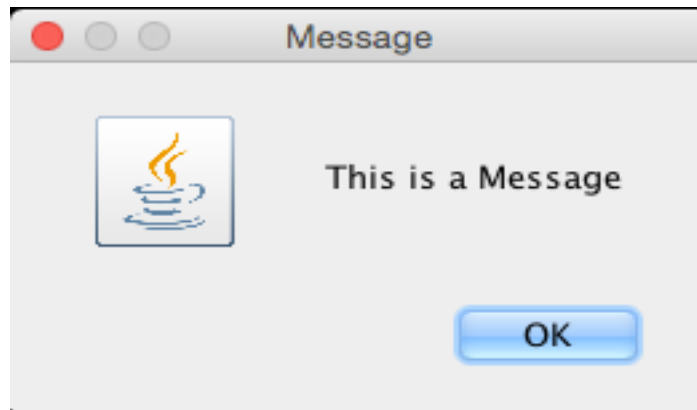


## CECS 277 – Supplemental Lecture – GUI Apps – Message Box

**JOptionPane** – You can make a dialog box appear anytime you need to notify or get a quick response from the user. There are many options when creating a dialog box.

**Simple Message Box** – the most basic `showMessageDialog()` takes two parameters, a reference to a Component, either the frame or panel that you're working on, or null if you don't have access to your reference (the difference is the location of where it will be displayed), and the message you'd like to display.

```
JOptionPane.showMessageDialog( this, "This is a Message" );
```



You can change some of the features of message boxes:

Add a title:

```
JOptionPane.showMessageDialog( this, "Message", "Title" );
```

Or, change the icon to any of the following types:

```
int warning = JOptionPane.WARNING_MESSAGE;
int error = JOptionPane.ERROR_MESSAGE;
int none = JOptionPane.PLAIN_MESSAGE;
int info = JOptionPane.INFORMATION_MESSAGE;

JOptionPane.showMessageDialog(this, "Msg", "Title", error);
```

**Select Option Box** – another type of message box has options that the user may click on. After the user has chosen, the value of the option they chose is returned as an integer.

```
int choice = JOptionPane.showConfirmDialog(this,
    "Question", "Title", JOptionPane.YES_NO_OPTION);
if (choice == JOptionPane.OK_OPTION){
    System.out.println( "You pressed OK" );
}
```

This will create a message box with two buttons, Yes and No. Other button choices include a three button Yes, No, Cancel, and a two button Ok, Cancel. The button they click on is returned as an integer and can be tested with the constants defined in `JOptionPane`: `YES_OPTION`, `NO_OPTION`, `CANCEL_OPTION`, `OK_OPTION`.

**Input Message Box** – another type of message box where the user may input a string. That string is then returned. If the input expected was an integer or a double, you will need to convert from a string into the proper type.

```
String n = JOptionPane.showInputDialog(this, "Input Name");
```

```
String a = JOptionPane.showInputDialog(this, "Input Age");  
int age = Integer.parseInt( a );
```

```
String p = JOptionPane.showInputDialog(this, "Input Pay");  
double pay = Double.parseDouble( p );
```

The message boxes shown here are just the basics. There are many ways to customize your own.