel ("Nothing yet.");
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}
```



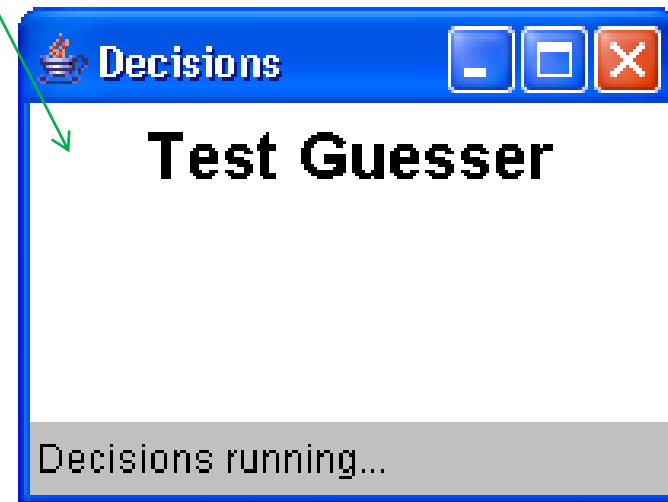
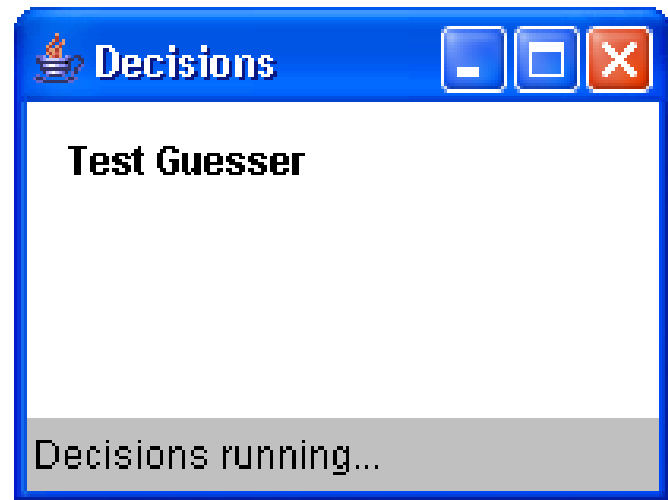
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tf.addActionListener (this);  
tf.setForeground (Color.yellow);  
tf.setBackground (Color.red);
```

```
 add (tf);
```

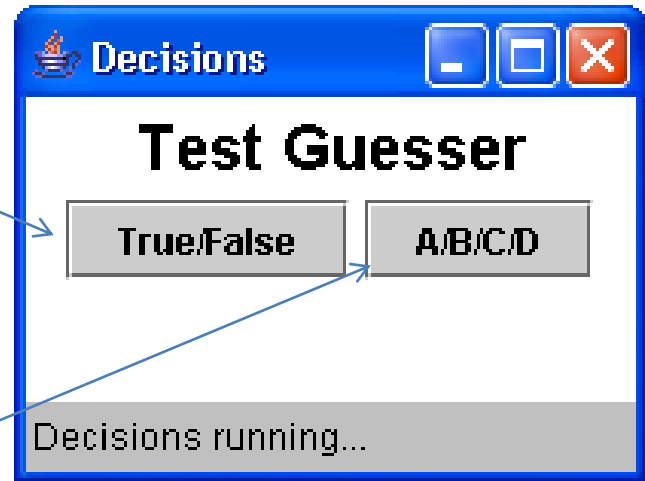
```
 JButton abcd = new JButton ("A/B/C/D");
```

```
abcd.setActionCommand ("opt2");  
abcd.addActionListener (this);  
abcd.setForeground (Color.blue);  
abcd.setBackground (Color.green);
```

```
 add (abcd);
```

```
JLabel output = new JLabel ("Nothing yet.");  
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```

```
}
```



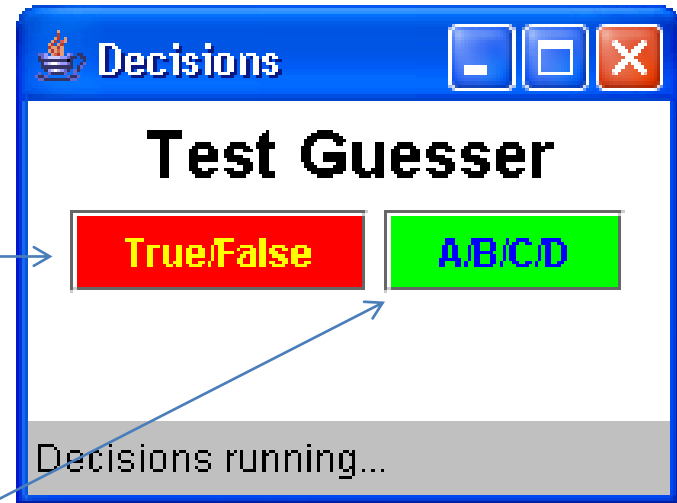
```
public void init ()  
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  JLabel output = new JLabel ("Nothing yet.");  
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```
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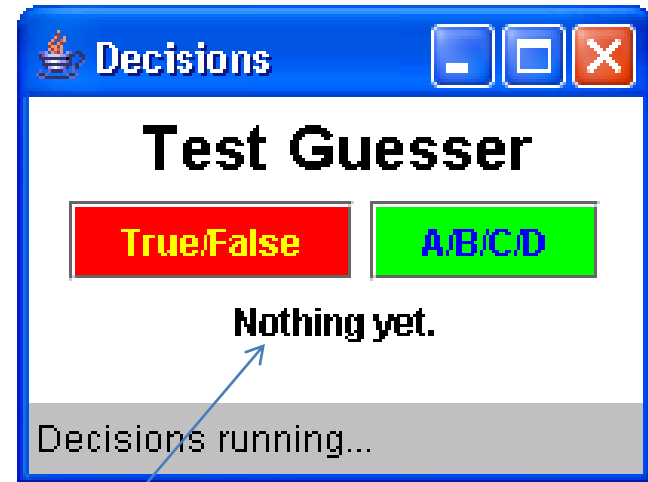
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public void init ()  
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```

```
  JLabel output = new JLabel ("Nothing yet.");  
  add (output);
```

```
}
```





```

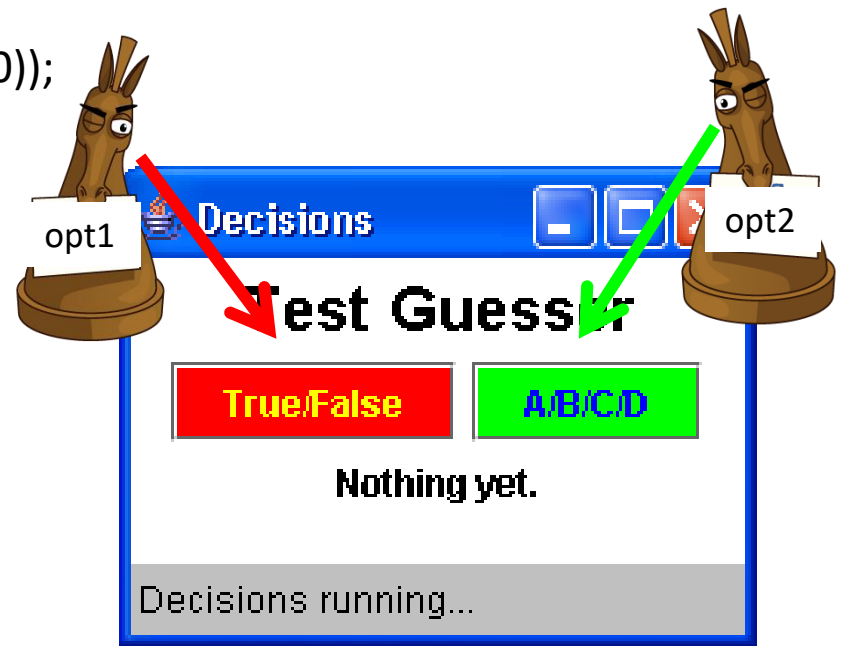
public void init ()
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```



Action Listeners are pieces of code that “watch buttons”. They remember the actionCommands you give them.