

GUI Basic Example

```
1 import javax.swing.*;
2 public class MyWindow{
3     public static void main(String arg[]){
4         JFrame f=new JFrame("Run");
5         JLabel l1=new JLabel("Open:");
6         JTextField t1=new JTextField();
7         JLabel title=new JLabel("Type the name of the file.");
8         JButton btnOk=new JButton("Ok");
9         JButton btnCancel=new JButton("Cancel");
10        JButton btnBrowse=new JButton("Browse");
11
12        l1.setBounds(30,40,50,30);
13        t1.setBounds(80,40,200,30);
14        title.setBounds(80,5,200,30);
15        btnOk.setBounds(80,80,50,30);
16        btnCancel.setBounds(150,80,90,30);
17        btnBrowse.setBounds(260,80,90,30);
18        f.add(l1);
19        f.add(t1);
20        f.add(title);
21        f.add(btnOk);
22        f.add(btnCancel);
23        f.add(btnBrowse);
```



```
24 f.setLayout(null);  
25 f.setVisible(true);  
26 f.setSize(400,200);  
27 f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
28  
29 }  
30 }  
31
```

Thank You!