**Video Name:** GUI8

**Topics:**
- custom dialog

**Java Class(es):** package gui_dialog, ShowDialogGUI, MyDialog

Typically only one JFrame per application. For additional dialogs (e.g., popups), better to extend JDialog.

Most of the same GUI concepts apply to creating a JDialog.

- use same GUI components
- put commands in ctor to set title, size, layout, add components

Dialogs often display in response to some user action. So it’s common to allocate space OR just set visible true/false within an `actionPerformed` method.

If you need to access dialog fields from some other class, common to make instance variables with getters.

Also covers anonymous inner class (for button listener), including Java 7 and Java 8 syntax.

Useful link on lambda expressions (outside our scope):

[https://docs.oracle.com/javase/tutorial/java/javaOO/lambdaexpressions.html](https://docs.oracle.com/javase/tutorial/java/javaOO/lambdaexpressions.html)