

# Chapter 1: Introduction

## Introduction

In the last lesson, we learned how to create a basic window, add a component like a button or label to it, and interact with a dialog. Now we're going to spice up our GUI repertoire with layouts, which will help us organize multiple components.

As you saw if you tried to put multiple components in a window in your last assignment, they don't play well together. Either you only see the last one you added, or you see one in front of the other, hiding most of the one behind it.

Obviously, that's not how we want to run our windows. In order to organize components in a window, we're going to learn about layouts and layout managers.

But that's not all! We'll also see how to make a text area scroll when there is too much text to fit into it. That feature will come in handy.

Let's get started!