

SWING - JPANEL CLASS

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

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Introduction

The class **JPanel** is a generic lightweight container.

Class declaration

Following is the declaration for **javax.swing.JPanel** class:

```
public class JPanel
    extends JComponent
    implements Accessible
```

Class constructors

S.N.	Constructor & Description
1	JPanel Creates a new JPanel with a double buffer and a flow layout.
2	JPanelbooleanisDoubleBuffered Creates a new JPanel with FlowLayout and the specified buffering strategy.
3	JPanelLayoutManagerlayout Create a new buffered JPanel with the specified layout manager.
4	JPanelLayoutManagerlayout, booleanisDoubleBuffered Creates a new JPanel with the specified layout manager and buffering strategy.

Class methods

S.N.	Method & Description
1	AccessibleContext getAccessibleContext Gets the AccessibleContext associated with this JPanel.
2	PanelUI getUI Returns the look and feel L&F object that renders this component.
3	String getUIClassID Returns a string that specifies the name of the L&F class that renders this component.
4	protected String paramString Returns a string representation of this JPanel.

5 **void setUIPanelUI**

Sets the look and feel **L&F** object that renders this component.

6 **void updateUI**

Resets the UI property with a value from the current look and feel.

Methods inherited

This class inherits methods from the following classes:

- javax.swing.JComponent
- java.awt.Container
- java.awt.Component
- java.lang.Object

JPanel Example

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

SwingContainerDemo.java

```
package com.tutorialspoint.gui;

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class SwingContainerDemo {
    private JFrame mainFrame;
    private JLabel headerLabel;
    private JLabel statusLabel;
    private JPanel controlPanel;
    private JLabel msgLabel;

    public SwingContainerDemo(){
        prepareGUI();
    }

    public static void main(String[] args){
        SwingContainerDemo swingContainerDemo = new SwingContainerDemo();
        swingContainerDemo.showJPanelDemo();
    }

    private void prepareGUI(){
        mainFrame = new JFrame("Java Swing 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 JLabel("", JLabel.CENTER);
        statusLabel = new JLabel("",JLabel.CENTER);

        statusLabel.setSize(350,100);

        msgLabel = new JLabel("Welcome to Tutorialspoint SWING Tutorial.", JLabel.CENTER);
```

```

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

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

    private void showJPanelDemo(){
        headerLabel.setText("Container in action: JPanel");

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

        controlPanel.add(panel);
        mainFrame.setVisible(true);
    }
}

```

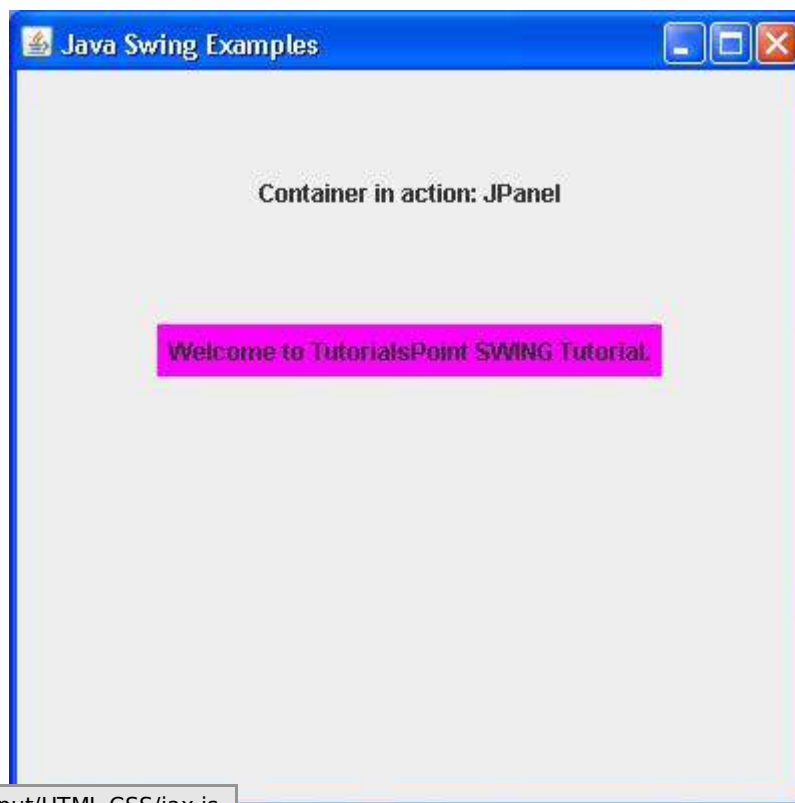
Compile the program using command prompt. Go to **D:/ > SWING** and type the following command.

```
D:\SWING>javac com\tutorialspoint\gui\SwingContainerDemo.java
```

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

```
D:\SWING>java com.tutorialspoint.gui.SwingContainerDemo
```

Verify the following output



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