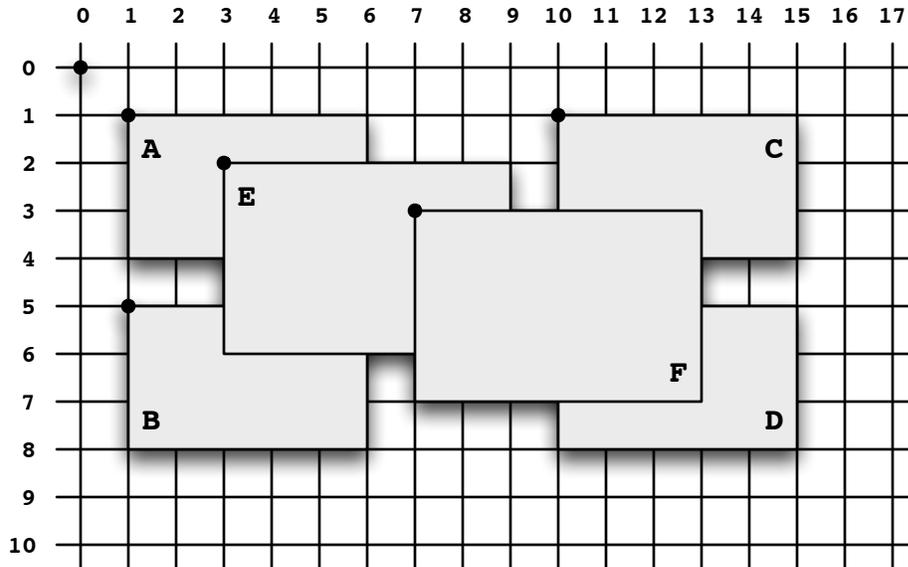# Window manager program: sample window data *(for CS 241—Data Structures)*:

In a Java program, you could declare an array of windows like this:
(assuming you have an appropriate `Window` constructor)

```
                                              x, y                    w, h

Window[]  wa  =  {    new Window( "A",     1, 1,     5, 3 ) ,
                      new Window( "B",     1, 5,     5, 3 ) ,
                      new Window( "C",    10, 1,     5, 3 ) ,
                      new Window( "D",    10, 5,     5, 3 ) ,
                      new Window( "E",     3, 2,     6, 4 ) ,
                      new Window( "F",     7, 3,     6, 4 )
                 };
```

Of course, another (better!) option would be to allow the info to be read in from a file …

*Seriously, dude?!? It would be **much** better to allow the user to **create** windows with the mouse!*

Like, welcome to the 1990s, man!