

Discussion Questions for “Swing Containers”

1. Why does Swing have different layout managers? Can you think of GUIs or parts of GUIs where the flow layout manager is exactly what you need? What about the grid layout manager? When might it be useful to use the border layout manager? Why are even more layout managers required?
2. If you look at the Pippin GUI, can you guess what kind of layout managers are used for various portions of the screen? How do the different layout managers get involved when you resize the Pippin GUI screen?
3. What is the difference between a Window and a Panel and a Dialog in Swing? Why do we need different flavors of containers? Can you point out examples of Windows, Panels, and Dialogs in the Pippin GUI?
4. If you look at the standard Swing widgets, such as JButton, you will find that JButton extends AbstractButton, which extends JComponent, which extends java.awt.Container. Why did the Swing library developers choose to make a button widget a container? What might you put in a Button widget? Can you find any examples in the Pippin GUI of a button that is used as a container?