# **The Breezy Skeleton**

All BreezyGUI application programs have the same structure, and a similar structure is shared by BreezyGUI applets and dialogs. Here we focus on the structure of just the applications. Later in the tutorial we will present the structure of applets and dialogs.

The code below shows the structure of just the GUI portion of an application. Most applications involve additional application specific classes as well. Later in the tutorial we will show how a BreezyGUI interface class can best be combined with these other classes using a pattern we call model/view.

Here then is the BreezyGUI skeleton:

import java.awt.\*;

import BreezyGUI.\*;

public class <name of interface class> extends GBFrame{

<define window objects>

<declare other instance variables>

public void buttonClicked (Button buttonObject){

<do what needs to be done when a button

is clicked>

}

<methods for handling list and mouse events>

public static void main (String[] args){

Frame frm = new <name of program>();

frm.setSize (<width of window>, <height of window>);

frm.setVisible (true);

}

}

List and mouse events are discussed later in the tutorial.