Running Head: AWT VS. SWING

Week 6 Discussion: AWT vs. Swing

Jered McClure

Walden University

Week 6 Discussion: AWT vs. Swing

The primary difference between AWT and Swing is in the implementation of the code itself. AWT interfaces, in a large number of packages, with the native operating system that the code is run (Farrell, 2012, p. 644). This means that in some instances AWT can potentially run faster, and in the past, was true in most cases. However, with advancements in hardware, and improvement in code performance, this is not as obvious anymore.

Historically, mixing any AWT component with a Swing component could lead to disastrous results in object panting. (Wielenga, 2008). However, updates to the JDK have resolved the majority of those issues. While it is still frowned upon, the actual process is will not bring a project to a screeching halt. This also means that coding between the two packages can be intertwined much easier, without fear of running an application.

As for similarities, Swing contains all the same features as AWT. For instance, Swing and AWT can both access button objects: import javax.swing.JButton; import java.awt.Button. Both buttons do exactly the same thing: create a button for a user to interact with. However, Swing’s button is a lightweight implementation using only Java code, whereas AWT interfaces with the native GUI.

References

Farrell, J. (2012). *Java Programming, Sixth Edition.* Boston: Course Technology, Cengage Learning.

Fletcher, J. (2001, February 21). *AWT vs Swing*. Retrieved October 9, 2012, from Embarcadero Developer Network: http://edn.embarcadero.com/article/26970

IBM. (2006, February 21). *SWT, Swing or AWT: Whihc is right for you?* Retrieved October 9, 2012, from Developer Works: http://www.ibm.com/developerworks/grid/library/os-swingswt/

Wielenga, G. (2008, December 16). *A Farewell to Heavyweight/Lightweight Conflicts*. Retrieved 10 9, 2012, from Java DZone: http://java.dzone.com/news/a-farewell-heavyweightlightwei

Index

A brief breakdown of the similarities and differences:

