Labwork 1

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AWT was built to satisfy the need for a “write once run anywhere” user interface library. Although, it was not great as it relied on too many heavy components. This lead to inconsistencies between platforms. Swing learned from AWT mistakes and replaced heavyweight components with corresponding lightweight components. Swing uses the best of AWT in order to build more lightweight components. Lightweight components make the “write once run anywhere” goal more possible as there is no platform independence. Swing also removed many of the software bugs that were in AWT.

Swing provide around four times as many components as AWT do. Swing components still behave similar to AWT components put they have new additional features, for example, buttons and images. Swing elements appear slightly slower on the user’s screen than AWT elements. Although this is not much of a problem these days as they are normally used on powerful platforms. Swing does not replace AWT, it is built on top of it. Swings does not like to use AWT components except for extending the frame, window, and dialog heavyweight components to create JFrame, JWindow, and JDialog.