

SWING - LAYOUTMANAGER INTERFACE

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

Copyright © tutorialspoint.com

Introduction

The interface **LayoutManager** is used to define the interface for classes that know how to lay out Containers.

Class declaration

Following is the declaration for **java.awt.LayoutManager** interface:

```
public interface LayoutManager
```

Interface methods

S.N.	Method & Description
1	void addLayoutComponent <i>Stringname, Componentcomp</i> If the layout manager uses a per-component string, adds the component comp to the layout, associating it with the string specified by name.
2	void layoutContainer <i>Containerparent</i> Lays out the specified container.
3	Dimension minimumLayoutSize <i>Containerparent</i> Calculates the minimum size dimensions for the specified container, given the components it contains.
4	Dimension preferredLayoutSize <i>Containerparent</i> Calculates the preferred size dimensions for the specified container, given the components it contains.
5	void removeLayoutComponent <i>Componentcomp</i> Removes the specified component from the layout.