GUIs:

* Graphical User Interface
* Must first make a JFrame object, the whole GUI or window
* Must call these things:
* .setVisible(true)
* .setSize(500,500) [pixels]
* .setTitle(“New Window”) [what you call the window]
* contentPane is of type object Container
* .getContentPane() [
* .add(new JLabel(“ “ ), new BorderLayout.(where you want it to appear))
  + // Allows us to write into the window itself and set where you want it to appear
* Nested layouts
* .setLayout(FlowLayout()) // FlowLayout() sets it to fill a line
* Window.pack() // Makes the window as small as you can, if it fits everything
* GridLayout(rows, columns) // Fills it in from column to column till row is filled, then moves onto next row
* Button.setText(“ “) // sets the button to have the text in the string parameter
* .addActionListener is an interface
* JOptionPane // Static method to show pop ups
* .setActionCommand(“Red”) // changes the button to have the word Red
* e is the name of the action command