

# Class `java.awt.Window`

```
java.lang.Object
|
+----java.awt.Component
|
+----java.awt.Container
|
+----java.awt.Window
```

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public class **Window**  
extends [Container](#)

A Window is a top-level window with no borders and no menubar. It could be used to implement a pop-up menu. The default layout for a window is BorderLayout.

**Version:**

1.12, 10/02/95

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## Constructors

### o Window

```
public Window(Frame parent)
```

Constructs a new Window initialized to an invisible state. It behaves as a modal dialog in that it will block input to other windows when shown.

**Parameters:**

parent – the owner of the dialog

**See Also:**

resize, show

## Methods

### o addNotify

```
public synchronized void addNotify()
```

Creates the Window's peer. The peer allows us to modify the appearance of the Window without changing its functionality.

**Overrides:**

addNotify in class Container

### o pack

```
public synchronized void pack()
```

Packs the components of the Window.

### o show

```
public synchronized void show()
```

Shows the Window. This will bring the window to the front if the window is already visible.

**Overrides:**

show in class Component

**See Also:**

hide

## o **dispose**

```
public synchronized void dispose()
```

Disposes of the Window. This method must be called to release the resources that are used for the window.

## o **toFront**

```
public void toFront()
```

Brings the frame to the front of the Window.

## o **toBack**

```
public void toBack()
```

Sends the frame to the back of the Window.

## o **getToolkit**

```
public Toolkit getToolkit()
```

Returns the toolkit of this frame.

### **Overrides:**

getToolkit in class Component

### **See Also:**

Toolkit

## o **getWarningString**

```
public final String getWarningString()
```

Gets the warning string for this window. This is a string that will be displayed somewhere in the visible area of windows that are not secure.