

SWING - LAYOUTMANAGER2 INTERFACE

http://www.tutorialspoint.com/swing/swing_layoutmanager2.htm

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Introduction

The interface **LayoutManager** is used to define the interface for classes that know how to lay out Containers based on a layout constraints object.

Class declaration

Following is the declaration for **java.awt.LayoutManager2** interface:

```
public interface LayoutManger2
    extends LayoutManager
```

Interface methods

S.N.	Method & Description
1	void addLayoutComponent <i>Componentcomp, Objectconstraints</i> Adds the specified component to the layout, using the specified constraint object.
2	float getLayoutAlignmentX <i>Containertarget</i> Returns the alignment along the x axis.
3	float getLayoutAlignmentY <i>Containertarget</i> Returns the alignment along the y axis.
4	void invalidateLayout <i>Containertarget</i> Invalidates the layout, indicating that if the layout manager has cached information it should be discarded.
5	Dimension maximumLayoutSize <i>Containertarget</i> Calculates the maximum size dimensions for the specified container, given the components it contains.

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