

# Chapter 5: Summary

## Summary

We've come a long way in this lesson. We've learned quite a few things:

- How to use a Java frame to open a window in our program.
- How to give our window a title and set its size.
- How to use a label to display text in the window.
- How to put a button into the window.
- How to resize our window to fit what's in it.
- How to change the text on our button.
- How to use a dialog box to display a message or instructions and get input back from a user.

I hope I've whetted your appetite for more GUI programming because that's what we'll continue studying next time. There's still a lot to learn about setting up GUIs. Next time, we'll start by seeing how to put multiple items into our window. You'll notice that we didn't try that this time. If you're curious, try putting two labels, two buttons, or a button and a label into a window and see what happens. In the next lesson, we'll see why that happens and learn how to fix it!

I'll see you then.