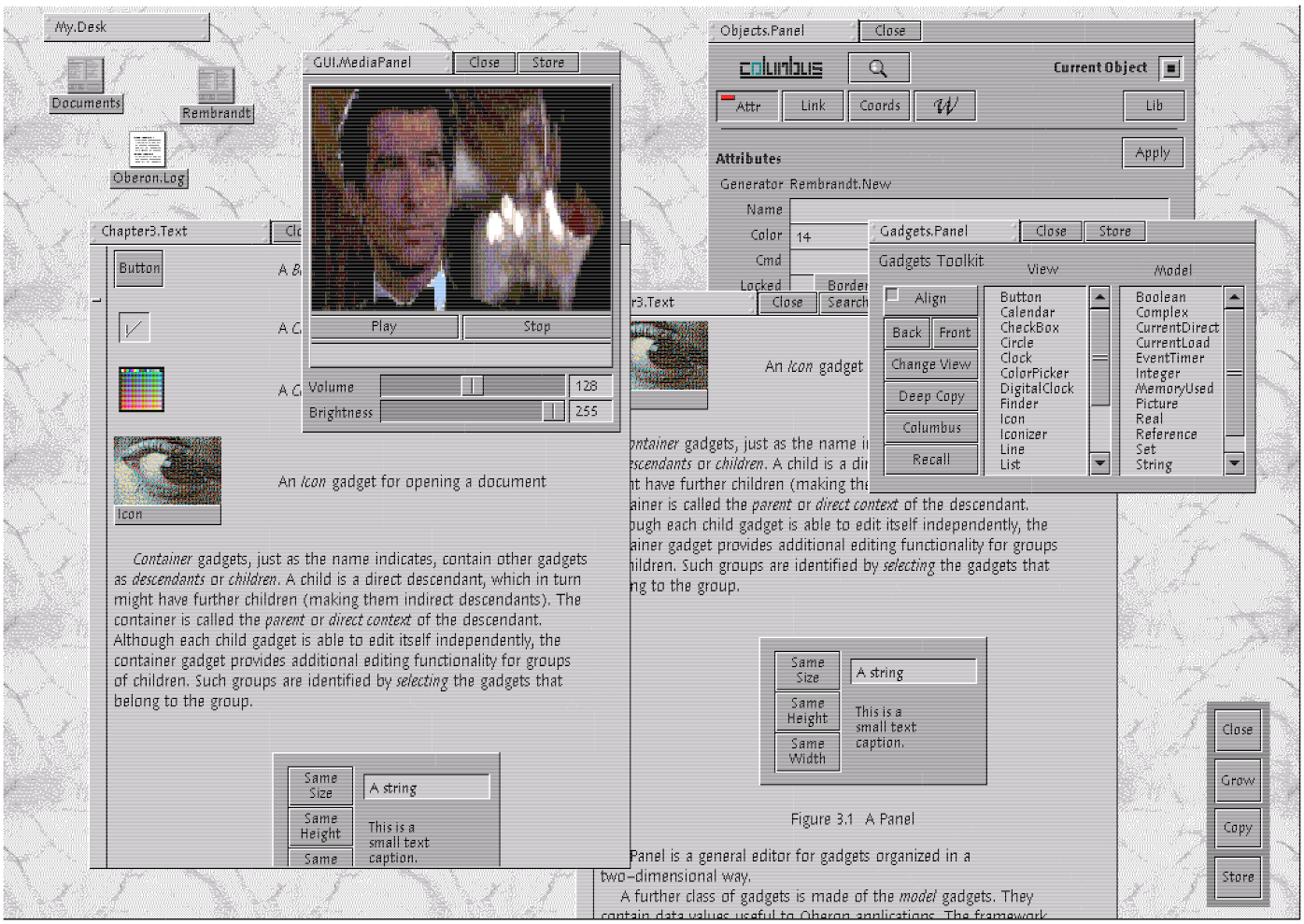

Figure 3.1 A Panel

Panel is a general editor for gadgets organized in a two-dimensional way.

A further class of gadgets is made of the *model* gadgets. They contain data values useful to Oberon applications. The framework