Madan Bhandari Memorial College

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Practical Sheet

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Title: Implementation of different layouts:

Introduction:

i) Flow layout:

The Tava flow layout is used to arrange the components in a line, one after another (in a flow).

ii) Border Layout:

A border layout places components in upto five areas: bop, bottom, left, right and center.

iii) Croid Layout:

Grid layout simply makes a bunch of components equal in size and displays them in the brequested number of rows & columns.

iv) Grid bag layout:

CridBaglayout is a sophisticated, Elexible layout manager. It aligns components to span more than one cell.

v) Group Layout:

Group layout is a layout manager that was developed for use by GUI builder boals. It works with the horizontal and vertical layouts seperately.

What happens when no layout is used?

The we don't use any leggout manager and simply add components to a container without specifying a layout, the default leggout manager for most containers is the Flowlayout. To set the layout without a layout we can use null keyword in the set leggout method of the frame.

Frame get Content Pane (). set layout (null);

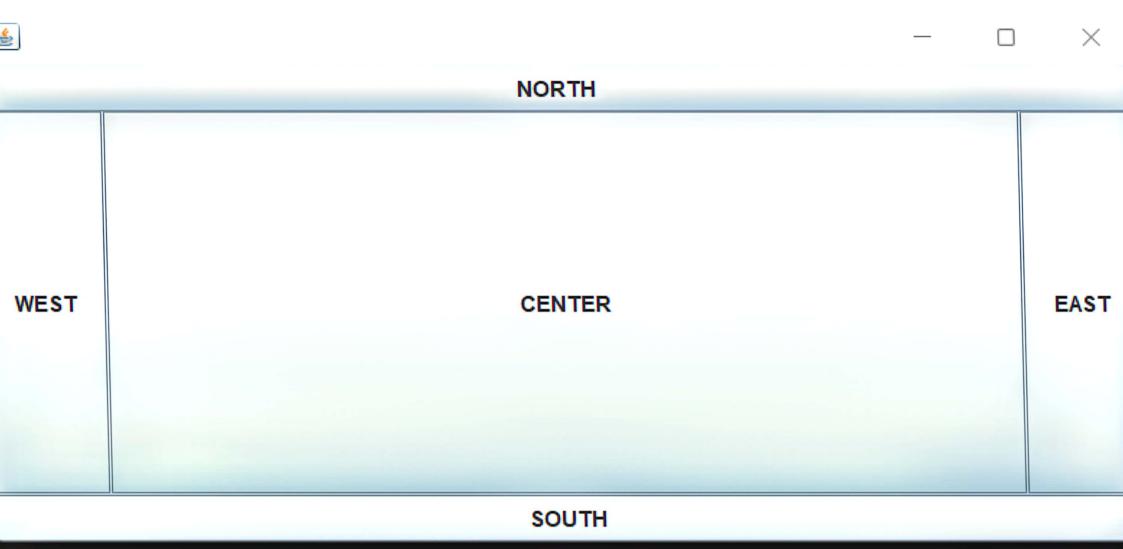
```
Flow Layout Code:
import java.aut. ";
import javax. swing. *;
public class Flowlayout Example
    I Frame frame Ob);
    Flow Layout Example ()
       frame Obj = new I Frame();
       JButton 60 = new JButton ("This is nevaly added");
       JButton 61 = new JButton ("1");
       JButton 62 = new JButton ("2");
       JBulton 63 = now JBulton ("3");
       J Button 64 = new J Button ("4");
       JButton 65 = now JButton ("5");
       JButton 66 = new JButton ("6");
       JButton 67 = new obutton ("7");
      JButton 68 = new JButton ("8");
      JButton 69 = new JButton ("9");
      JButton 610 = new JButton ("10");
      frameObj. add(60); frameObj. add(61); frameObj. add(62);
      FrameObj. add (63); frameObj. add(64); frameObj. add(65);
      frameObj. add (66); frameObj. add (67); frameObj. add (68);
      frame Obj. add (69); frame Obj. add (610);
      Frame Obj. set layout (new flow layout ());
      Frame Obj. set Size (300, 300);
       Frame Obj. set Visible (true);
    public static void main (Storing argus[]) &
              now Flawlayout Example ();
    3
```

This is newly added 1 2 3 4 5 6 7 8 9 10

[Running] cd "d:\Utsav\Java\lab 2\" && javac FlowLayoutExample.java && java FlowLayoutExample

X

```
Border Layout Code:
import java. aust. *;
impost javax swing . *;
public class Border
     JFrame f;
      Border ()
           f= new IFrame();
           J Button 61 = new JButton ("NORTH");;
           JBulton 63 = new JBulton ("EAST");;
           JBulton b4 = new TBulton ("WEST");;
           JButton 65 = new JButton ("CENTER");;
           TButton 66 = new obutton ("SOUTH");;
            f. add (61, Border Layout NORTH);
            f. add (63, Border Layout - ESTEAST);
f. add (64, Border Layout · ESTE : WEST);
f. add (65, Border Layout · CENTER);
f-add (66, Border Layout · SOUTH);
            f. setSize (300, 300);
            f. set Visible (bue);
     public static void main (String E) asys) &
              new Border ();
      3
```



[Running] cd "d:\Utsav\Java\lab 2\" && javac Border.java && java Border



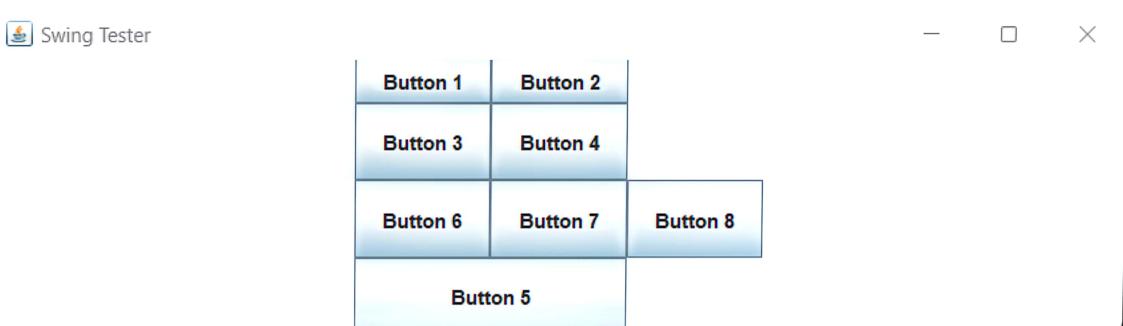
```
Grid Layout Code:
impost java. aust. Gridlayout;
import javax swing · TButton;
impost javax swing . Trame;
public class Gmid Layout Demo &
    public static void main (String [] args) ?
        JFrame frame = new JFrame();
        frame set Default Close Operation (IFrame. EXTT-ON-CLOSE);
        frame set Size (500, 500);
        Rame . set Layout (new Gridlayout (3, 3, 0,0));
         frame add (new JButton ("1"));
         frame add (new TButton ("2"));
         frame add (new JButton ("3"));
          Frame - add (new TButton ("4"));
         frame add (new obutton ("5"));
          frame add (new JButton ("6"));
         frame add (new JButton ("7"));
         frame add (new J Button ("8"));
         frame add (new JButton ("9"));
         frame add (new Joutton ("10"));
         frame set Visible (brue);
    3
3
```

2	3	4
6	7	8
10		
	6	6 7



```
Cond Bag Layout Code:
impost java aust. Borderlayout;
import java aut. Grid Bay Constraint;
import java au t. Grad Baglayout;
import javax swing. Toutton;
import javax swing . I frame;
import javax swing. I Panel;
public dass Grid Bag Perro &
    public static void main (String[] aggs) &
         czeate Window ();
    private static void create Window () &
        If same frame = new I frame ("Swing Tester");
        foume. set Default Close Operation (JFrame EXIT_ON_CLOSE);
         create UI (frame);
         frame -set Size (560,200);
         frame. set Location Relative To Cnull);
         Frame set Visible (bue);
     ૡ
    private stabic void createUI (final I frame frame) {
         Trancl pand = new Trancl();
         Croid Bag Layout leyout = new Croid Bag layout ();
         panel set layout (Layout);
        Corid Bag Constraints gbc = new Corid Bag Constraints();
        gbc. fill = Grid Bag Constraints HORIZONTAL;
        gbc. gridx = 0;
         gle. gridy = 0;
         panel add (new JButton ("Button 1"), gbc);
         gbc. gardx = 1;
         gbc. gnidy = 0;
         panel add (new JBulton ("Button 2"), gbc);
```

```
gbc. fill = Gnidbag Constraints. HORIZONTAL;
gbc. ipady = 20;
gbc. gridx : 0;
gbc.gridy = 1;
panel add (new Joutton ("Button 3"), glo;
gbc.gridx=1;
guc.gndy=1;
punel. add (new obutton ("Button 4"), gbc);
gbc.gridx=0;
goc-gridy=2;
panel add (new JButton ("Button 6"), gbc);
gbc.gndx=1;
gbc.gndy = 2;
panel. add (new Joutton ("Button 7"), gbc);
gbc-gndx=2;
gbc.gody=2;
panel. add (new Joutton ("Button 8"), gbc);
glic.goidx = 0;
guc. gridy = 3;
gbc. fill - Good Bag Constraints HORIZONTAL;
gbc. gridwidth = 2;
panel and (new JButton ("Button, S"), gbc);
frame. get Content Pane (). add Cpune, Booder Layout. CENTER);
```



[Running] cd "d:\Utsav\Java\lab 2\" && javac GridBagDemo.java && java GridBagDemo



Group layout Code: impost java aut Container; import javax swing Group layout; import javax swing. J Button; import java x swing. Thrane; import stutic javax swing. Group layout Alignment. *; public class Oroup Demot public static void main (string[] asys) { Thame frame = new Itrame ("Group Layout Example"); frame set Default Close Operation (ITrame. EXII-ON_CLOS); Container myfanel = frame. get Content Pane(); Crosuplayout grouplayout = new Grouplayout (rylard) grouplayout set Auto Create Graps Ctrue); group Layout set Auto Greak Conking Gaps (buc); my Panel . set layout Cgrouplayout); JButton 61 = new JButton ("Button One"); JButton 62 = new JButton ("Button Two"); TButton 63 = new JButton (" Button Three"), JButter by = new JButton (" Button Four"); grouplayout. set Hooizontal Grouplgrouplayout. cseate SquestialGroup() · add Group (grouplayout. coaste Pasallel Group (ISADING). ·add Component (61). add Component (63)) · add broup (group layout creente Paralle Group (TRASIEND) · add Component (62). add Component (64)));

grouplayout. set Vorhial Group (grouplayout. crowle Sequental Compl)
. add Group (grouplayout. crowle Parallel Group (BASSLINE). add
Component (61). add Component (62).
. add Group (group layout. crowle Parallel Group (BASSLINE).
. add Component (63). add Component (64)));
Frume. puck ();
Frume. set Visible (brue);
3



[Running] cd "d:\Utsav\Java\lab 2\" && javac GroupDemo.java && java GroupDemo