

Useful methods of component class:

- public void add(component c) - Inserts a component on this component.
- public void setSize(int width,int height) - sets the size (width and height) of the component.
- public void setLayout(LayoutManager m) - defines the layout manager for the component.
- public void setVisible(boolean status) - changes the visibility of the component, by default false.

CONTAINER:

Containers are an integral part of AWT GUI components. A container provides a space where a component can be located. A Container in AWT is a component itself and it adds the capability to add components to itself. Following are noticeable points to be considered.

- Subclasses of Container are called as Container. For example Panel, Frame and Window.
- Container can add only components to itself.
- A default layout is present in each container which can be overridden using setLayout method.

Following is the list of commonly used containers while designed GUI using AWT:

- Frame
- Panel
- Window

FRAME:

The Frame is the container that contains the title bar and can have menu bars. It can have other components like button, textfield etc.

To create a simple awt example, you need a frame. There are two ways to create a frame in AWT.

- By extending Frame class (inheritance)
- By creating the object of Frame class (association)

Constructors and Description:

- Frame() - Constructs a new instance of Frame that is initially invisible.
- Frame(GraphicsConfiguration gc) - Constructs a new, initially invisible Frame with the specified GraphicsConfiguration.
- Frame(String title) - Constructs a new, initially invisible Frame object with the specified title.
- Frame(String title, GraphicsConfiguration gc) - Constructs a new, initially invisible Frame object with the specified title and a GraphicsConfiguration.

CONTROLS:

1. BUTTONS:

The button class is used to create a labeled button that has platform independent implementation. The application results in some action when the button is pushed.

Example:

2. CHOICE:

The object of Choice class is used to show a popup menu of choices. Choice selected by the user is shown on the top of a menu. It inherits Component class.

Example:

3. DIALOG: The Dialog control represents a top level window with a border and a title used to take some form of input from the user. It inherits the Window class. Unlike Frame, it doesn't have maximize and minimize buttons.

Example: