

Java AWT Panel

The Panel is a simplest container class. It provides space in which an application can attach any other component. It inherits the Container class.

It doesn't have title bar.

AWT Panel class declaration

```
public class Panel extends Container
```

Java AWT Panel Example

```

import java.awt.*;

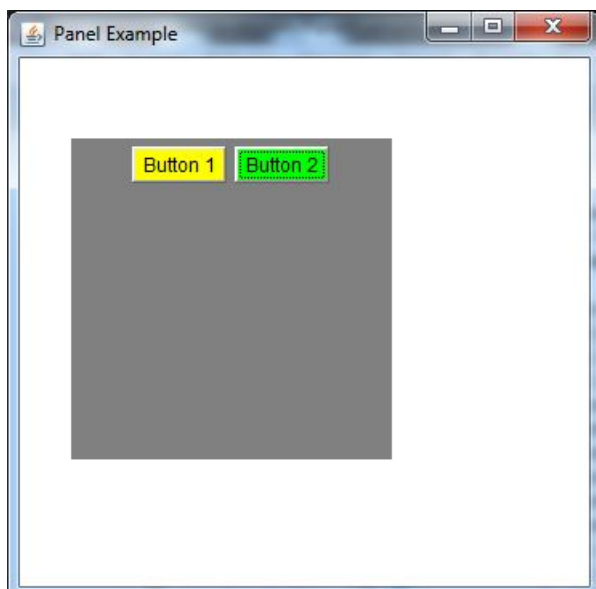
public class PanelExample {

    PanelExample()
    {
        Frame f= new Frame("Panel Example");
        Panel panel=new Panel();
        panel.setBounds(40,80,200,100);
        panel.setBackground(Color.gray);
        Button b1=new Button("Button 1");
        b1.setBounds(50,100,80,30);
        b1.setBackground(Color.yellow);
        Button b2=new Button("Button 2");
        b2.setBounds(100,100,80,30);
        b2.setBackground(Color.green);
        panel.add(b1); panel.add(b2);
        f.add(panel);
        f.setSize(400,400);
        f.setLayout(null);
        f.setVisible(true);
    }

    public static void main(String[] args) {
        new PanelExample();
    }
}

```

Output:



[< prev](#)[next >](#)

Latest 4 Tutorials on JavaTpoint

[Java Swing](#)[XHTML](#)[MathML](#)[Java AWT](#)

0