javax.swing.JComponent	

△

javax.swing.JScrollBar	
-orientation: int	Specifies horizontal or vertical style, default is horizontal.
-maximum: int	Specifies the maximum value the scroll bar represents when the bubble reaches the right end of the scroll bar for horizontal style or the bottom of the scroll bar for vertical style.
-minimum: int	Specifies the minimum value the scroll bar represents when the bubble reaches the left end of the scroll bar for horizontal style or the top of the scroll bar for vertical style.
-visibleAmount: int	Specifies the relative width of the scroll bar's bubble. The actual width appearing on the screen is determined by the maximum value and the value of visibleAmount.
-value: int	Represents the current value of the scroll bar.
-blockIncrement: int	Specifies value added (subtracted) when the user activates the block-increment (decrement) area of the scroll bar, as shown in Figure 13.30.
-unitIncrement: int	Specifies the value added (subtracted) when the user activates the unit-increment (decrement) area of the scroll bar, as shown in Figure 13.30.
+JScrollBar()	Creates a default vertical scroll bar.
+JScrollBar(orientation: int)	Creates a scroll bar with the specified orientation.
+JScrollBar(orientation: int, value: int, extent: int, min: int, max: int)	Creates a scrollbar with the specified orientation, value, extent, minimum, and maximum.

The get and set methods for these data fields are provided in the class, but omitted in the UML diagram for brevity.