Chapter 5: Summary

Summary

Well, that was quite a project! In the process of building our program, we learned about a number of Java GUI tools, including radio buttons, check boxes, text boxes, and borders. We also got more practice using labels, layout managers, pop-up dialog boxes, and output files. That's a lot of progress!

In our next lesson, we'll shift gears again and start looking at a group of Java classes called *Collections* to see what we can do with them.

Until then, have fun experimenting with your GUI windows.