Class java.awt.Window

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

---

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.

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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 are of windows that are not secure.