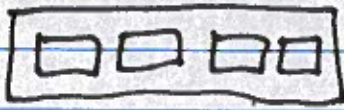


LAYOUTS

Flow - Horizontal



```
Panel p = new Panel();
p.add (b1);
p.add (b2);
p.add (b3);
p.add (b4);
screen3.add (p);
```

Grid



```
Panel g = new Panel (new GridLayout (4, 4));
g.add (...);
```

adds items in shown order

row Col.



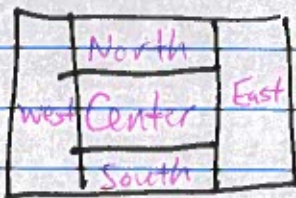
adds in show order

```
Panel g2 = new Panel (new GridLayout (3, 1));
g2.add (b1);
g2.add (b2);
g2.add (b3);
screen3.add (g2);
```

row Col

★ Note: in a grid layout all boxes MUST be the same size.

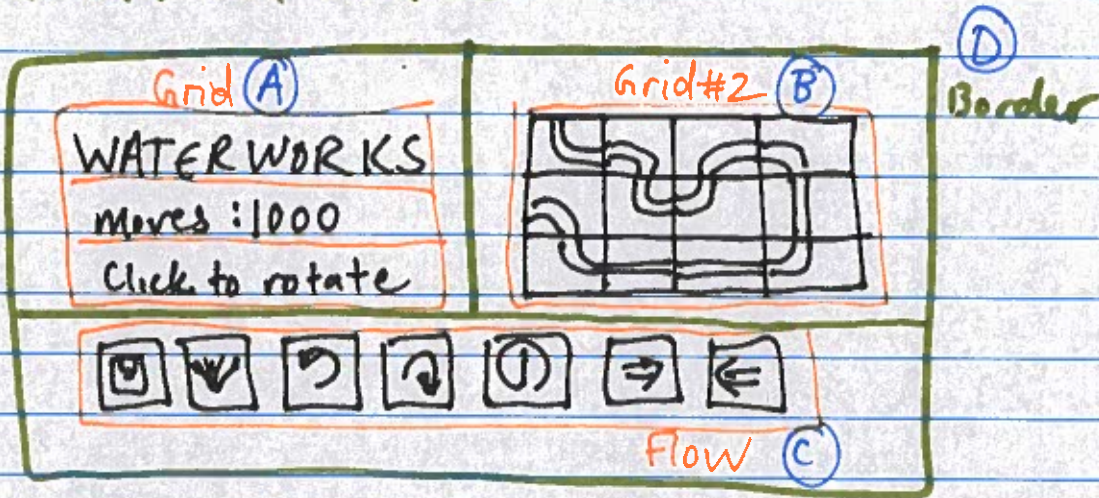
Border



```
Panel b = new Panel (new BorderLayout ());
b.add ("Center", b1);
b.add ("North", b2);
```

★ Note: you can only add one thing to each section... so if you want multiple things put them in another layout first

Multi at once



~~WATERWORKS~~

- Ⓐ Panel g1 = new Panel (new GridLayout (3, 1));
add 3 pieces.
- Ⓑ Panel g = new Panel (new GridLayout (row, col));
already in code. game grid
it's got a loop
- Ⓒ Panel p = new Panel ();
add in 7 buttons
- Ⓓ Panel bord = new Panel (new BorderLayout ());
bord.add ("West", g1); // add in Ⓐ
bord.add ("Center", g); // add in Ⓑ
bord.add ("South", p); // add in Ⓒ
card3.add (bord);

If a GridLayout, say Ⓐ fills the border layout's space funny I sometimes need to put it in a Flow Layout first. Then add it.

```
Panel g1 = new Panel (new GridLayout (3, 1));
Panel flow = new Panel ();
flow.add (g1);
bord.add ("West", flow);
```