

NOTE: Applet class does not belong to java.awt package.

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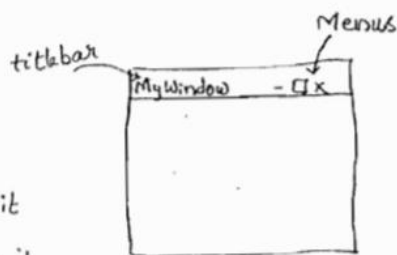
- we know that window is used for displaying the GUI.
- A blind rule is that, when we want to add a component to another component then the later component should have the properties of a container.
- whenever we want to view a GUI output, we add all the required components to the window and then they are displayed. That means, window has the properties of a container.
- From the class hierarchy, it is clear that window is the sub class of container class. Hence it has all the properties of a container.
- if we want to add a Button to another button, it is not possible because, button is not a sub class of container and it does not have the properties of a container.
- Same is the case with the other classes present in that level of hierarchy.
- Similarly, we can not think of adding TextField to a Label, TextArea to a List e-t.c.

** Thus, any component which has the properties of container is eligible to accommodate other components in it.

(P.T.O)

- It is clear from the class hierarchy that Panel is a sub-class of container and window is at the same level of hierarchy.
- Panel has the properties of container and any no. of components can be added to the Panel. To make them visible on the screen, we again need window, but observe that Panel does not have the properties of a window.
- Therefore, panel should be added to the window to make the components visible.
- Similarly, we can create a Frame. Frame has the properties of window as well as Container.
- As Button, TextArea e-t.c. have some properties, Window also has some properties.

- It has a title bar
- It has some system Menus
- we should be able to drag it
- we should be able to resize it
- e-t.c.



- Some of the best examples of the window application are Editplus Editor, Notepad, IE browser e-t.c.

NOTE: As console cannot display GUIs, Window cannot display text directly.

- In order to display text on the window, we need to represent the text in the form of a GUI component and then add it to the window. For this, we make use of the Label class.