Chapter 1: Introduction

Introduction

Welcome to our first GUI (pronounced **goo**-ee) lesson. In the previous lesson, I promised we would start an entirely new topic this time—and that's what we're going to do! A GUI is what lets us interact with a computer using a mouse and pointer to click icons instead of just typing commands. The Mac OS, Windows, and X-Windows for Linux are all examples of GUIs. Creating GUI applications is (in my humble opinion) one of the more enjoyable aspects of using Java. It gets us away from the text-based format we've been using until now and into the realm of modern applications.

After all, how long has it been since you've used a text-based application? If you're like many computer users, you may never have used one! It's been years since I've used one by choice. Everything has gone GUI!

Today, we're going to start learning how to write GUI applications. We'll begin with an overview of Java's GUI capabilities (a quick overview, I promise), and then we'll jump right in and write our first windowed application.