GUI

* All-in-one design pattern
	+ The window and all components, data, etc. within the window are handled by a single class
	+ That class extends JFrame
		- Inherits all the features of JFrame, i.e., it can display and manipulate a window
	+ Components of the window are fields within the class
		- JLabel – text
		- JButton – clickable button
		- By making them components within the window, they can be manipulated by methods within the class
		- If we just put them in the constructor, generally we can’t access/change them after the window is created
	+ Appearance of the window is handled by the constructor
		- Titlebar text
		- Window size
		- Close behavior
		- Layout
		- Adding components and registering listeners
		- Setting visible
	+ ActionListener is implemented by the class itself
		- ActionListener provides the method that is executed when a button is clicked
		- Extended JFrame also implements ActionListener
		- When we addActionListener to a button we say:
			* addActionListener(this);
* This is a very simplistic way to write a GUI program, and it’s appropriate for very simple applications
	+ There is a more complicated design pattern called Model-View-Controller (MVC) – described in the course notes – I’m assigning this as a reading (Notes Chapter 6 – Model-View-Controller part)