

Method Summary		
	public void	load() Creates a new widget instance and allows it to be referenced and displayed.
	public void	unload() Removes a widget from the system, releasing all resources it is using and saving any related data.

Method Detail

load

public void load()

Creates a new widget instance and allows it to be referenced and displayed.

unload

public void unload()

Removes a widget from the system, releasing all resources it is using and saving any related data.

Interface Detail

Interface *WidgetInterface*

package: **Interface**

All Known Implementing Classes:

[Widget](#)

public interface WidgetInterface

Interface object that determines what methods all widgets must have in the system.

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