Dimensions – The Dimension Datatype

The next section deals with manipulating the size and position of GUI items, this small section introduces the concept of Dimensions which can be used for sizing purposes.

A Dimension is a two value array which can hold the co-ordinates of an object or the size of an object, known individually as the height and width.

For example a screen size could be 1024 x 768, this size can be stored in a Dimension and used during processing.

Dimensions - Examples of Using Dimensions

```
import java.awt.Dimension;  // import java.awt.*

public class dim1
{

        public static void main(String[] arguments)
        {

                Dimension dime = new Dimension(150,100);

        }

}
```

If the Dimension needs to be just initialised use the following, this sets width and height to zero …

```
Dimension dime = new Dimension();
```