Java JPanel

The JPanel is a simplest container class. It provides space in which an application can attach any other component. It inherits the JComponents class.

It doesn't have title bar.

JPanel class declaration

1. publicclass JPanel extends JComponent implements Accessible

Commonly used Constructors:

Constructor	Description
JPanel()	It is used to create a new JPanel with a double buffer and a flow layout.
JPanel(boolean isDoubleBuffered)	It is used to create a new JPanel with FlowLayout and the specified buffering strategy.
JPanel(LayoutManager layout)	It is used to create a new JPanel with the specified layout manager.

Java JPanel Example

```
1. import java.awt.*;
2. import javax.swing.*;
3. publicclass PanelExample {
4.     PanelExample()
5.     {
6.         JFrame f= new JFrame("Panel Example");
7.         JPanel panel=new JPanel();
8.         panel.setBounds(40,80,200,200);
9.         panel.setBackground(Color.gray);
10.        JButton b1=new JButton("Button 1");
11.        b1.setBounds(50,100,80,30);
12.        b1.setBackground(Color.yellow);
13.        JButton b2=new JButton("Button 2");
14.        b2.setBounds(100,100,80,30);
15.        b2.setBackground(Color.green);
```