**Chapter 12 Graphical User Interfaces**

12.1 GUI Applications Using *JFrame*

12.2 GUI Components

12.3 A Simple Component: *JLabel*

12.4 Event Handling

12.5 Text Fields

12.6 Command Buttons

12.7 Radio Buttons and Checkboxes

12.8 Programming Activity 1: Working with Buttons

12.9 Combo Boxes

12.10 Adapter Classes

12.11 Mouse Movements

12.12 Layout Managers: *GridLayout*

12.13 Layout Managers: *BorderLayout*

12.14 Using Panels to Nest Components

12.15 Programming Activity 2: Working with Layout Managers