Swing and JOptionPane

Using GUI Components

Lecturer: Caio Fonseca



Topics List

- Swing
- JOptionPane
- JOptionPane Methods

Using Swing to Create Dialog Boxes

- What is Swing?
 - Swing is a set of program components
 for Java programmers that allow you to create
 graphical user interface (GUI) components
 - e.g. buttons, scroll bars, etc
- We make swing components available to us by 'import'ing the swing components at the start of the program.

components

import javax.swing.*;

Using JOptionPane with Swing

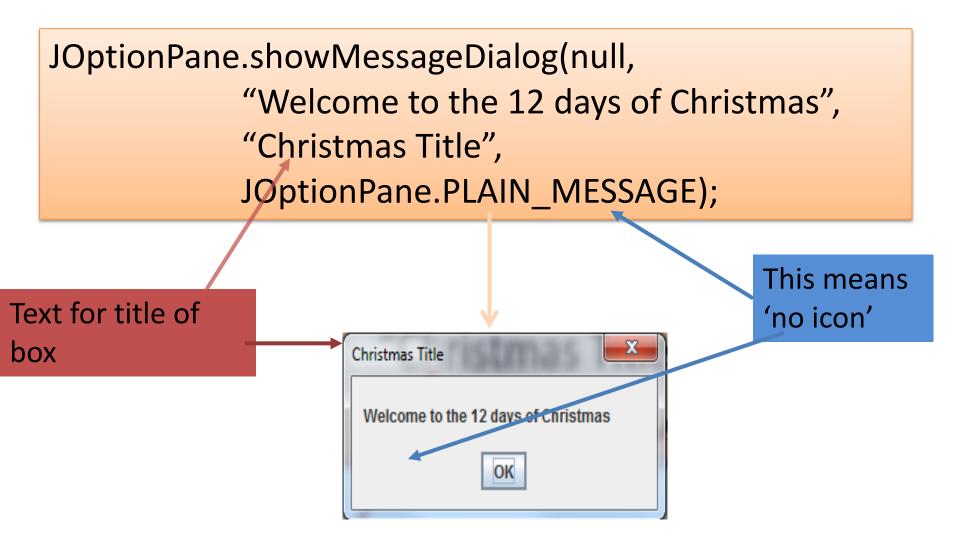
- Having imported Swing, we can use these
- JOptionPane methods:
 - 1. showMessageDialog
 - Simple message output
 - 2. showInputDialog
 - Allows user to type in (string) input
 - 3. showConfirmDialog
 - Allow the user to choose an option

Simple Message Output

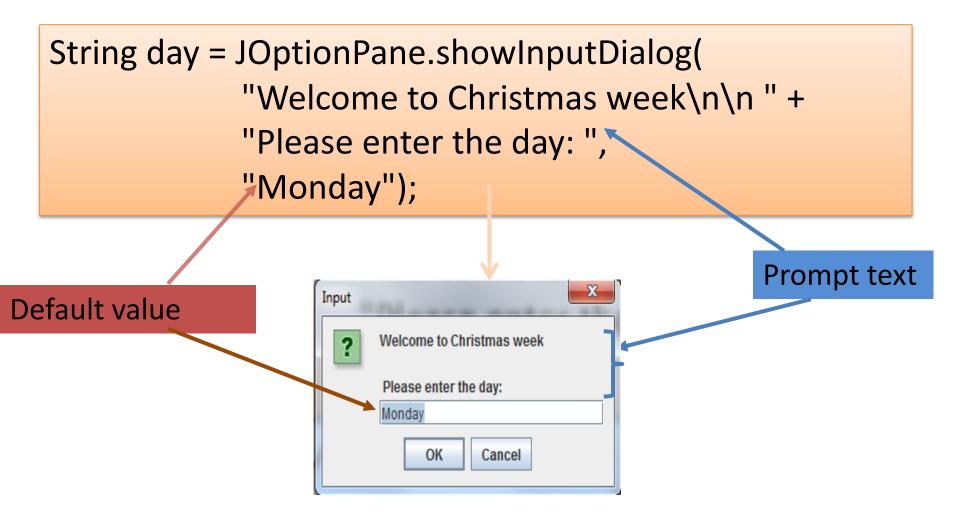
null will work as first parameter.



Message Output with Label



Message Input with Label



Reading in Numbers via JOptionPane

Problem:

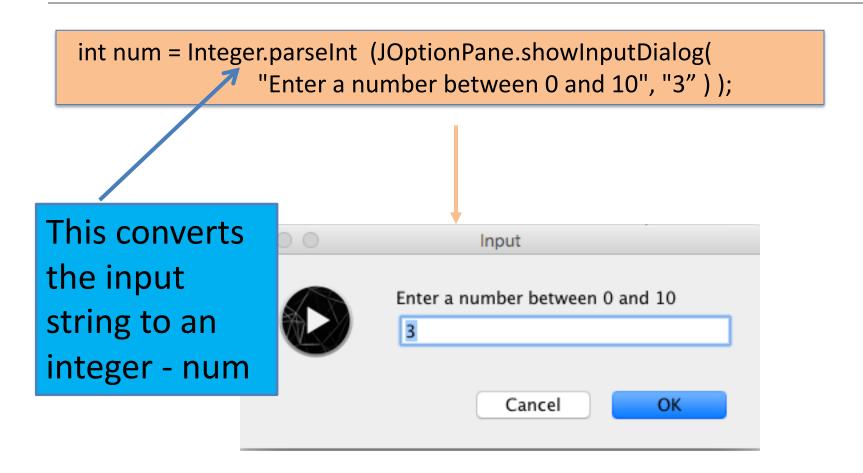
- showInputDialog returns a String
- So if you type 22, it is the string "22", so cannot use it as a number

Solution

 Use a predefined method to convert it (or any such string) to a number.

```
int number = Integer.parseInt("22");
println (number + 3);
Will print the number 25
```

Using parseInt with input



Using the Yes/No Option

int reply = JOptionPane.showConfirmDialog(null, "Did you watch the Late Late Toy Show on Saturday night?", "Christmas Question", OptionPane.YES NO OPTION); If you press 'Yes', JOptionPane.YES OPTION Christmas Question will be returned, JOptionPane.NO_OPTION otherwise (reply will be Did you watch the Late Late Toy Show on Saturday night? assigned this value) Nο Yes

Questions?





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Produced Dr. Siobhán Drohan by: Mairead Meagher

Sinéad Walsh

