

# GFrame and GPanel

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[GFrame and GPanel](#)

**GENIUS** proposes most of the same principles as those used by **swing** with classes as:

- [GFrame](#)
- [GPanel](#)
- ...
- [GButton](#)

## GFrame

About [GFrame](#), nothing particular, except the [display\(\)](#) method which allows the display more easily.

```
GFrame frame = new GFrame("Test", pan); // see below for the pan object ...
frame.display();
```

## GPanel

[GPanel](#) object is a bit more « complex » because, when created, it is necessary to implement both following methods:

- [display\(\)](#)
- [generic\(\)](#)

[display\(\)](#) method will indicate which graphical objects will be concerned for **displaying**. By these means, it is up to GENIUS to automatically manage refresh (no need to call to a « refresh » method); To decide what will be displayed, we only need to call in this method, the [put\(\)](#) method with the object as argument :

```
put(objectName)
```

[generic\(\)](#) method allows to indicate which graphical objects will be concerned for **displaying** ... but also for **reading** or **writing** into files (we will see it later ...). Another solution is then to store calls to the [put\(\)](#) method into [generic\(\)](#) and, inside [display\(\)](#) method, only calling the [generic\(\)](#) method.

Examples below show both solutions for displaying a

`[[javadoc>fr/cnes/genius/current/fr/cnes/genius/lowLevel/GButton.html|GButton]]` object.

```
// Example using display method
public class MyPanel extends GPanel {

    private GButton but;
```

```

public MyPanel () {
    but = new GButton("Button");
}
public void display() throws GException {
    put(but);
}

public void generic() { }

public static void main(String[] args) {
    MyPanel pan = new MyPanel();
    GFrame frame = new GFrame("Test", pan);
    frame.display();
}

};

```

```

// Example using generic method
public class MyPanel extends GPanel {

    private GButton but;

    public MyPanel () {
        but = new GButton("Button");
    }

    public void display() {
        generic();
    }

    public void generic() throws GException {
        put(but);
    }

    public static void main(String[] args) {
        MyPanel pan = new MyPanel();
        GFrame frame = new GFrame("Test", pan);
        frame.display();
    }

};

```

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