jTextField**.setDragEnabled(true);** - thanks to it you can swap texts between the lines using mouse (hold and move)

Creating toolbar image with menu

(to the panel with programs like antivirus)

if (SystemTray.isSupported()){ - if it is possible to create toolbar image  
 SystemTray systemTray = SystemTray.getSystemTray(); - create toolbar variable  
 Image image = new ImageIcon("where","description").getImage(); - get .ico image

PopupMenu popupMenu = new PopupMenu(); - create menu (right click)

MenuItem menuItem = new MenuItem("name"); - create menu item  
 popupMenu.add(menuItem); - add menu item  
  
 systemTray.add(new TrayIcon(image, "description", popupMenu)); - add menu to the toolbar (to the panel with

programs like antivirus)   
}

**Loading menu**

In VM options add **-splash:1.jpg**

SplashScreen splashScreen = SplashScreen.getSplashScreen(); - getting loading menu  
Rectangle rectangle = splashScreen.getBounds(); - getting width and height menu  
Graphics2D g2 = splashScreen.createGraphics(); - turn into graphic  
g2.setColor(Color.red); - set color  
for (int i = 0; i < …; i++) { - recursively fill the line more and more  
 g2.fillRect(start x, start y, rectangle.width\* I / 1000, height); - fill area on the screen

**Open File and browser**

if (Desktop.isDesktopSupported()){ - if desktop is supported  
 Desktop desktop = Desktop.getDesktop(); - create variable  
 if (desktop.isSupported(Desktop.Action.OPEN)){ - if it is possible to open  
 desktop.open(new File("1.jpg")); - open

desktop.browse(new URI("http://...")); - browse   
 }  
}

**Exchange buffer** (ctrl c / ctrl v)

Clipboard clipboard = Toolkit.getDefaultToolkit().getSystemClipboard(); - getting tool variable  
StringSelection stringSelection = new StringSelection("…"); - getting string in needed format  
clipboard.setContents(stringSelection, null); - setting variable into the buffer  
  
DataFlavor dataFlavor = DataFlavor.stringFlavor; - variable with buffer inside  
if(clipboard.isDataFlavorAvailable(dataFlavor)){ - if available buffer  
 clipboard.getData(dataFlavor) - getting buffer  
}

To buffer image

https://www.youtube.com/watch?v=LyVdr1vDXi4&index=138&list=PL786bPIlqEjRDXpAKYbzpdTaOYsWyjtCX

create class and implement **Transferable** and override all methods, then

create clipboard, image, add this image to that class and push it to the buffer using clipboard