# Swing

**CSSE 221** 

Fundamentals of Software Development Honors Rose-Hulman Institute of Technology



#### **Announcements**

- HW3 due now
- Questions on Arrays?



## This week: Fifteen assignment

- Monday:
  - Fifteen specification
  - GUIs using Java's Swing library
  - Intro to UML as a design tool
  - Start Fifteen
- Tuesday:
  - EventListeners: responding to user input
  - Shape classes
- Thursday:
  - Anonymous listeners
  - Exam 1



### The Java Swing Library

- Use for GUIs.
- JFrames, JTextBoxes, JButtons, JScrollPanes... what's available?
- What components will I need…
  - …now, for Fifteen?
  - …later, for a term project?
- Browse the <u>Visual Index to the Swing Components</u> in Sun's Java Tutorial.



#### Classes

- JFrame: top level. Can't draw on.
- JComponents: can draw on
- Subclasses of JComponent
  - JPanel: Use for organization
    - Use layouts to format layout
  - JLabel: non-interactive. getText(), setText()
  - JTextField: for data entry
  - JTextArea: like multi-line JTextField
  - JButton: generates actions
  - JToggleButton: superclass of JCheckBox, JRadioButton



#### Layout: Flow Layout

- Places the components from the left side to the right side.
- Wraps around the right side.
   .setLayout(new FlowLayout());
- No special add syntax.



#### Layout: Border Layout

- North, South, East, West, Center
- setLayout(new BorderLayout());
- .add(component, BorderLayout.NORTH);

BorderLayout.NORTH		
BorderLayout. WEST	BorderLayout.CENTER	BorderLayout. EAST
	BorderLayout.SOUTH	



#### **Layout: Grid Layout**

- Similar to flow in the left to right manner, but the grid that you define limits the size of any one component
- You can leave out a definite definition of how many rows or columns are in the grid.
- setLayout(new GridLayout(r,c));
- Adds in components from left to right, top to bottom. Cannot specify which block.



#### **PaintComponent**

- Called automatically, no need to invoke it.
- Use repaint(); to force the paintComponent() method to execute.

measured?

```
public void paintComponent(Graphics g) {
    super.paintComponent(g);
    Graphics2D g2 = (Graphics2D)g;
this.setBackgroundColor(Color.RED);
    g2.draw(new Rectangle2D.Double(10,40,20,20));
}
From where are x and y
```

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#### **Alternative designs**

- I want a component to appear. Question:
  - Should I paint it? Add a new component?



Press me!

- Answer: It depends...
  - On how much control you want over its appearance
  - On how you want it to respond to events
- It's usually a tradeoff.



# Finish quiz



SwingDemo; can see details instructions online if you want

#### **Demo together**



#### "Fifteen"

Arrays (especially 2D)

Creating GUIs using Swing

Responding to mouse clicks





## Pair programming

 http://agile.csc.ncsu.edu/pairlearning/educ ators.php#ppvideo

