

# GContainer

De Wiki

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When we want to merge several basic widgets (for example several [GEntryReal](#)), we can encapsulate them inside a [GPanel](#):

- Advantage: directly displayed
- Drawback: when created, we don't know exactly how to display it

Another solution is to put these objects inside a [GContainer](#)

- Drawback: it is not possible to display it directly
- Advantages: display management will be done by the final user

We may use this [GContainer](#) several times inside a same [GPanel](#) (for example several Orbit parameters or several maneuvers laws).

Note that, unlike [GPanel](#), one have to implement the [GDisplay](#) interface in order to be able to be displayed (by default, [GPanel](#) implements this interface).

```
// This class must implement the GDisplay interface in order to be abled to
be displayed ...
public class MyContainer extends GContainer implements GDisplay {

    private GButton but1;
    private GButton but2;
    private GButton but3;

    public MyContainer () {
        but1 = new GButton("Button1");
        but2 = new GButton("Button 2");
        but3 = new GButton("Button 3");
    }

    public void generic() throws GException{
        put(but1);
        put(but2);
        put(but3);
    }

    public void display() throws GException {
        generic();
    }

}
```

Then this container will be called as is:

```
GPanel pan = new GPanel() {  
  
    private MyContainer cont = new MyContainer();  
  
    public void display() throws GException {  
        generic();  
    }  
  
    public void generic() throws GException {  
        put(cont);  
    }  
  
};
```

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