		Name	Per	
Consid	der the following incomplete code:			
}	class LayoutEx extends JFrame			
	public LayoutEx() - sets up an 400 x 400 frame, adds an instance of MainPanel and makes it visible			
	public static void main(String [] args)			
	LayoutEx layoutEx = new }	v LayoutEx ();		
	MainPanel extends JPanel implements			
į	MainPanel() { setBackground(Color.REI setLayout(new GridLayou Panel1 one = new Panel1 Panel1 two = new Panel1 Panel2 three = new Panel2 JPanel four = new JPanel(add(one); add(two); add(three); add(four); }	ut(1, 4, 10, 20)); (); (); 2();		
}	//Rememl	ber, the following is an example. You	ı pick meaningful names. ©	
class F	Panel1 extends JPanel implements			
·	Panel1() { setBackgound(Color.CYA setLayout(new BorderLay add(buttonInstance, Borde add(verticalSliderInstance add(textAreaInstance, Borde) }	yout()); erLayout.NORTH); //labeled "GO"		
}				
class F	Panel2 extends JPanel implements			
{	Panel2()			

//created with param. 10 //labeled "Press"

setBackground (Color. YELLOW);

add(textFieldInstance);
add(buttonInstance);

}

Some Questions
1. How man programmer-defined classes are there? (circle one)
One two three four five
2. How many programmer-defined constructors are there?
3. After "implements" should be some key words. Write in what should be implemented- only the
bare minimum please- for each of the following.
MainPanel implements
Panel1 implements
Panel2 implements
4. There are some great advantages to breaking up code (like this example shows) into multiple classes. Describe at least TWO obvious advantages to this.
a.
b.
c.
5. What is the appearance of this frame? See constructor for dimensions. Accurately draw it below, marking details like labels of button, size of text input/output components, and colors.