

## First App

Euros	<input type="text"/>	€ -> £
Pounds	<input type="text"/>	£ -> €

## Swing Components

JFrame  
JPanel  
JLabel  
JTextField  
JButton

## Events

### ActionEvent

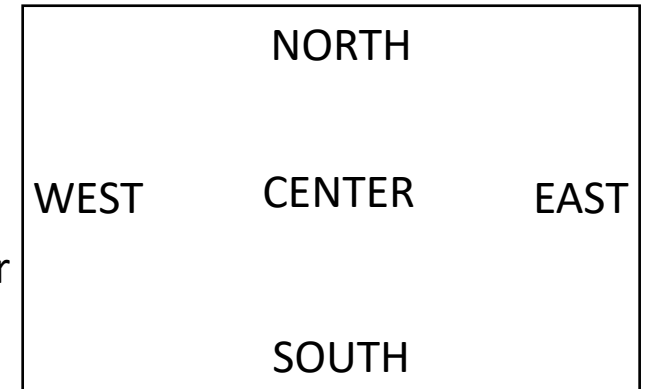
### ActionEventListener

the interface used to  
inform the occurrence of  
Action event

## Layout managers

### BorderLayout

5 zones to put  
components  
the Frame container  
has this by default



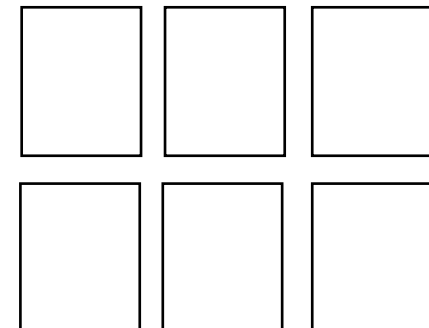
### FlowLayout

the added components  
follow a sequence  
A JPanel has this by  
default

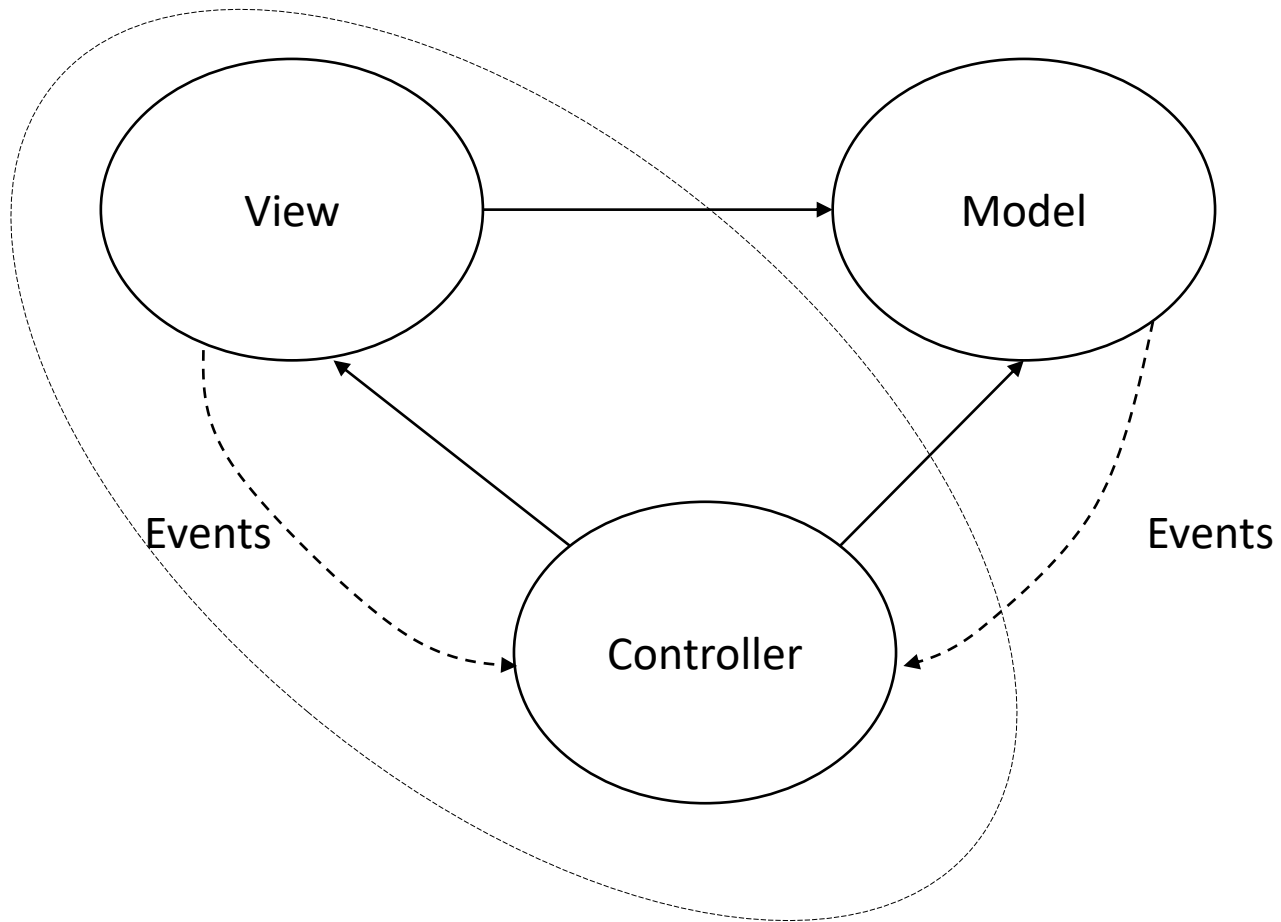
first -> second -> third ->  
fourth ....

### GridLayout

the components  
follow a grid of  
linesxcols (in this  
exemple 2x3) all  
of the same size



# Model/View/Controller



# cards application architecture

