

1 Theory

- (a)
 - 1. Calculate the position of every component explicitly.
 - 2. Use the layout manager given by Swing/AWT.
 - 3. Implement its own layout manager.
- (b) The layout manager sets the rule for the relative positioning of every components.
- (c) FlowLayout, BorderLayout, BorderLayout.
- (d) Yes. If no available layout manager meets your requirements.
- (e) The method `paint(Graphics g)`.
- (f) You have to use the method `repaint()`.
- (g) `Graphics3D` extends `Graphics` and gives access to different kind of methods that can be usefull.
- (h) An event gives access to its source, its characteristics and contextual information.
- (i) Yes.
- (j) The coordinate will be relative to the componenet.
- (k) The listener `keyPressed` wait for a key to be pressed down, as `keyTyped` awaits a key that as been pressed and then released.
- (l) The focus determined which component is in that instant linked to the keyboard.