GUI in Java

GUI stands for Graphical User Interface. Graphical User Interface is used by all programming languages and not just Java. GUI helps a user look through folders and programs. GUI gives you distinct look and feel output. It is also an object where user communicates by using mouse or keyboard. The types of elements in GUI include buttons, checkboxes, labels and banners, menus, sidebars, and so much more. Java's unique GUI library was the Abstract Window Toolkit (AWT). Swing (Chapters 12 and 22) was added to the stage in Java. Since then, Swing has remained the first Java graphical user interface technology. Maps general Java code to each operating system's that is the real GUI system. A swing is basically a newer GUI library written from the bottom up that allows much more powerful graphics and GUI construction. Swing has outlasted the prime Java GUI technology. Swing is now in sustenance mode in Oracle and has stopped development and will render only bug fixes going forward. The Java GUI technology has taken over by the Javafx in 2007. Javafx is the main technology for Java GUI. It has gotten a lot of new updates over the time. It is also considered one of the best Graphical User Interface platform. In 2008 Sun Systems made a decision that they will release JavaFX for the browser and desktop after that in 2009 for mobile devices. Sun releases the JavaFX 1.0 and then on December 4, 2008. JavaFX was then available for mobile since JavaFX 1.1. The two different technology that can be used to create a Graphical User Interface are swing and Javafx. The swing is used to create a window that is based on application. it is platform independent and lightweight. The Javafx is a library that creates the desktop application and internet application. It runs on a lor of platforms like mobile, web, and desktops.

**Work cited**

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