JAVA OPTION PANES

Another useful class for accepting user input, and displaying results is the `JOptionPane` class. This is located in the `javax.swing` library. The `JOptionPane` allows you to have input boxes, and message boxes.

Let's try to write some code with java option panes. The first thing to do is to reference the library we want to use:

```
import javax.swing.JOptionPane;
```

This tells Java that we want to use the `JOptionPane` class, located in the `javax.swing` library. To get an input box that the user can type into, we can use the "`showInputDialog`" method of `JOptionPane`. We'll store the input straight into a first pane variable again.

```
String first_name;
first_name= JOptionPane.showInputDialog ("First
Name");
```

To display the result in a message box, type the following:

```
JOptonPane.showMessageDialog (null,
first_name);
```

The java keyword '`null`' in the round brackets implies that the message box is not associated with anything else in the program. At the bottom of the code, type this:

```
System.exit (0);
```

The `System.exit (0)` line ensures that the program exits. It also tidies up by removing all the created objects from memory.