[Write Java GUI Swing Application](https://www3.ntu.edu.sg/home/ehchua/programming/howto/NetBeans_HowTo.html#netbeans-swing) to do the following :

1. Define a class called **Student** , which has the following members:

Private Data :

Name, ID

Public Functions:

set \_info(string, string) // set for the above info (from the user).

getName() // to return the student name

getId() // to return the student ID

Student() // initialize the variables with default values

1. Define a JFrame subclass called **TestGUI** that emplements actionListener and itemLestener the following characteristics :

* The frame **title** “*Lab 5”.*
* The width 300 the height 400.
* At position x=100, y =200 from the screen.
* Set layout to Grid layout with 2 columns and 3 rows.
* Contain 2 text Fields & 2 labels - to make the user inter his name And ID -
* Contain save button when the user clicked the application create object from Student class with the given information.
* Contain a checkbox" graduated student " when the user checked show message dialog " congratulation " .
  1. in main() create object of the class TestGUI