

Program: GardenGrows.java

Write the complete Java code to get GardenGrows.java to run. Use a size appropriate for the output, below. The dimensions should make sense based on the needs of the program.

- GardenGrows.java is a very short class that makes a JFrame and adds an instance of the class called Garden.java, which is a JPanel, is made, then added to the JFrame's visible space.
- Please import all libraries needed for both GardenGrows.java and Garden.java immediately above the GardenGrows.java class.
- Garden.java is a JPanel that responds to clicking of the mouse and use of the keyboard.
 - o In paintComponent(), a big rectangular garden is drawn that is 1000 x 500 and has its top left corner at (50,50).
 - o The garden initially is PINK (just pink dirt).
 - o After the user has watered the garden, the garden will become GREEN. To water, the user clicks the mouse anywhere within the space of the garden, then uses the keyboard to input '%.' No scanners should be used – please use a Key Event.
 - o After the user has added sun to the garden, the garden will flower. To add sun, the user will click with the mouse anywhere on the garden and use the keyboard's up arrow. Flowering is produced graphically by drawing 50x50 pixel filled circles in a loop, so flowers appear every 200 pixels to the right and left, and up and down, only in the garden space. This would be on top of the green that showed before, meaning that no flowers will show if there has not also been water applied.
 - o There should be no response if the user clicks off the garden and waters or applies sun.
 - o After you get the above working, add in the following. If you press the space bar, everything should reset, i.e. the garden is PINK, as in the very beginning.

Write the complete JPanel class code below and on the back of this sheet: