

# CMSC 132: Object-Oriented Programming II

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# Creating GUIs

## ■ Resources

- Appendix C of textbook
- Javadoc for the JDK
- Swing tutorial
- Course slides and code handouts
- Java Ranch

# GUI (Graphical User Interface)

- You create GUIs by defining objects such as
  - Text fields
  - Labels
  - Buttons
  - Checkboxes
  - Radioboxes
  - Menus
  - Tables
  - Etc.