| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | Class | **Use** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?java/awt/package-use.html)    [**NO FRAMES**](http://docs.google.com/package-use.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Package**

**java.awt**

| Packages that use [java.awt](http://docs.google.com/java/awt/package-summary.html) | |
| --- | --- |
| [**java.applet**](#3znysh7) | Provides the classes necessary to create an applet and the classes an applet uses to communicate with its applet context. |
| [**java.awt**](#2et92p0) | Contains all of the classes for creating user interfaces and for painting graphics and images. |
| [**java.awt.dnd**](#tyjcwt) | Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism to transfer information between two entities logically associated with presentation elements in the GUI. |
| [**java.awt.event**](#3dy6vkm) | Provides interfaces and classes for dealing with different types of events fired by AWT components. |
| [**java.awt.font**](#1t3h5sf) | Provides classes and interface relating to fonts. |
| [**java.awt.geom**](#4d34og8) | Provides the Java 2D classes for defining and performing operations on objects related to two-dimensional geometry. |
| [**java.awt.im**](#2s8eyo1) | Provides classes and interfaces for the input method framework. |
| [**java.awt.im.spi**](#17dp8vu) | Provides interfaces that enable the development of input methods that can be used with any Java runtime environment. |
| [**java.awt.image**](#3rdcrjn) | Provides classes for creating and modifying images. |
| [**java.awt.image.renderable**](#26in1rg) | Provides classes and interfaces for producing rendering-independent images. |
| [**java.awt.print**](#lnxbz9) | Provides classes and interfaces for a general printing API. |
| [**java.beans**](#35nkun2) | Contains classes related to developing *beans* -- components based on the JavaBeansTM architecture. |
| [**java.beans.beancontext**](#1ksv4uv) | Provides classes and interfaces relating to bean context. |
| [**javax.accessibility**](#44sinio) | Defines a contract between user-interface components and an assistive technology that provides access to those components. |
| [**javax.imageio**](#2jxsxqh) | The main package of the Java Image I/O API. |
| [**javax.print**](#z337ya) | Provides the principal classes and interfaces for the JavaTM Print Service API. |
| [**javax.swing**](#3j2qqm3) | Provides a set of "lightweight" (all-Java language) components that, to the maximum degree possible, work the same on all platforms. |
| [**javax.swing.border**](#1y810tw) | Provides classes and interface for drawing specialized borders around a Swing component. |
| [**javax.swing.colorchooser**](#4i7ojhp) | Contains classes and interfaces used by the JColorChooser component. |
| [**javax.swing.event**](#2xcytpi) | Provides for events fired by Swing components. |
| [**javax.swing.plaf**](#1ci93xb) | Provides one interface and many abstract classes that Swing uses to provide its pluggable look-and-feel capabilities. |
| [**javax.swing.plaf.basic**](#3whwml4) | Provides user interface objects built according to the Basic look and feel. |
| [**javax.swing.plaf.metal**](#2bn6wsx) | Provides user interface objects built according to the Java look and feel (once codenamed *Metal*), which is the default look and feel. |
| [**javax.swing.plaf.multi**](#qsh70q) | Provides user interface objects that combine two or more look and feels. |
| [**javax.swing.plaf.synth**](#3as4poj) | Synth is a skinnable look and feel in which all painting is delegated. |
| [**javax.swing.table**](#1pxezwc) | Provides classes and interfaces for dealing with javax.swing.JTable. |
| [**javax.swing.text**](#49x2ik5) | Provides classes and interfaces that deal with editable and noneditable text components. |
| [**javax.swing.text.html**](#2p2csry) | Provides the class HTMLEditorKit and supporting classes for creating HTML text editors. |
| [**javax.swing.tree**](#147n2zr) | Provides classes and interfaces for dealing with javax.swing.JTree. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.applet](http://docs.google.com/java/applet/package-summary.html) | |
| --- | --- |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.applet)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.AccessibleAWTComponent**](http://docs.google.com/java/awt/class-use/Component.AccessibleAWTComponent.html#java.applet)            Inner class of Component used to provide default support for accessibility. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#java.applet)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Container.AccessibleAWTContainer**](http://docs.google.com/java/awt/class-use/Container.AccessibleAWTContainer.html#java.applet)            Inner class of Container used to provide default support for accessibility. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#java.applet)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#java.applet)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.applet)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#java.applet)            The super class of all menu related containers. |
| [**Panel**](http://docs.google.com/java/awt/class-use/Panel.html#java.applet)            Panel is the simplest container class. |
| [**Panel.AccessibleAWTPanel**](http://docs.google.com/java/awt/class-use/Panel.AccessibleAWTPanel.html#java.applet)            This class implements accessibility support for the Panel class. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt](http://docs.google.com/java/awt/package-summary.html) | |
| --- | --- |
| [**Adjustable**](http://docs.google.com/java/awt/class-use/Adjustable.html#java.awt)            The interface for objects which have an adjustable numeric value contained within a bounded range of values. |
| [**AlphaComposite**](http://docs.google.com/java/awt/class-use/AlphaComposite.html#java.awt)            The AlphaComposite class implements basic alpha compositing rules for combining source and destination colors to achieve blending and transparency effects with graphics and images. |
| [**AWTEvent**](http://docs.google.com/java/awt/class-use/AWTEvent.html#java.awt)            The root event class for all AWT events. |
| [**AWTException**](http://docs.google.com/java/awt/class-use/AWTException.html#java.awt)            Signals that an Absract Window Toolkit exception has occurred. |
| [**AWTKeyStroke**](http://docs.google.com/java/awt/class-use/AWTKeyStroke.html#java.awt)            An AWTKeyStroke represents a key action on the keyboard, or equivalent input device. |
| [**BufferCapabilities**](http://docs.google.com/java/awt/class-use/BufferCapabilities.html#java.awt)            Capabilities and properties of buffers. |
| [**BufferCapabilities.FlipContents**](http://docs.google.com/java/awt/class-use/BufferCapabilities.FlipContents.html#java.awt)            A type-safe enumeration of the possible back buffer contents after page-flipping |
| [**Button**](http://docs.google.com/java/awt/class-use/Button.html#java.awt)            This class creates a labeled button. |
| [**Canvas**](http://docs.google.com/java/awt/class-use/Canvas.html#java.awt)            A Canvas component represents a blank rectangular area of the screen onto which the application can draw or from which the application can trap input events from the user. |
| [**Checkbox**](http://docs.google.com/java/awt/class-use/Checkbox.html#java.awt)            A check box is a graphical component that can be in either an "on" (true) or "off" (false) state. |
| [**CheckboxGroup**](http://docs.google.com/java/awt/class-use/CheckboxGroup.html#java.awt)            The CheckboxGroup class is used to group together a set of Checkbox buttons. |
| [**CheckboxMenuItem**](http://docs.google.com/java/awt/class-use/CheckboxMenuItem.html#java.awt)            This class represents a check box that can be included in a menu. |
| [**Choice**](http://docs.google.com/java/awt/class-use/Choice.html#java.awt)            The Choice class presents a pop-up menu of choices. |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#java.awt)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.awt)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.AccessibleAWTComponent**](http://docs.google.com/java/awt/class-use/Component.AccessibleAWTComponent.html#java.awt)            Inner class of Component used to provide default support for accessibility. |
| [**Component.BaselineResizeBehavior**](http://docs.google.com/java/awt/class-use/Component.BaselineResizeBehavior.html#java.awt)            Enumeration of the common ways the baseline of a component can change as the size changes. |
| [**ComponentOrientation**](http://docs.google.com/java/awt/class-use/ComponentOrientation.html#java.awt)            The ComponentOrientation class encapsulates the language-sensitive orientation that is to be used to order the elements of a component or of text. |
| [**Composite**](http://docs.google.com/java/awt/class-use/Composite.html#java.awt)            The Composite interface, along with [CompositeContext](http://docs.google.com/java/awt/CompositeContext.html), defines the methods to compose a draw primitive with the underlying graphics area. |
| [**CompositeContext**](http://docs.google.com/java/awt/class-use/CompositeContext.html#java.awt)            The CompositeContext interface defines the encapsulated and optimized environment for a compositing operation. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#java.awt)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Container.AccessibleAWTContainer**](http://docs.google.com/java/awt/class-use/Container.AccessibleAWTContainer.html#java.awt)            Inner class of Container used to provide default support for accessibility. |
| [**ContainerOrderFocusTraversalPolicy**](http://docs.google.com/java/awt/class-use/ContainerOrderFocusTraversalPolicy.html#java.awt)            A FocusTraversalPolicy that determines traversal order based on the order of child Components in a Container. |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#java.awt)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**Desktop**](http://docs.google.com/java/awt/class-use/Desktop.html#java.awt)            The Desktop class allows a Java application to launch associated applications registered on the native desktop to handle a [URI](http://docs.google.com/java/net/URI.html) or a file. |
| [**Desktop.Action**](http://docs.google.com/java/awt/class-use/Desktop.Action.html#java.awt)            Represents an action type. |
| [**Dialog**](http://docs.google.com/java/awt/class-use/Dialog.html#java.awt)            A Dialog is a top-level window with a title and a border that is typically used to take some form of input from the user. |
| [**Dialog.ModalExclusionType**](http://docs.google.com/java/awt/class-use/Dialog.ModalExclusionType.html#java.awt)            Any top-level window can be marked not to be blocked by modal dialogs. |
| [**Dialog.ModalityType**](http://docs.google.com/java/awt/class-use/Dialog.ModalityType.html#java.awt)            Modal dialogs block all input to some top-level windows. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#java.awt)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**DisplayMode**](http://docs.google.com/java/awt/class-use/DisplayMode.html#java.awt)            The DisplayMode class encapsulates the bit depth, height, width, and refresh rate of a GraphicsDevice. |
| [**Event**](http://docs.google.com/java/awt/class-use/Event.html#java.awt)  **NOTE:** The Event class is obsolete and is available only for backwards compatilibility. |
| [**EventQueue**](http://docs.google.com/java/awt/class-use/EventQueue.html#java.awt)            EventQueue is a platform-independent class that queues events, both from the underlying peer classes and from trusted application classes. |
| [**FileDialog**](http://docs.google.com/java/awt/class-use/FileDialog.html#java.awt)            The FileDialog class displays a dialog window from which the user can select a file. |
| [**FocusTraversalPolicy**](http://docs.google.com/java/awt/class-use/FocusTraversalPolicy.html#java.awt)            A FocusTraversalPolicy defines the order in which Components with a particular focus cycle root are traversed. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#java.awt)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontFormatException**](http://docs.google.com/java/awt/class-use/FontFormatException.html#java.awt)            Thrown by method createFont in the Font class to indicate that the specified font is bad. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#java.awt)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**Frame**](http://docs.google.com/java/awt/class-use/Frame.html#java.awt)            A Frame is a top-level window with a title and a border. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#java.awt)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Graphics2D**](http://docs.google.com/java/awt/class-use/Graphics2D.html#java.awt)            This Graphics2D class extends the [Graphics](http://docs.google.com/java/awt/Graphics.html) class to provide more sophisticated control over geometry, coordinate transformations, color management, and text layout. |
| [**GraphicsConfigTemplate**](http://docs.google.com/java/awt/class-use/GraphicsConfigTemplate.html#java.awt)            The GraphicsConfigTemplate class is used to obtain a valid [GraphicsConfiguration](http://docs.google.com/java/awt/GraphicsConfiguration.html). |
| [**GraphicsConfiguration**](http://docs.google.com/java/awt/class-use/GraphicsConfiguration.html#java.awt)            The GraphicsConfiguration class describes the characteristics of a graphics destination such as a printer or monitor. |
| [**GraphicsDevice**](http://docs.google.com/java/awt/class-use/GraphicsDevice.html#java.awt)            The GraphicsDevice class describes the graphics devices that might be available in a particular graphics environment. |
| [**GraphicsEnvironment**](http://docs.google.com/java/awt/class-use/GraphicsEnvironment.html#java.awt)            The GraphicsEnvironment class describes the collection of [GraphicsDevice](http://docs.google.com/java/awt/GraphicsDevice.html) objects and [Font](http://docs.google.com/java/awt/Font.html) objects available to a Java(tm) application on a particular platform. |
| [**GridBagConstraints**](http://docs.google.com/java/awt/class-use/GridBagConstraints.html#java.awt)            The GridBagConstraints class specifies constraints for components that are laid out using the GridBagLayout class. |
| [**GridBagLayoutInfo**](http://docs.google.com/java/awt/class-use/GridBagLayoutInfo.html#java.awt)            The GridBagLayoutInfo is an utility class for GridBagLayout layout manager. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#java.awt)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.awt)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**ImageCapabilities**](http://docs.google.com/java/awt/class-use/ImageCapabilities.html#java.awt)            Capabilities and properties of images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#java.awt)            An Insets object is a representation of the borders of a container. |
| [**ItemSelectable**](http://docs.google.com/java/awt/class-use/ItemSelectable.html#java.awt)            The interface for objects which contain a set of items for which zero or more can be selected. |
| [**JobAttributes**](http://docs.google.com/java/awt/class-use/JobAttributes.html#java.awt)            A set of attributes which control a print job. |
| [**JobAttributes.DefaultSelectionType**](http://docs.google.com/java/awt/class-use/JobAttributes.DefaultSelectionType.html#java.awt)            A type-safe enumeration of possible default selection states. |
| [**JobAttributes.DestinationType**](http://docs.google.com/java/awt/class-use/JobAttributes.DestinationType.html#java.awt)            A type-safe enumeration of possible job destinations. |
| [**JobAttributes.DialogType**](http://docs.google.com/java/awt/class-use/JobAttributes.DialogType.html#java.awt)            A type-safe enumeration of possible dialogs to display to the user. |
| [**JobAttributes.MultipleDocumentHandlingType**](http://docs.google.com/java/awt/class-use/JobAttributes.MultipleDocumentHandlingType.html#java.awt)            A type-safe enumeration of possible multiple copy handling states. |
| [**JobAttributes.SidesType**](http://docs.google.com/java/awt/class-use/JobAttributes.SidesType.html#java.awt)            A type-safe enumeration of possible multi-page impositions. |
| [**KeyboardFocusManager**](http://docs.google.com/java/awt/class-use/KeyboardFocusManager.html#java.awt)            The KeyboardFocusManager is responsible for managing the active and focused Windows, and the current focus owner. |
| [**KeyEventDispatcher**](http://docs.google.com/java/awt/class-use/KeyEventDispatcher.html#java.awt)            A KeyEventDispatcher cooperates with the current KeyboardFocusManager in the targeting and dispatching of all KeyEvents. |
| [**KeyEventPostProcessor**](http://docs.google.com/java/awt/class-use/KeyEventPostProcessor.html#java.awt)            A KeyEventPostProcessor cooperates with the current KeyboardFocusManager in the final resolution of all unconsumed KeyEvents. |
| [**Label**](http://docs.google.com/java/awt/class-use/Label.html#java.awt)            A Label object is a component for placing text in a container. |
| [**LayoutManager**](http://docs.google.com/java/awt/class-use/LayoutManager.html#java.awt)            Defines the interface for classes that know how to lay out Containers. |
| [**LayoutManager2**](http://docs.google.com/java/awt/class-use/LayoutManager2.html#java.awt)            Defines an interface for classes that know how to layout Containers based on a layout constraints object. |
| [**List**](http://docs.google.com/java/awt/class-use/List.html#java.awt)            The List component presents the user with a scrolling list of text items. |
| [**Menu**](http://docs.google.com/java/awt/class-use/Menu.html#java.awt)            A Menu object is a pull-down menu component that is deployed from a menu bar. |
| [**Menu.AccessibleAWTMenu**](http://docs.google.com/java/awt/class-use/Menu.AccessibleAWTMenu.html#java.awt)            Inner class of Menu used to provide default support for accessibility. |
| [**MenuBar**](http://docs.google.com/java/awt/class-use/MenuBar.html#java.awt)            The MenuBar class encapsulates the platform's concept of a menu bar bound to a frame. |
| [**MenuComponent**](http://docs.google.com/java/awt/class-use/MenuComponent.html#java.awt)            The abstract class MenuComponent is the superclass of all menu-related components. |
| [**MenuComponent.AccessibleAWTMenuComponent**](http://docs.google.com/java/awt/class-use/MenuComponent.AccessibleAWTMenuComponent.html#java.awt)            Inner class of MenuComponent used to provide default support for accessibility. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#java.awt)            The super class of all menu related containers. |
| [**MenuItem**](http://docs.google.com/java/awt/class-use/MenuItem.html#java.awt)            All items in a menu must belong to the class MenuItem, or one of its subclasses. |
| [**MenuItem.AccessibleAWTMenuItem**](http://docs.google.com/java/awt/class-use/MenuItem.AccessibleAWTMenuItem.html#java.awt)            Inner class of MenuItem used to provide default support for accessibility. |
| [**MenuShortcut**](http://docs.google.com/java/awt/class-use/MenuShortcut.html#java.awt)            The MenuShortcutclass represents a keyboard accelerator for a MenuItem. |
| [**MultipleGradientPaint**](http://docs.google.com/java/awt/class-use/MultipleGradientPaint.html#java.awt)            This is the superclass for Paints which use a multiple color gradient to fill in their raster. |
| [**MultipleGradientPaint.ColorSpaceType**](http://docs.google.com/java/awt/class-use/MultipleGradientPaint.ColorSpaceType.html#java.awt)            The color space in which to perform the gradient interpolation. |
| [**MultipleGradientPaint.CycleMethod**](http://docs.google.com/java/awt/class-use/MultipleGradientPaint.CycleMethod.html#java.awt)            The method to use when painting outside the gradient bounds. |
| [**PageAttributes**](http://docs.google.com/java/awt/class-use/PageAttributes.html#java.awt)            A set of attributes which control the output of a printed page. |
| [**PageAttributes.ColorType**](http://docs.google.com/java/awt/class-use/PageAttributes.ColorType.html#java.awt)            A type-safe enumeration of possible color states. |
| [**PageAttributes.MediaType**](http://docs.google.com/java/awt/class-use/PageAttributes.MediaType.html#java.awt)            A type-safe enumeration of possible paper sizes. |
| [**PageAttributes.OrientationRequestedType**](http://docs.google.com/java/awt/class-use/PageAttributes.OrientationRequestedType.html#java.awt)            A type-safe enumeration of possible orientations. |
| [**PageAttributes.OriginType**](http://docs.google.com/java/awt/class-use/PageAttributes.OriginType.html#java.awt)            A type-safe enumeration of possible origins. |
| [**PageAttributes.PrintQualityType**](http://docs.google.com/java/awt/class-use/PageAttributes.PrintQualityType.html#java.awt)            A type-safe enumeration of possible print qualities. |
| [**Paint**](http://docs.google.com/java/awt/class-use/Paint.html#java.awt)            This Paint interface defines how color patterns can be generated for [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) operations. |
| [**PaintContext**](http://docs.google.com/java/awt/class-use/PaintContext.html#java.awt)            The PaintContext interface defines the encapsulated and optimized environment to generate color patterns in device space for fill or stroke operations on a [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html). |
| [**Panel**](http://docs.google.com/java/awt/class-use/Panel.html#java.awt)            Panel is the simplest container class. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#java.awt)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**PointerInfo**](http://docs.google.com/java/awt/class-use/PointerInfo.html#java.awt)            A class that describes the pointer position. |
| [**Polygon**](http://docs.google.com/java/awt/class-use/Polygon.html#java.awt)            The Polygon class encapsulates a description of a closed, two-dimensional region within a coordinate space. |
| [**PopupMenu**](http://docs.google.com/java/awt/class-use/PopupMenu.html#java.awt)            A class that implements a menu which can be dynamically popped up at a specified position within a component. |
| [**PrintJob**](http://docs.google.com/java/awt/class-use/PrintJob.html#java.awt)            An abstract class which initiates and executes a print job. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**RenderingHints**](http://docs.google.com/java/awt/class-use/RenderingHints.html#java.awt)            The RenderingHints class defines and manages collections of keys and associated values which allow an application to provide input into the choice of algorithms used by other classes which perform rendering and image manipulation services. |
| [**RenderingHints.Key**](http://docs.google.com/java/awt/class-use/RenderingHints.Key.html#java.awt)            Defines the base type of all keys used along with the [RenderingHints](http://docs.google.com/java/awt/RenderingHints.html) class to control various algorithm choices in the rendering and imaging pipelines. |
| [**Scrollbar**](http://docs.google.com/java/awt/class-use/Scrollbar.html#java.awt)            The Scrollbar class embodies a scroll bar, a familiar user-interface object. |
| [**ScrollPane**](http://docs.google.com/java/awt/class-use/ScrollPane.html#java.awt)            A container class which implements automatic horizontal and/or vertical scrolling for a single child component. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#java.awt)            The Shape interface provides definitions for objects that represent some form of geometric shape. |
| [**SplashScreen**](http://docs.google.com/java/awt/class-use/SplashScreen.html#java.awt)            The splash screen can be created at application startup, before the Java Virtual Machine (JVM) starts. |
| [**Stroke**](http://docs.google.com/java/awt/class-use/Stroke.html#java.awt)            The Stroke interface allows a [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) object to obtain a [Shape](http://docs.google.com/java/awt/Shape.html) that is the decorated outline, or stylistic representation of the outline, of the specified Shape. |
| [**SystemColor**](http://docs.google.com/java/awt/class-use/SystemColor.html#java.awt)            A class to encapsulate symbolic colors representing the color of native GUI objects on a system. |
| [**SystemTray**](http://docs.google.com/java/awt/class-use/SystemTray.html#java.awt)            The SystemTray class represents the system tray for a desktop. |
| [**TextArea**](http://docs.google.com/java/awt/class-use/TextArea.html#java.awt)            A TextArea object is a multi-line region that displays text. |
| [**TextComponent**](http://docs.google.com/java/awt/class-use/TextComponent.html#java.awt)            The TextComponent class is the superclass of any component that allows the editing of some text. |
| [**TextComponent.AccessibleAWTTextComponent**](http://docs.google.com/java/awt/class-use/TextComponent.AccessibleAWTTextComponent.html#java.awt)            This class implements accessibility support for the TextComponent class. |
| [**TextField**](http://docs.google.com/java/awt/class-use/TextField.html#java.awt)            A TextField object is a text component that allows for the editing of a single line of text. |
| [**Toolkit**](http://docs.google.com/java/awt/class-use/Toolkit.html#java.awt)            This class is the abstract superclass of all actual implementations of the Abstract Window Toolkit. |
| [**Transparency**](http://docs.google.com/java/awt/class-use/Transparency.html#java.awt)            The Transparency interface defines the common transparency modes for implementing classes. |
| [**TrayIcon**](http://docs.google.com/java/awt/class-use/TrayIcon.html#java.awt)            A TrayIcon object represents a tray icon that can be added to the [system tray](http://docs.google.com/java/awt/SystemTray.html). |
| [**TrayIcon.MessageType**](http://docs.google.com/java/awt/class-use/TrayIcon.MessageType.html#java.awt)            The message type determines which icon will be displayed in the caption of the message, and a possible system sound a message may generate upon showing. |
| [**Window**](http://docs.google.com/java/awt/class-use/Window.html#java.awt)            A Window object is a top-level window with no borders and no menubar. |
| [**Window.AccessibleAWTWindow**](http://docs.google.com/java/awt/class-use/Window.AccessibleAWTWindow.html#java.awt)            This class implements accessibility support for the Window class. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) | |
| --- | --- |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.awt.dnd)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#java.awt.dnd)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#java.awt.dnd)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.awt.dnd)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#java.awt.dnd)            An Insets object is a representation of the borders of a container. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#java.awt.dnd)            A point representing a location in (x,y) coordinate space, specified in integer precision. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.event](http://docs.google.com/java/awt/event/package-summary.html) | |
| --- | --- |
| [**ActiveEvent**](http://docs.google.com/java/awt/class-use/ActiveEvent.html#java.awt.event)            An interface for events that know how to dispatch themselves. |
| [**Adjustable**](http://docs.google.com/java/awt/class-use/Adjustable.html#java.awt.event)            The interface for objects which have an adjustable numeric value contained within a bounded range of values. |
| [**AWTEvent**](http://docs.google.com/java/awt/class-use/AWTEvent.html#java.awt.event)            The root event class for all AWT events. |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.awt.event)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#java.awt.event)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**ItemSelectable**](http://docs.google.com/java/awt/class-use/ItemSelectable.html#java.awt.event)            The interface for objects which contain a set of items for which zero or more can be selected. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#java.awt.event)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.event)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Window**](http://docs.google.com/java/awt/class-use/Window.html#java.awt.event)            A Window object is a top-level window with no borders and no menubar. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.font](http://docs.google.com/java/awt/font/package-summary.html) | |
| --- | --- |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#java.awt.font)            The Font class represents fonts, which are used to render text in a visible way. |
| [**Graphics2D**](http://docs.google.com/java/awt/class-use/Graphics2D.html#java.awt.font)            This Graphics2D class extends the [Graphics](http://docs.google.com/java/awt/Graphics.html) class to provide more sophisticated control over geometry, coordinate transformations, color management, and text layout. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.awt.font)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.font)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#java.awt.font)            The Shape interface provides definitions for objects that represent some form of geometric shape. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.geom](http://docs.google.com/java/awt/geom/package-summary.html) | |
| --- | --- |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.geom)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#java.awt.geom)            The Shape interface provides definitions for objects that represent some form of geometric shape. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.im](http://docs.google.com/java/awt/im/package-summary.html) | |
| --- | --- |
| [**AWTEvent**](http://docs.google.com/java/awt/class-use/AWTEvent.html#java.awt.im)            The root event class for all AWT events. |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.awt.im)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.im)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.im.spi](http://docs.google.com/java/awt/im/spi/package-summary.html) | |
| --- | --- |
| [**AWTEvent**](http://docs.google.com/java/awt/class-use/AWTEvent.html#java.awt.im.spi)            The root event class for all AWT events. |
| [**AWTException**](http://docs.google.com/java/awt/class-use/AWTException.html#java.awt.im.spi)            Signals that an Absract Window Toolkit exception has occurred. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.awt.im.spi)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.im.spi)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Window**](http://docs.google.com/java/awt/class-use/Window.html#java.awt.im.spi)            A Window object is a top-level window with no borders and no menubar. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.image](http://docs.google.com/java/awt/image/package-summary.html) | |
| --- | --- |
| [**BufferCapabilities**](http://docs.google.com/java/awt/class-use/BufferCapabilities.html#java.awt.image)            Capabilities and properties of buffers. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#java.awt.image)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Graphics2D**](http://docs.google.com/java/awt/class-use/Graphics2D.html#java.awt.image)            This Graphics2D class extends the [Graphics](http://docs.google.com/java/awt/Graphics.html) class to provide more sophisticated control over geometry, coordinate transformations, color management, and text layout. |
| [**GraphicsConfiguration**](http://docs.google.com/java/awt/class-use/GraphicsConfiguration.html#java.awt.image)            The GraphicsConfiguration class describes the characteristics of a graphics destination such as a printer or monitor. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.awt.image)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**ImageCapabilities**](http://docs.google.com/java/awt/class-use/ImageCapabilities.html#java.awt.image)            Capabilities and properties of images. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#java.awt.image)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.awt.image)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**RenderingHints**](http://docs.google.com/java/awt/class-use/RenderingHints.html#java.awt.image)            The RenderingHints class defines and manages collections of keys and associated values which allow an application to provide input into the choice of algorithms used by other classes which perform rendering and image manipulation services. |
| [**Transparency**](http://docs.google.com/java/awt/class-use/Transparency.html#java.awt.image)            The Transparency interface defines the common transparency modes for implementing classes. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.image.renderable](http://docs.google.com/java/awt/image/renderable/package-summary.html) | |
| --- | --- |
| [**RenderingHints**](http://docs.google.com/java/awt/class-use/RenderingHints.html#java.awt.image.renderable)            The RenderingHints class defines and manages collections of keys and associated values which allow an application to provide input into the choice of algorithms used by other classes which perform rendering and image manipulation services. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#java.awt.image.renderable)            The Shape interface provides definitions for objects that represent some form of geometric shape. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.awt.print](http://docs.google.com/java/awt/print/package-summary.html) | |
| --- | --- |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#java.awt.print)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#java.awt.print)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.beans](http://docs.google.com/java/beans/package-summary.html) | |
| --- | --- |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.beans)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#java.beans)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#java.beans)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#java.beans)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [java.beans.beancontext](http://docs.google.com/java/beans/beancontext/package-summary.html) | |
| --- | --- |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#java.beans.beancontext)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#java.beans.beancontext)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.accessibility](http://docs.google.com/javax/accessibility/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.accessibility)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#javax.accessibility)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.accessibility)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.accessibility)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.accessibility)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**IllegalComponentStateException**](http://docs.google.com/java/awt/class-use/IllegalComponentStateException.html#javax.accessibility)            Signals that an AWT component is not in an appropriate state for the requested operation. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.accessibility)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.accessibility)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.imageio](http://docs.google.com/javax/imageio/package-summary.html) | |
| --- | --- |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.imageio)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.imageio)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.imageio)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.print](http://docs.google.com/javax/print/package-summary.html) | |
| --- | --- |
| [**GraphicsConfiguration**](http://docs.google.com/java/awt/class-use/GraphicsConfiguration.html#javax.print)            The GraphicsConfiguration class describes the characteristics of a graphics destination such as a printer or monitor. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#javax.print)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing](http://docs.google.com/javax/swing/package-summary.html) | |
| --- | --- |
| [**Adjustable**](http://docs.google.com/java/awt/class-use/Adjustable.html#javax.swing)            The interface for objects which have an adjustable numeric value contained within a bounded range of values. |
| [**AWTKeyStroke**](http://docs.google.com/java/awt/class-use/AWTKeyStroke.html#javax.swing)            An AWTKeyStroke represents a key action on the keyboard, or equivalent input device. |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.AccessibleAWTComponent**](http://docs.google.com/java/awt/class-use/Component.AccessibleAWTComponent.html#javax.swing)            Inner class of Component used to provide default support for accessibility. |
| [**Component.BaselineResizeBehavior**](http://docs.google.com/java/awt/class-use/Component.BaselineResizeBehavior.html#javax.swing)            Enumeration of the common ways the baseline of a component can change as the size changes. |
| [**ComponentOrientation**](http://docs.google.com/java/awt/class-use/ComponentOrientation.html#javax.swing)            The ComponentOrientation class encapsulates the language-sensitive orientation that is to be used to order the elements of a component or of text. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Container.AccessibleAWTContainer**](http://docs.google.com/java/awt/class-use/Container.AccessibleAWTContainer.html#javax.swing)            Inner class of Container used to provide default support for accessibility. |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#javax.swing)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**DefaultKeyboardFocusManager**](http://docs.google.com/java/awt/class-use/DefaultKeyboardFocusManager.html#javax.swing)            The default KeyboardFocusManager for AWT applications. |
| [**Dialog**](http://docs.google.com/java/awt/class-use/Dialog.html#javax.swing)            A Dialog is a top-level window with a title and a border that is typically used to take some form of input from the user. |
| [**Dialog.AccessibleAWTDialog**](http://docs.google.com/java/awt/class-use/Dialog.AccessibleAWTDialog.html#javax.swing)            This class implements accessibility support for the Dialog class. |
| [**Dialog.ModalityType**](http://docs.google.com/java/awt/class-use/Dialog.ModalityType.html#javax.swing)            Modal dialogs block all input to some top-level windows. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**FocusTraversalPolicy**](http://docs.google.com/java/awt/class-use/FocusTraversalPolicy.html#javax.swing)            A FocusTraversalPolicy defines the order in which Components with a particular focus cycle root are traversed. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.swing)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**Frame**](http://docs.google.com/java/awt/class-use/Frame.html#javax.swing)            A Frame is a top-level window with a title and a border. |
| [**Frame.AccessibleAWTFrame**](http://docs.google.com/java/awt/class-use/Frame.AccessibleAWTFrame.html#javax.swing)            This class implements accessibility support for the Frame class. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**GraphicsConfiguration**](http://docs.google.com/java/awt/class-use/GraphicsConfiguration.html#javax.swing)            The GraphicsConfiguration class describes the characteristics of a graphics destination such as a printer or monitor. |
| [**HeadlessException**](http://docs.google.com/java/awt/class-use/HeadlessException.html#javax.swing)            Thrown when code that is dependent on a keyboard, display, or mouse is called in an environment that does not support a keyboard, display, or mouse. |
| [**IllegalComponentStateException**](http://docs.google.com/java/awt/class-use/IllegalComponentStateException.html#javax.swing)            Signals that an AWT component is not in an appropriate state for the requested operation. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#javax.swing)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing)            An Insets object is a representation of the borders of a container. |
| [**ItemSelectable**](http://docs.google.com/java/awt/class-use/ItemSelectable.html#javax.swing)            The interface for objects which contain a set of items for which zero or more can be selected. |
| [**KeyboardFocusManager**](http://docs.google.com/java/awt/class-use/KeyboardFocusManager.html#javax.swing)            The KeyboardFocusManager is responsible for managing the active and focused Windows, and the current focus owner. |
| [**KeyEventDispatcher**](http://docs.google.com/java/awt/class-use/KeyEventDispatcher.html#javax.swing)            A KeyEventDispatcher cooperates with the current KeyboardFocusManager in the targeting and dispatching of all KeyEvents. |
| [**KeyEventPostProcessor**](http://docs.google.com/java/awt/class-use/KeyEventPostProcessor.html#javax.swing)            A KeyEventPostProcessor cooperates with the current KeyboardFocusManager in the final resolution of all unconsumed KeyEvents. |
| [**LayoutManager**](http://docs.google.com/java/awt/class-use/LayoutManager.html#javax.swing)            Defines the interface for classes that know how to lay out Containers. |
| [**LayoutManager2**](http://docs.google.com/java/awt/class-use/LayoutManager2.html#javax.swing)            Defines an interface for classes that know how to layout Containers based on a layout constraints object. |
| [**MediaTracker**](http://docs.google.com/java/awt/class-use/MediaTracker.html#javax.swing)            The MediaTracker class is a utility class to track the status of a number of media objects. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing)            The super class of all menu related containers. |
| [**Panel**](http://docs.google.com/java/awt/class-use/Panel.html#javax.swing)            Panel is the simplest container class. |
| [**Panel.AccessibleAWTPanel**](http://docs.google.com/java/awt/class-use/Panel.AccessibleAWTPanel.html#javax.swing)            This class implements accessibility support for the Panel class. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#javax.swing)            The Shape interface provides definitions for objects that represent some form of geometric shape. |
| [**Window**](http://docs.google.com/java/awt/class-use/Window.html#javax.swing)            A Window object is a top-level window with no borders and no menubar. |
| [**Window.AccessibleAWTWindow**](http://docs.google.com/java/awt/class-use/Window.AccessibleAWTWindow.html#javax.swing)            This class implements accessibility support for the Window class. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.border](http://docs.google.com/javax/swing/border/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.border)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.border)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.BaselineResizeBehavior**](http://docs.google.com/java/awt/class-use/Component.BaselineResizeBehavior.html#javax.swing.border)            Enumeration of the common ways the baseline of a component can change as the size changes. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.border)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.border)            The Font class represents fonts, which are used to render text in a visible way. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.border)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.border)            An Insets object is a representation of the borders of a container. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.border)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.colorchooser](http://docs.google.com/javax/swing/colorchooser/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.colorchooser)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.colorchooser)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.colorchooser)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.colorchooser)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.colorchooser)            The super class of all menu related containers. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.event](http://docs.google.com/javax/swing/event/package-summary.html) | |
| --- | --- |
| [**AWTEvent**](http://docs.google.com/java/awt/class-use/AWTEvent.html#javax.swing.event)            The root event class for all AWT events. |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.event)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.event)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.plaf](http://docs.google.com/javax/swing/plaf/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.plaf)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.plaf)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.BaselineResizeBehavior**](http://docs.google.com/java/awt/class-use/Component.BaselineResizeBehavior.html#javax.swing.plaf)            Enumeration of the common ways the baseline of a component can change as the size changes. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.plaf)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.plaf)            The Font class represents fonts, which are used to render text in a visible way. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.plaf)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.plaf)            An Insets object is a representation of the borders of a container. |
| [**Paint**](http://docs.google.com/java/awt/class-use/Paint.html#javax.swing.plaf)            This Paint interface defines how color patterns can be generated for [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) operations. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.plaf)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.plaf)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Transparency**](http://docs.google.com/java/awt/class-use/Transparency.html#javax.swing.plaf)            The Transparency interface defines the common transparency modes for implementing classes. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.plaf.basic)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.plaf.basic)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.BaselineResizeBehavior**](http://docs.google.com/java/awt/class-use/Component.BaselineResizeBehavior.html#javax.swing.plaf.basic)            Enumeration of the common ways the baseline of a component can change as the size changes. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.plaf.basic)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.plaf.basic)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.plaf.basic)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.swing.plaf.basic)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.plaf.basic)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**GridBagConstraints**](http://docs.google.com/java/awt/class-use/GridBagConstraints.html#javax.swing.plaf.basic)            The GridBagConstraints class specifies constraints for components that are laid out using the GridBagLayout class. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.plaf.basic)            An Insets object is a representation of the borders of a container. |
| [**ItemSelectable**](http://docs.google.com/java/awt/class-use/ItemSelectable.html#javax.swing.plaf.basic)            The interface for objects which contain a set of items for which zero or more can be selected. |
| [**LayoutManager**](http://docs.google.com/java/awt/class-use/LayoutManager.html#javax.swing.plaf.basic)            Defines the interface for classes that know how to lay out Containers. |
| [**LayoutManager2**](http://docs.google.com/java/awt/class-use/LayoutManager2.html#javax.swing.plaf.basic)            Defines an interface for classes that know how to layout Containers based on a layout constraints object. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.plaf.basic)            The super class of all menu related containers. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.plaf.basic)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.plaf.basic)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#javax.swing.plaf.basic)            The Shape interface provides definitions for objects that represent some form of geometric shape. |
| [**Window**](http://docs.google.com/java/awt/class-use/Window.html#javax.swing.plaf.basic)            A Window object is a top-level window with no borders and no menubar. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.plaf.metal)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.plaf.metal)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.plaf.metal)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.plaf.metal)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.plaf.metal)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.plaf.metal)            An Insets object is a representation of the borders of a container. |
| [**ItemSelectable**](http://docs.google.com/java/awt/class-use/ItemSelectable.html#javax.swing.plaf.metal)            The interface for objects which contain a set of items for which zero or more can be selected. |
| [**LayoutManager**](http://docs.google.com/java/awt/class-use/LayoutManager.html#javax.swing.plaf.metal)            Defines the interface for classes that know how to lay out Containers. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.plaf.metal)            The super class of all menu related containers. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.plaf.metal)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.plaf.metal)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html) | |
| --- | --- |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.plaf.multi)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.plaf.multi)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.plaf.multi)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.plaf.multi)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.plaf.synth](http://docs.google.com/javax/swing/plaf/synth/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.plaf.synth)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.plaf.synth)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.plaf.synth)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.plaf.synth)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.swing.plaf.synth)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.plaf.synth)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.plaf.synth)            An Insets object is a representation of the borders of a container. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.plaf.synth)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.table](http://docs.google.com/javax/swing/table/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.table)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.table)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.AccessibleAWTComponent**](http://docs.google.com/java/awt/class-use/Component.AccessibleAWTComponent.html#javax.swing.table)            Inner class of Component used to provide default support for accessibility. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.table)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Container.AccessibleAWTContainer**](http://docs.google.com/java/awt/class-use/Container.AccessibleAWTContainer.html#javax.swing.table)            Inner class of Container used to provide default support for accessibility. |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#javax.swing.table)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.table)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.table)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.swing.table)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.table)            The super class of all menu related containers. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.table)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.table)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.text](http://docs.google.com/javax/swing/text/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.text)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.text)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Component.AccessibleAWTComponent**](http://docs.google.com/java/awt/class-use/Component.AccessibleAWTComponent.html#javax.swing.text)            Inner class of Component used to provide default support for accessibility. |
| [**ComponentOrientation**](http://docs.google.com/java/awt/class-use/ComponentOrientation.html#javax.swing.text)            The ComponentOrientation class encapsulates the language-sensitive orientation that is to be used to order the elements of a component or of text. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.text)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Container.AccessibleAWTContainer**](http://docs.google.com/java/awt/class-use/Container.AccessibleAWTContainer.html#javax.swing.text)            Inner class of Container used to provide default support for accessibility. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.text)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.text)            The Font class represents fonts, which are used to render text in a visible way. |
| [**FontMetrics**](http://docs.google.com/java/awt/class-use/FontMetrics.html#javax.swing.text)            The FontMetrics class defines a font metrics object, which encapsulates information about the rendering of a particular font on a particular screen. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.text)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Insets**](http://docs.google.com/java/awt/class-use/Insets.html#javax.swing.text)            An Insets object is a representation of the borders of a container. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.text)            The super class of all menu related containers. |
| [**Point**](http://docs.google.com/java/awt/class-use/Point.html#javax.swing.text)            A point representing a location in (x,y) coordinate space, specified in integer precision. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.text)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#javax.swing.text)            The Shape interface provides definitions for objects that represent some form of geometric shape. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.text.html](http://docs.google.com/javax/swing/text/html/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.text.html)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.text.html)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Cursor**](http://docs.google.com/java/awt/class-use/Cursor.html#javax.swing.text.html)            A class to encapsulate the bitmap representation of the mouse cursor. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.text.html)            The Font class represents fonts, which are used to render text in a visible way. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.text.html)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**Image**](http://docs.google.com/java/awt/class-use/Image.html#javax.swing.text.html)            The abstract class Image is the superclass of all classes that represent graphical images. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.text.html)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |
| [**Shape**](http://docs.google.com/java/awt/class-use/Shape.html#javax.swing.text.html)            The Shape interface provides definitions for objects that represent some form of geometric shape. |

| Classes in [java.awt](http://docs.google.com/java/awt/package-summary.html) used by [javax.swing.tree](http://docs.google.com/javax/swing/tree/package-summary.html) | |
| --- | --- |
| [**Color**](http://docs.google.com/java/awt/class-use/Color.html#javax.swing.tree)            The Color class is used to encapsulate colors in the default sRGB color space or colors in arbitrary color spaces identified by a [ColorSpace](http://docs.google.com/java/awt/color/ColorSpace.html). |
| [**Component**](http://docs.google.com/java/awt/class-use/Component.html#javax.swing.tree)            A *component* is an object having a graphical representation that can be displayed on the screen and that can interact with the user. |
| [**Container**](http://docs.google.com/java/awt/class-use/Container.html#javax.swing.tree)            A generic Abstract Window Toolkit(AWT) container object is a component that can contain other AWT components. |
| [**Dimension**](http://docs.google.com/java/awt/class-use/Dimension.html#javax.swing.tree)            The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. |
| [**Font**](http://docs.google.com/java/awt/class-use/Font.html#javax.swing.tree)            The Font class represents fonts, which are used to render text in a visible way. |
| [**Graphics**](http://docs.google.com/java/awt/class-use/Graphics.html#javax.swing.tree)            The Graphics class is the abstract base class for all graphics contexts that allow an application to draw onto components that are realized on various devices, as well as onto off-screen images. |
| [**MenuContainer**](http://docs.google.com/java/awt/class-use/MenuContainer.html#javax.swing.tree)            The super class of all menu related containers. |
| [**Rectangle**](http://docs.google.com/java/awt/class-use/Rectangle.html#javax.swing.tree)            A Rectangle specifies an area in a coordinate space that is enclosed by the Rectangle object's upper-left point (x,y) in the coordinate space, its width, and its height. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | Class | **Use** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?java/awt/package-use.html)    [**NO FRAMES**](http://docs.google.com/package-use.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

Copyright 2006 Sun Microsystems, Inc. All rights reserved. Use is subject to [license terms](http://docs.google.com/legal/license.html). Also see the [documentation redistribution policy](http://java.sun.com/docs/redist.html).