

```

1 import java.awt.BorderLayout;
2
3 import javax.swing.JButton;
4 import javax.swing.JFrame;
5 import javax.swing.JLabel;
6 import javax.swing.JPanel;
7 import javax.swing.JTextField;
8
9
10 public class quiz1GUI {
11     JPanel p1 ;
12     JFrame aFrame ;
13     JLabel label1 , label2 , label3, label4;
14     JTextField tf1 ;
15     JButton b1;
16
17
18     public quiz1GUI () {
19         // initializing the components.
20         aFrame = new JFrame ("My componenets") ;
21         p1 = new JPanel() ;
22
23         b1 = new JButton("Button 1");
24         tf1 = new JTextField(10);
25
26         label1 = new JLabel("Enter First Number:") ;
27         label2 = new JLabel("west") ;
28         label3 = new JLabel("Center") ;
29         label4 = new JLabel("East") ;
30
31
32         p1.add(label1);
33         p1.add(tf1);
34
35         // optimizing the objects.
36         aFrame.setLayout(new BorderLayout());
37
38         aFrame.add(p1, BorderLayout.PAGE_START);
39         aFrame.add(label2, BorderLayout.WEST);
40         aFrame.add(label3, BorderLayout.CENTER);
41         aFrame.add(label4, BorderLayout.EAST);
42         aFrame.add(b1, BorderLayout.PAGE_END);
43
44         aFrame.pack();
45         aFrame.setVisible(true);
46         aFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
47     }
48
49
50     public static void main (String args []) {
51         quiz1GUI window = new quiz1GUI () ;
52     }
53
54
55 }
56

```