# AWT CONTAINERS

Containers are integral part of AWT GUI components. A container provides a space where a component can be located. A Container in AWT is a component itself and it adds the capability to add component to itself. Following are noticable points to be considered.

- Sub classes of Container are called as Containter. For example Panel, Frame and Window.

- Container can add only Component to itself.

- A default layout is present in each container which can be overridden using setLayout method.

| Sr. No. | Container & Description |
|---------|------------------------|
| 1 | Container<br><br>It is a generic container object which can contain other AWT components. |

## AWT UI Elements:

Following is the list of commonly used containers while designed GUI using AWT.

| Sr. No. | Container & Description |
|---------|------------------------|
| 1 | Panel<br><br>Panel is the simplest container. It provides space in which any other component can be placed, including other panels. |
| 2 | Frame<br><br>A Frame is a top-level window with a title and a border |
| 3 | Window<br><br>A Window object is a top-level window with no borders and no menubar. |