Their mouse had a mean time between failure of ... a week, at which time it would jam up irreparably, or ... It would jam up on the table-- ... It had a flimsy cord whose wires would break. Steve Jobs said "... Xerox says it can't be built for less than $400, but I want a $10 mouse that will never fail and can be mass produced, because it's going to be the primary interface of the computer of the future." ... Dean Hovey ... came back and said, "I've got some good news and some bad news. The good news is, we've got a new project with Apple. The bad news is, I told Steve we'd design him a mouse for ten bucks." A year ... later ... we had a design, filed a patent, and were granted a patent, on the electro-mechanical-optical mouse of today, which is still the reference design for PC mice... and ... we ended up ... [making] the mouse as invisible to people as it is today.

Interview with Steve Sachs on Apple and the Mouse in 1979 and the first computer with a GUI, the Apple Lisa (about $9,999 in about 1982). 

http://library.stanford.edu/mac/primary/interviews/sachs/trans.html
public class PanelDemo extends JFrame {
public PanelDemo() {
    JPanel p=new JPanel();
    p.add(new JButton("0"));   p.add(new JButton("1"));
    p.add(new JButton("2"));   p.add(new JButton("3"));
    Container cp= getContentPane();
    cp.add(new JLabel("east"), BorderLayout.EAST);
    cp.add(new JLabel("west"), BorderLayout.WEST);
    cp.add(new JLabel("    "), BorderLayout.SOUTH);
    cp.add(p, BorderLayout.CENTER);
    pack(); show();
}
}

Class Box: a container

public class BoxDemo extends JFrame {
public BoxDemo() {
    Box b=new Box(BoxLayout.X_AXIS);
    b.add(new JButton("0"));     b.add(new JButton("1"));
    b.add(new JButton("2"));     b.add(new JButton("3"));
    Container cp= getContentPane();
    cp.add(new JLabel("east"), BorderLayout.EAST);
    cp.add(new JLabel("west"), BorderLayout.WEST);
    cp.add(new JLabel(" "). BorderLayout.SOUTH);
    cp.add(b, BorderLayout.CENTER);
    pack(); show();
}
}

Simulate BoxLayout Manager in a JFrame

public class BoxDemo2 extends JFrame {
public BoxDemo2(String t, int n) {
    super(t);
    // Create Box b1 with n buttons.
    Box b1=new Box(BoxLayout.Y_AXIS);
    for (int i= 0;  i != n;  i= i+1)
        b1.add(new JButton("1 " + i));
    // Create Box b2 with n+1 buttons.
    Box b2= ...
    // Create Box b3 with n+2 buttons.
    Box b3= ...
    // Create horizontal box b containing b1, b2, b3
    Box b=new Box(BoxLayout.X_AXIS);
    b.add(b1);
    b.add(b2);
    b.add(b3);
    Container cp= getContentPane();
    cp.add(b, BorderLayout.CENTER);
    pack(); show();
}
}

Interested in learning more about GUIS?

1. Start developing a GUI by changing an already existing one. There are a lot of details, and it is hard to get all the details right when one starts from scratch and has little idea about the Java GUI package.

2. The easiest way to learn about GUIs is to listen the ProgramLive lectures in Chapter 17. That chapter shows you code for everything, and you can also download the code from the CD and compile and use it yourself.

3. We have shown you how to place components in a GUI. We haven’t yet shown you how to “listen” to things like button clicks in a GUI. That comes later.