

## Repost

### ① JFrame:-

When you create a graphical user interface with Java Swing functionality you will need a container for the application. This container is called a JFrame.

### ② SetSize:-

The `setSize()` method of Java ~~Vector~~ Vector class is used to set the size of a vector.

### ③ setLayout:-

method to change the layout manager

### ④ JLabel:-

built-in Java Swing class that lets you display information on a JFrame.

### ⑤ JTextField:-

a lightweight component that allows the entry of a single line of text.

### ⑥ addFrame:-

a method used to add a new frame or window to a GUI application.

### ⑦ add ActionListener

part of an interface in java.awt.event package.

ActionListener is alerted whenever the button or menu item is clicked.

### ⑧ setter:-

it is a method in java used to update or set the value of data member <sup>or variable</sup>.

set default close operation;

To make JFrame behave the same as a Frame instance.

20.02.2024