

# Chapter 1: Introduction

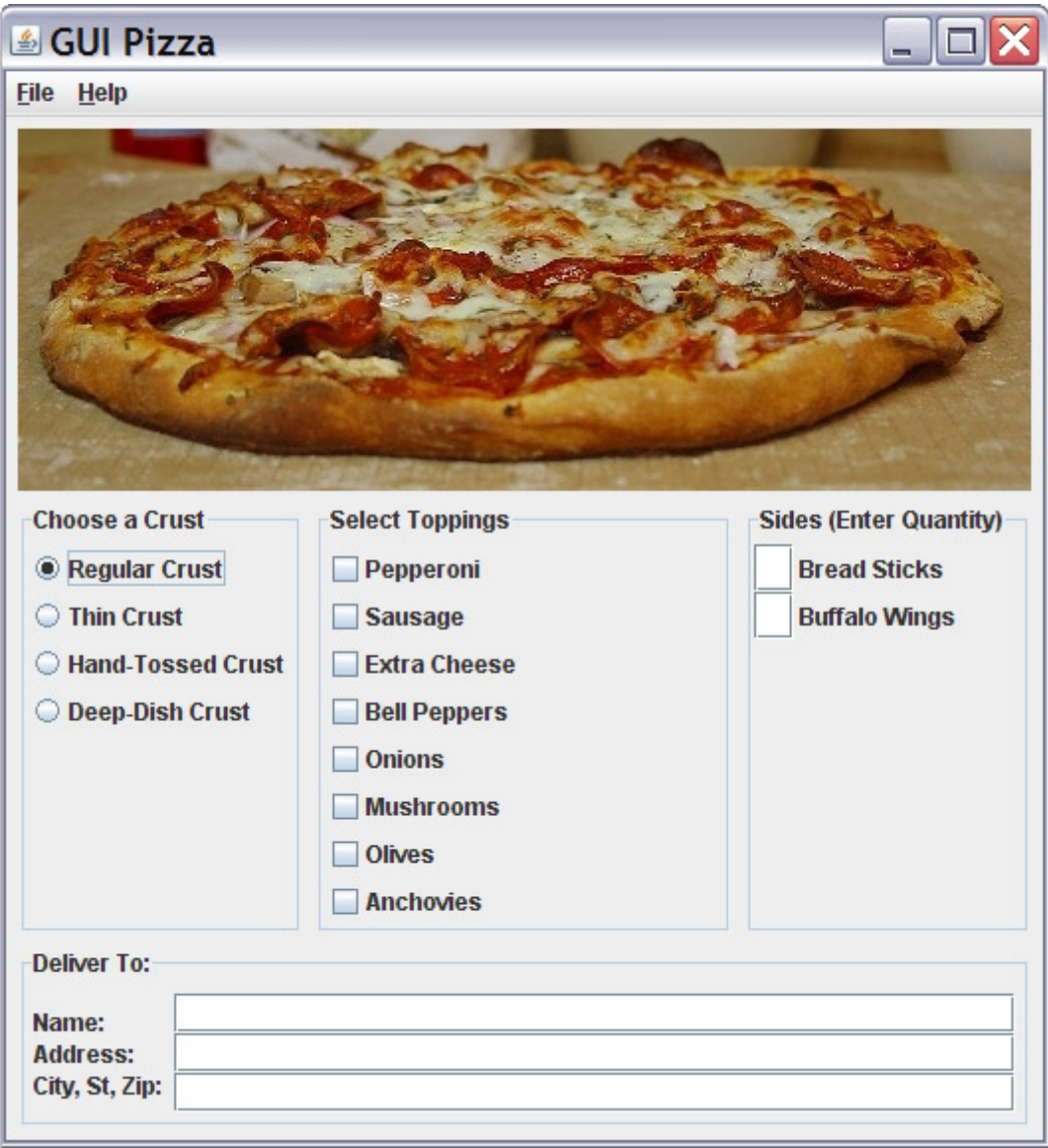
## Introduction

We've been working with GUI components for a couple of lessons now. It's time to see how to put them together into a complete, working GUI application. For the next two lessons, we're going to pretend we run a small pizza shop. We want to build a GUI Java application that will allow customers to order a pizza online. When they're done creating the order, we'll allow them to save it so we can make the pizza they ordered.

We're going to simplify the application quite a bit in order to make it something we can do in two lessons, so you'll need to suspend your disbelief long enough to pretend this application does everything a real pizza ordering program would do.

While we're working through this project, we'll also pick up a few more GUI components to add to our inventory. These include radio buttons, check boxes, text fields, borders, and a few more odds and ends.

When we're done, this is what our program will produce:



The GUI Pizza application

We've got quite a bit to do, so let's get to it!

