1. Answer the questions referring to the program below.

a) How many panels are created by this program? 3

- 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, label1, label2, 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 ("Happy memories");
        JPanel x = new JPanel();
        x.setBackground (Color.green);
        JPanel y = new JPanel();
        y.setBackground (Color.red);
        JLabel label1 = new JLabel ("Spring");
        JLabel label2 = new JLabel ("Break");
        JPanel z = new JPanel();
        z.setBackground (Color.yellow);
        ImageIcon pic = new ImageIcon ("smiley.jpeg");
        JLabel label3 = new JLabel ("Smile", pic, SwingConstants.RIGHT);
        // places caption "Smile" 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 3/8/16

1. Answer the questions referring to the program below.

a) How many panels are created by this program? __3__

- List all the variable identifiers that refer to panels:
  - x
  - y
  - z

- 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("Spring Break");
        JPanel x = new JPanel();
        x.setBackground(Color.blue);
        JLabel labelA = new JLabel("Snow");
        JLabel labelB = new JLabel("Ice");
        JPanel y = new JPanel();
        y.setBackground(Color.red);
        ImageIcon pic = new ImageIcon("smiley.jpeg");
        JLabel labelC = new JLabel("Good times", pic, SwingConstants.RIGHT);
        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);
    }
}
```