

Java Tutorials Code Sample – HelloWorldSwing.java

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```
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 */

/**
 * This example, like all Swing examples, exists in a package:
 * in this case, the "start" package.
 * If you are using an IDE, such as NetBeans, this should work
 * seamlessly. If you are compiling and running the examples
 * from the command-line, this may be confusing if you aren't
 * used to using named packages. In most cases,
 * the quick and dirty solution is to delete or comment out
 * the "package" line from all the source files and the code
 * should work as expected. For an explanation of how to
 * use the Swing examples as-is from the command line, see
 * http://docs.oracle.com/javase/javatutorials/tutorial/uiswing/start/compile.html#package
 */
package start;

/*
 * HelloWorldSwing.java requires no other files.
 */
import javax.swing.*;

public class HelloWorldSwing {
    /**
     * Create the GUI and show it. For thread safety,
     * this method should be invoked from the
     * event-dispatching thread.
     */
    private static void createAndShowGUI() {
        //Create and set up the window.
        JFrame frame = new JFrame("HelloWorldSwing");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        //Add the ubiquitous "Hello World" label.
        JLabel label = new JLabel("Hello World");
        frame.getContentPane().add(label);

        //Display the window.
        frame.pack();
        frame.setVisible(true);
    }

    public static void main(String[] args) {
        //Schedule a job for the event-dispatching thread:
        //creating and showing this application's GUI.
        javax.swing.SwingUtilities.invokeLater(new Runnable() {
            public void run() {
                createAndShowGUI();
            }
        });
    }
}
```

