

```

package Unit02;
import javax.swing.*;

/*
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 *   This program creates the "window" which is called a JFrame
 *
 *   Remember import java.util.*; for Scanner (if you have used Scanner)
 *   Remember import java.text.*; for DecimalFormat (if you have used it)
 *
 *   Now it we need ...
 *   javax.swing.*; for window creation!
 */

public class MyFirstWindow01 {
    public static void main(String[] args) {
        /*
            Remember the following:

            Scanner myScanner = new Scanner(System.in);
            DecimalFormat myFormatter = new DecimalFormat("$##.00");
            Dog Ranger = new Dog(parameters to create Ranger);

            ObjectType nameOfObject = new Object Type(parameters) ...

            Now we are going to make our first "Window Object"!!!
        */

        //1. Creating our first window Object!
        JFrame theWindow = new JFrame("My First Window");

        /*
            Remember the following to make the objects work ...

            myScanner.nextInt();           // call myScanner and perform action
            myScanner.next();              // call myScanner and perform action
            myFormatter.format(stuff);     // call myFormatter and perform action
            Ranger.age;                    // call Ranger and access age
            Ranger.numberTricks;           // call Ranger and access # of tricks
            Ranger.bark();                 // call Ranger and perform action
        */

        //2. Make the window show on the screen!
        theWindow.setVisible(true);       // call theWindow and perform action!
        theWindow.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE); //default close
    }
}
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```