Article on

Graphical User Interface

**GUI**  Stands for Graphical User Interface. A programmer’s Graphical User interface represents an easy-to-use visual display to the user. Graphical User interface is made up Graphical components(e.g. buttons,labels,windows) through which the user can interact with the page on application .

To create Graphical User interface in Java use either Swing or Java Fx.

**Java Graphical User interface involves two packages:**

1.AWT: Awt is an part of API to develop GUI based applications.

2.Swing: Swing is an part of JFC(Java Foundation Class)to create a web based applications.

**Two parts of Graphical User interface**:

1.Component: Components are elementary GUI entities. It is a subclass of the other class

object.

2.Container: Container are used to hold components in a particular manner. It is subclass of

component.

**Three types of Graphical User interface:**

1.Graphical component: Graphical component is used to make up GUI.

2.Listener methods: Listener methods receive events and respond to them.

3.Application methods: Application methods do useful work for the user.

**Benefits of Graphical User interface:**

**1.I**t allows to more information in a program.

2.It saves time of user as user don’t need to edit configurations manually.

3.Using GUI, you can easily memories the tasks.

**Example on GUI:**

package lab5;

import java.awt.Color;

import java.awt.Dimension;

import java.awt.FlowLayout;

import javax.swing.JFrame;

import javax.swing.JPanel;

public class LAB5 {

JFrame frame;

public LAB5(){

frame=new JFrame("OOP B SECTION SOFTWARE");

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setSize(600, 400);

frame.setVisible(true);

frame.setLayout(new FlowLayout());

JPanel jp=new JPanel();

jp.setPreferredSize(new Dimension(400,400));

jp.setBackground(Color.CYAN);

frame.add(jp);

jp.setLayout(new BoxLayout(jp,BoxLayout.X\_AXIS));

frame.validate();

}

public static void main(String[] args) {

LAB5 l=new LAB5 ();

}

}

