

SWING - CONTAINERS

http://www.tutorialspoint.com/swing/swing_containers.htm

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Containers are integral part of SWING 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 Container. For example JPanel, JFrame and JWindow.
- Container can add only Component to itself.
- A default layout is present in each container which can be overridden using setLayout method.

SWING Containers:

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

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