**Using JOptionPane for input and output**

JOptionPane class is deprecated. It has been replace by JavaFx. This is learned at the end of this class or in advanced Java. Instead of waiting for JavaFx, we will use JOptionPane

To use JOptionPane

Import javax.swing.JOptionPane;

JOptionPane.showInputDialog returns a string

String name = JOptionPane.showInputDialog(“Enter your name”);

JOptionPane.showMessageDialog displays a string

JOptionPane.showMessageDialog(null, “STRING”);

Because JOptionPane.showInputDialog only returns a string, you will need the following methods

double value = Double.parseDouble(name);

float value = Float.parseFloat(name);

int value = Integer.parseInt(name);

char value = name.charAt(0);

SAMPLE CODE

import javax.swing.JOptionPane;

public class MainClass {

public static void main(String[] args) {

String inputLine;

// Ask the user for his or her name and store the result in a sting

inputLine = JOptionPane.showInputDialog("What is your name", "Enter your name:");

// Display Hello and the name from above to the console

System.out.println("Hello " + inputLine);

// Display the same message to a Window dialog box

JOptionPane.showMessageDialog(null, "Hello " + inputLine);

// Create a string to be used to design a menu

inputLine = "1. Get Two Numbers\n2. Add them up\n3. Even or Odd\n4. Quit\n";

// Show the menu

JOptionPane.showMessageDialog(null, inputLine);

// Show the menu and return a value

String result = JOptionPane.showInputDialog(inputLine, "Select");

int value = Integer.parseInt(result);

System.out.printf("The value of value is " + value);

System.out.printf("The value doubled is " + (value + value));

// Show the user what they selected in a popup box

JOptionPane.showMessageDialog(null, "You selected " + result);

// Store only the first character of the input value

char x = result.charAt(0);

switch(x) {

case '1':

System.out.println("You are inside of case 1");

displayMessage();

break;

case '2':

System.out.println("You are inside of case 2");

break;

case '3':

System.out.println("You are inside of case 3");

break;

case '4':

System.out.println("Thanks for playing");

break;

default:

System.out.println("INVALID SELECTION");

break;

} // end switch

} // end main

public static void displayMessage() {

System.out.printf("Farts smell\n");

} // end method displayMessage

} // end class MainClass