

AWT PANEL CLASS

http://www.tutorialspoint.com/awt/awt_panel.htm

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Introduction

The class **Panel** is the simplest container class. It provides space in which an application can attach any other component, including other panels. It uses `FlowLayout` as default layout manager.

Class declaration

Following is the declaration for **java.awt.Panel** class:

```
public class Panel
    extends Container
    implements Accessible
```

Class constructors

S.N.	Constructor & Description
1	Panel Creates a new panel using the default layout manager.
2	Panel <i>LayoutManagerlayout</i> Creates a new panel with the specified layout manager.

Class methods

S.N.	Method & Description
1	void addNotify Creates the Panel's peer.
2	AccessibleContext getAccessibleContext Gets the AccessibleContext associated with this Panel.

Methods inherited

This class inherits methods from the following classes:

- `java.awt.Container`
- `java.awt.Component`
- `java.lang.Object`

Panel Example

Create the following java program using any editor of your choice in say **D:/ > AWT > com > tutorialspoint > gui >**

AwtContainerDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;

public class AwtContainerDemo {
    private Frame mainFrame;
    private Label headerLabel;
    private Label statusLabel;
    private Panel controlPanel;
    private Label msglabel;

    public AwtContainerDemo(){
        prepareGUI();
    }

    public static void main(String[] args){
        AwtContainerDemo awtContainerDemo = new AwtContainerDemo();
        awtContainerDemo.showPanelDemo();
    }

    private void prepareGUI(){
        mainFrame = new Frame("Java AWT Examples");
        mainFrame.setSize(400,400);
        mainFrame.setLayout(new GridLayout(3, 1));
        mainFrame.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent windowEvent){
                System.exit(0);
            }
        });
        headerLabel = new Label();
        headerLabel.setAlignment(Label.CENTER);
        statusLabel = new Label();
        statusLabel.setAlignment(Label.CENTER);
        statusLabel.setSize(350,100);

        msglabel = new Label();
        msglabel.setAlignment(Label.CENTER);
        msglabel.setText("Welcome to Tutorialspoint AWT Tutorial.");

        controlPanel = new Panel();
        controlPanel.setLayout(new FlowLayout());

        mainFrame.add(headerLabel);
        mainFrame.add(controlPanel);
        mainFrame.add(statusLabel);
        mainFrame.setVisible(true);
    }

    private void showPanelDemo(){
        headerLabel.setText("Container in action: Panel");

        Panel panel = new Panel();
        panel.setBackground(Color.magenta);
        panel.setLayout(new FlowLayout());
        panel.add(msglabel);

        controlPanel.add(panel);

        mainFrame.setVisible(true);
    }
}
```

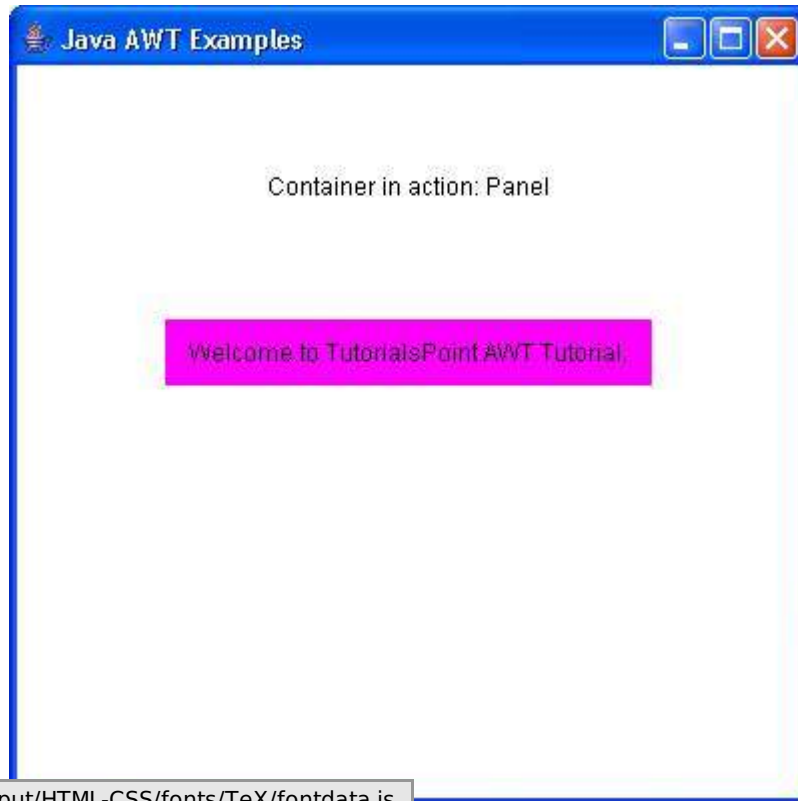
Compile the program using command prompt. Go to **D:/ > AWT** and type the following command.

```
D:\AWT>javac com\tutorialspoint\gui\AwtContainerDemo.java
```

If no error comes that means compilation is successful. Run the program using following command.

```
D:\AWT>java com.tutorialspoint.gui.AwtContainerDemo
```

Verify the following output



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