

Re: add JPanel and JLabel on JButton

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.gui/2003-12/0286.html>

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"Robert Ludewig" <schwertfischtrombose@gmx.de> wrote in message
news:brei0p\$2fo8l\$1@ID-140548.news.uni-berlin.de...

> > *JButton* is a container so you can add components in the same way you
would

> > normally.

>

> *JButton* button = new *Button* ();

> *button.add*.(new *JPanel*());

Was that a typo? Try..

`button.add(new JPanel());`

[look carefully]

> *gives a nullpointerexception*

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Andrew Thompson

* <http://www.PhySci.org/> PhySci software suite

* <http://www.lpoint1C.org/> 1.1C - Superluminal!

* <http://www.AThompson.info/andrew/> personal site