* **Abstract Window ToolKit:**
  + Abstract Window ToolKit – AWT.
  + Jdk 1.0 > A.W.T > GUI Application.
  + AWT is based on Peer Components. Peer components differ from OS to OS. Thus it was not a complete JAVA solution.
  + Two main drawbacks of AWT are :
    - Heavy Weight Components.
    - LCD Factor. Only factors available in all OS were included in Packages.
* SWING:
  + Model-View-Controller Architecture.- was introduced by SmallTalk.
* **Jframe:**
  + Based on the concept of Panes.
  + It has a root Pane, Content Pane, Layered Pane, Glass Pane.
  + Root Pane governs other Pane.
  + Components are added in the Content Pane.
  + Layered Pane Supports Depth. There can be upto 100 depths.
  + Glass Pane is transparent.
* **Access Modifiers:**
  + Public, protected, private.
  + If no access modifier is given it becomes default. But default keyword cannot be used to define a default type.
  + If a class extends the Class A then default, public, protected data is available to the sub class but private data is not available.
  + Protected data is available to the same class and the extended class only if the extended class is in the same package.

Eg:

class A

{

int x,y,z; //default access modifier.

public int a,b,c;

protected int p,q,r;

private m,n,o;

}

* **Inner Classes:**