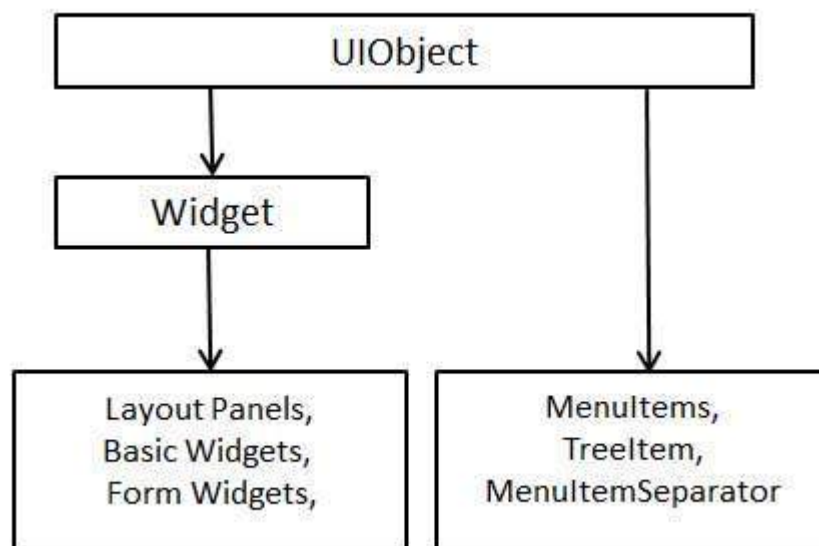


Every user interface considers the following three main aspects:

- **UI elements** : These are the core visual elements the user eventually sees and interacts with. GWT provides a huge list of widely used and common elements varying from basic to complex which we will cover in this tutorial.
- **Layouts**: They define how UI elements should be organized on the screen and provide a final look and feel to the GUI *GraphicalUserInterface*. This part will be covered in Layout chapter.
- **Behavior**: These are events which occur when the user interacts with UI elements. This part will be covered in Event Handling chapter.

GWT UI Elements:

The GWT library provides classes in a well-defined class hierarchy to create complex web-based user interfaces. All classes in this component hierarchy have been derived from the **UIObject** base class as shown below:



Every Basic UI widget inherits properties from Widget class which in turn inherits properties from UIObject. Tree and Menu will be covered in complex widgets tutorial.

S.N. Widget & Description

- 1 [GWT UIObject Class](#)
This widget contains text, not interpreted as HTML using a `<div>` element, causing it to be displayed with block layout.
- 2 [GWT Widget Class](#)
This widget can contain HTML text and displays the html content using a `<div>` element, causing it to be displayed with block layout.

Basic Widgets

Following are few important *Basic Widgets*:

S.N.	Widget & Description
1	Label This widget contains text, not interpreted as HTML using a <code><div></code> element, causing it to be displayed with block layout.
2	HTML This widget can contain HTML text and displays the html content using a <code><div></code> element, causing it to be displayed with block layout.
3	Image This widget displays an image at a given URL.
4	Anchor This widget represents a simple <code><a></code> element.

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js