**YouTube tutorial 51 – GUI with JFrame**

**2st class – tuna.java:**

**import** java.awt.FlowLayout;

// The default layout of our thing

**import** javax.swing.JFrame;

// Gives all the Windows features: Esc, minimize etc. Basic window

**import** javax.swing.JLabel;

// Output texts and images

**public** **class** tuna **extends** JFrame{

/\* JFrame gives all the Windows features

And it inherited all those qualities \*/

**private** JLabel item1;

**public** tuna(){

**super**("The title bar : Title my ass");

// *super* only takes one argument for its title.

setLayout(**new** FlowLayout()); //This gives us default layout.

item1 = **new** JLabel("If you are reading this, get lost");

JLabel is pretty much a text.

item1.setToolTipText("Ok jk");

add(item1); //You have to actually add the item you made

}

}

**1st class – apples.java**

**import** javax.swing.JFrame;

**class** apples{

**public** **static** **void** main(String[]args){

tuna bucky = **new** tuna();

bucky.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

//This helps the esc function to work properly

bucky.setSize(500, 300);

bucky.setVisible(**true**);

// Makes it so you can see it.

}

}

**Result:**

