```
// Frame that closes on a window-close event

public class CloseableFrame extends Frame implements WindowListener
{
    public CloseableFrame( )
      { addWindowListener( this ); }

    public void windowClosing( WindowEvent event )
      { System.exit( 0 ); }
    public void windowClosed( WindowEvent event )
      { }
    public void windowDeiconified( WindowEvent event )
      { }
    public void windowIconified( WindowEvent event )
      { }
    public void windowActivated( WindowEvent event )
      { }
    public void windowDeactivated( WindowEvent event )
      { }
    public void windowOpened( WindowEvent event )
      { }
}
```

Figure D.13 `CloseableFrame` class: same as `Frame`, but handles the window closing event

Figure D.14 provides a `main` that can be used to start the application in Figure D.1. We place this in a separate class, which we call `BasicGUI`. `BasicGUI` extends the class `CloseableFrame`. `main` simply creates a `Frame` into which we place a `GUI` object. Since there is only one object, the `FlowLayout` can be used for `Frame f`. We then add an unnamed `GUI` object and `pack` the `Frame`. The `pack` method simply makes the `Frame` as tight as possible, given its constituent components. The `show` method displays the `Frame`.

The `pack` method simply makes the `Frame` as tight as possible, given its constituent components. The `show` method displays the `Frame`.

```
import java.awt.*;

public class BasicGUI extends CloseableFrame
{
    public static void main( String [ ] args )
    {
        Frame f = new BasicGUI( );

        f.setLayout( new FlowLayout( ) );
        f.add( new GUI( ) );
        f.pack( );
        f.show( );
    }
}
```

Figure D.14 `main` routine for Figure D.1