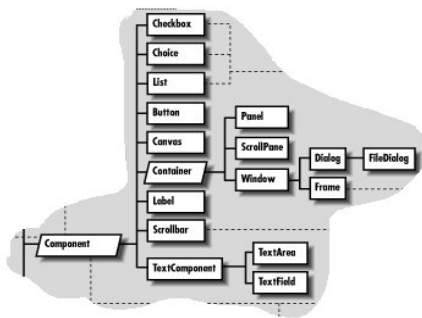


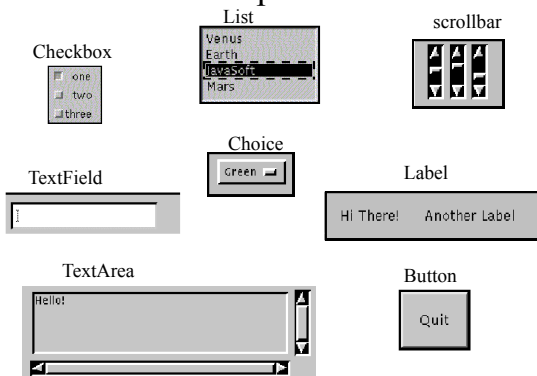
Föreläsning 4 objektorienterad programmering DD1332

- Grafik med AWT

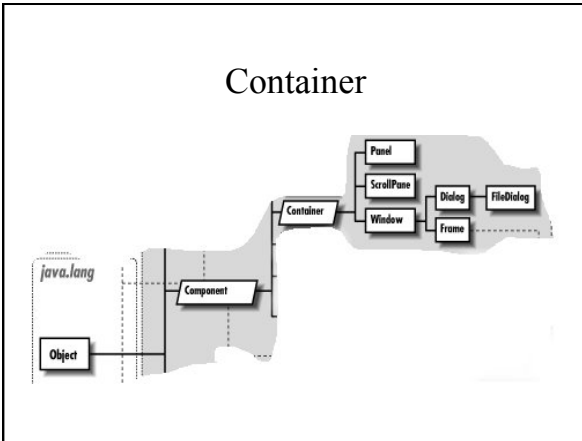
Component



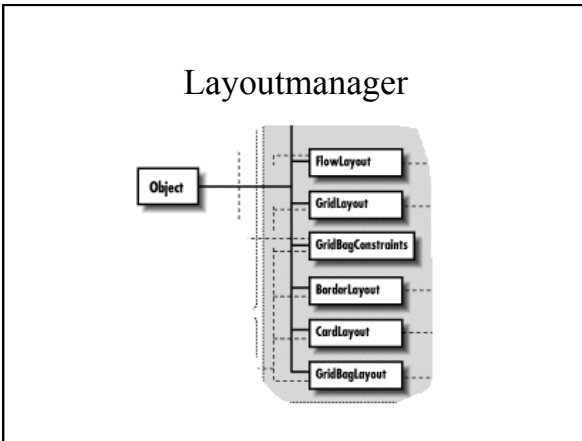
Hur ser komponenter ut?



Container



Layoutmanager



Placering av komponenter beroende på vilken Layoutmanager som används

