Java Swing Package

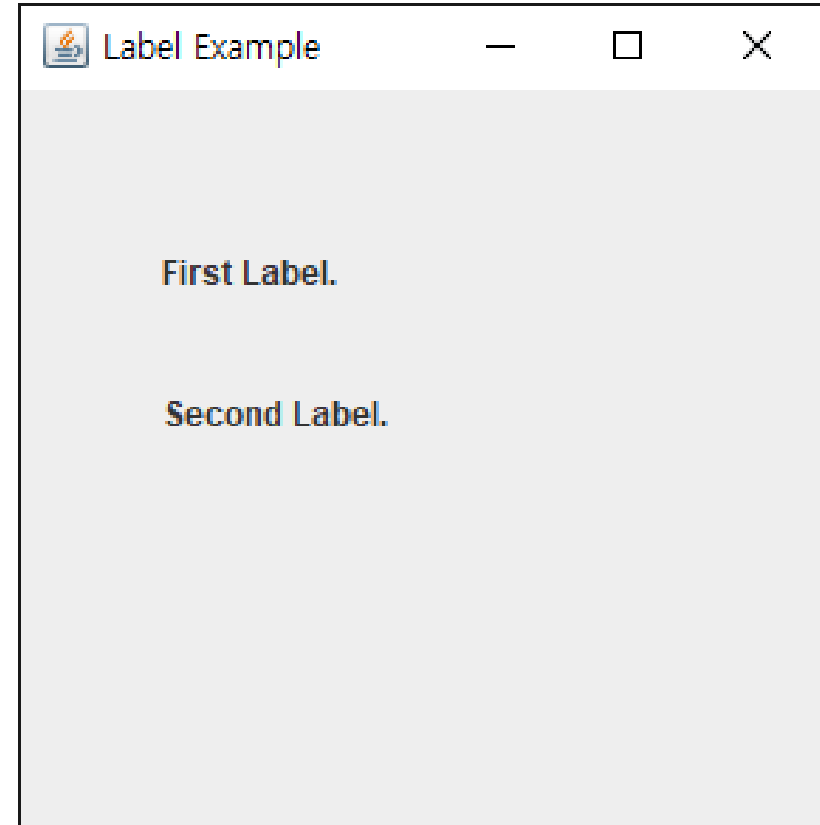https://www.javatpoint.com/java-swing

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Java Swing Package

- Java Swing Package is a part of Java Foundation Classes (JFC) that is *used to create* **window-based applications**. It is built on the top of AWT (Abstract Windowing Toolkit) API and entirely written in java.

- Unlike AWT, Java Swing provides **platform-independent** and lightweight components.

- The **javax.swing** package provides classes for java swing API such as **JButton**, **JTextField**, **JTextArea**, **JRadioButton**, **JCheckbox**, **JMenu**, **JColorChooser** etc.

```
import javax.swing.*;
class LabelExample
{
public static void main(String args[])
    {
    JFrame f= new JFrame("Label Example");
    JLabel l1,l2;
    l1=new JLabel("First Label.");
    l1.setBounds(50,50, 100,30);
    l2=new JLabel("Second Label.");
    l2.setBounds(50,100, 100,30);
    f.add(l1); f.add(l2);
    f.setSize(300,300);
    f.setLayout(null);
    f.setVisible(true);
    }
    }
```

Label Example

First Label.

Second Label.

```java
import javax.swing.*;
public class FirstSwingExample {
public static void main(String[] args) {
JFrame f=new JFrame();//creating instance of JFrame

JButton b=new JButton("click");//creating instance of JButton
b.setBounds(130,100,100, 40);//x axis, y axis, width, height

f.add(b);//adding button in JFrame

f.setSize(400,500);//400 width and 500 height
f.setLayout(null);//using no layout managers
f.setVisible(true);//making the frame visible
}
}
```
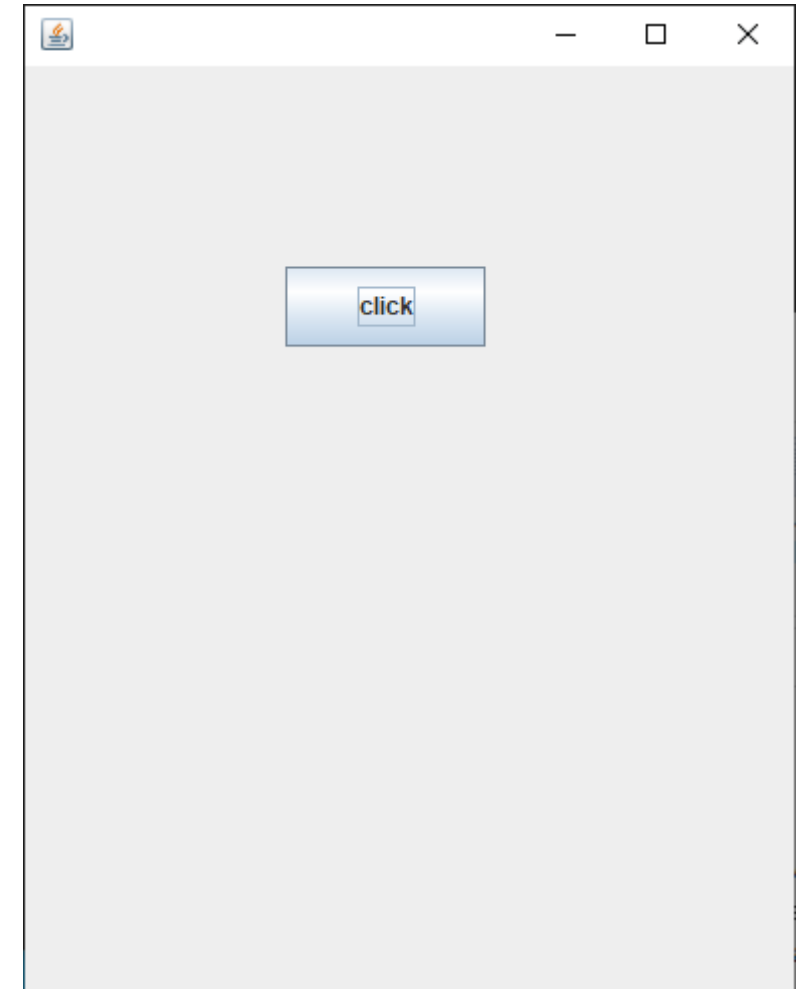
```java
import javax.swing.*;
public class Simple {
JFrame f;
Simple(){
f=new JFrame();//creating instance of JFrame

JButton b=new JButton("click");//creating instance of JButton
b.setBounds(130,100,100, 40);

f.add(b);//adding button in JFrame

f.setSize(400,500);//400 width and 500 height
f.setLayout(null);//using no layout managers
f.setVisible(true);//making the frame visible
}

public static void main(String[] args) {
new Simple();
}
}
```

```java
import javax.swing.*;
public class Simple2 extends JFrame{//inheriting JFrame
JFrame f;
Simple2(){
JButton b=new JButton("click");//create button
b.setBounds(130,100,100, 40);

add(b);//adding button on frame
setSize(400,500);
setLayout(null);
setVisible(true);
}
public static void main(String[] args) {
new Simple2();
}}
```