1. Answer the questions referring to the program below.

a) How many panels are created by this program? _____

- List all the variable identifiers that refer to panels:

- In the list above, circle the ones that can be considered subpanels of other panels.

b) Draw a picture that depicts the GUI for this program. Be sure to label everything \((x, y, z, \text{label1}, \text{label2}, \text{label3})\), colors used (use an arrow to point at a region and write its color); don’t worry too much about placement (I am looking for the logical structure, rather than exact layout).

```java
import java.awt.*;
import javax.swing.*;
public class Quiz6a
{
    public static void main (String[] args)
    {
        JFrame frame = new JFrame ("Please Vote");
        JPanel x = new JPanel();
        x.setBackground (Color.green);
        JPanel y = new JPanel();
        y.setBackground (Color.red);
        JLabel label1 = new JLabel ("Elections");
        JLabel label2 = new JLabel ("2016");
        JPanel z = new JPanel();
        z.setBackground (Color.yellow);
        ImageIcon pic = new ImageIcon ("smiley.jpeg");
        JLabel label3 = new JLabel ("Vote for me!", pic, SwingConstants.RIGHT);
        // places caption to the right of picture
        y.add (label1);
        y.add (label2);
        z.add (label3);
        x.add (z);
        x.add (y);
        frame.getContentPane().add(x);
        frame.pack();
        frame.setVisible(true);
    }
}
Quiz 6 10/18/16  

1. Answer the questions referring to the program below.

   a) How many panels are created by this program? ____

   • List all the variable identifiers that refer to panels:

   ________________________________________________________________

   • In the list above, circle the ones that can be considered subpanels of other panels.

   b) Draw a picture that depicts the GUI for this program. Be sure to label everything (x, y, z, labelA, labelB, labelC), colors used (use an arrow to point at a region and write its color); don’t worry too much about placement (I am looking for the logical structure, rather than exact layout).

   ```java
   import java.awt.*;
   import javax.swing.*;
   public class Quiz6b {
      public static void main (String[] args) {
         JFrame frame = new JFrame ("Elections 2016");

         JPanel x = new JPanel();
         x.setBackground (Color.blue);
         JLabel labelA = new JLabel ("Vote for");
         JLabel labelB = new JLabel ("me!");

         JPanel y = new JPanel();
         y.setBackground (Color.red);
         ImageIcon pic = new ImageIcon ("smiley.jpeg");
         JLabel labelC = new JLabel ("Good times", pic, SwingConstants.RIGHT);
         // places caption to the right of picture

         JPanel z = new JPanel();
         z.setBackground (Color.yellow);

         x.add (labelA);
         x.add (labelB);
         y.add (labelC);
         z.add (x);
         z.add (y);

         frame.getContentPane().add(z);
         frame.pack();
         frame.setVisible(true);
      }
   }
   ```