**Panel:-**

It is a predefined class used to provide a logical container to hold various GUI component. Panel always should exist as a part of frame.

**constructors**

|  |  |
| --- | --- |
| **S.N.** | **Constructor & Description** |
| 1 | **Panel()**  Creates a new panel using the default layout manager. |
| 2 | **Panel(LayoutManager layout)**  Creates a new panel with the specified layout manager. |

**Class methods**

|  |  |
| --- | --- |
| **S.N.** | **Method & Description** |
| 1 | **void addNotify()**  Creates the Panel's peer. |
| 2 | **AccessibleContext getAccessibleContext()**  Gets the AccessibleContext associated with this Panel. |

*import java.awt.\*;*

*public class PanelExample {*

*PanelExample()*

*{*

*Frame f= new Frame("Panel Example");*

*Panel panel=new Panel();*

*panel.setBounds(40,80,200,200);*

*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:

