**8.2 windows :-**

A Window object is a top-level window with no borders and no menubar. The default layout for a window is BorderLayout.

A window must have either a frame, dialog, or another window defined as its owner when it's constructed.

In a multi-screen environment, you can create a Window on a different screen device by constructing the Window. The GraphicsConfiguration object is one of the GraphicsConfiguration objects of the target screen device.

In a virtual device multi-screen environment in which the desktop area could span multiple physical screen devices, the bounds of all configurations are relative to the virtual device coordinate system. The origin of the virtual-coordinate system is at the upper left-hand corner of the primary physical screen. Depending on the location of the primary screen in the virtual device, negative coordinates are possible, as shown in the following figure.

In such an environment, when calling setLocation, you must pass a virtual coordinate to this method. Similarly, calling getLocationOnScreen on a Window returns virtual device coordinates. Call the getBounds method of a GraphicsConfiguration to find its origin in the virtual coordinate system.

The following code sets the location of a Window at (10, 10) relative to the origin of the physical screen of the corresponding GraphicsConfiguration. If the bounds of the GraphicsConfiguration is not taken into account, the Window location would be set at (10, 10) relative to the virtual-coordinate system and would appear on the primary physical screen, which might be different from the physical screen of the specified GraphicsConfiguration.

Window w = new Window(Window owner, GraphicsConfiguration gc);

Rectangle bounds = gc.getBounds();

w.setLocation(10 + bounds.x, 10 + bounds.y);

