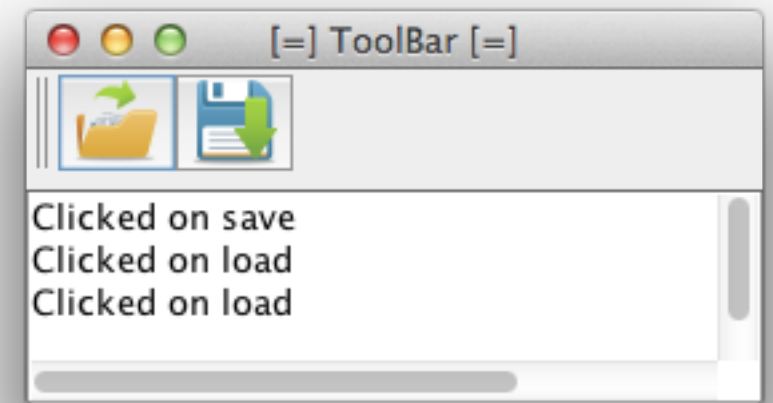# JToolBar

```java
public JPanel createContentPane() {

    JPanel totalGUI = new JPanel(new BorderLayout(5, 5));
    textArea = new JTextArea(5, 30);
    ...

    JToolBar toolBar = new JToolBar("Still draggable");
    totalGUI.add(toolBar, BorderLayout.PAGE_START);

    JButton load = new JButton();
    load.setActionCommand("load");
    load.setToolTipText("Load a file");
    load.addActionListener(this);
    load.setIcon( createImageIcon("open.png") );
    toolBar.add(load);

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public void actionPerformed(ActionEvent e) {
    textArea.append("Clicked on "+e.getActionCommand() +"\n");
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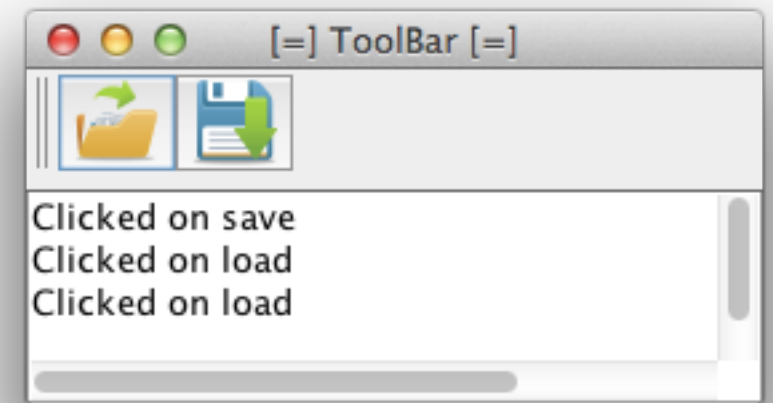
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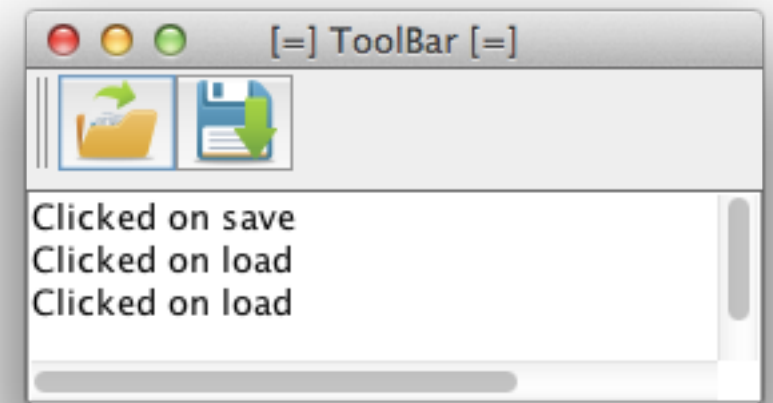
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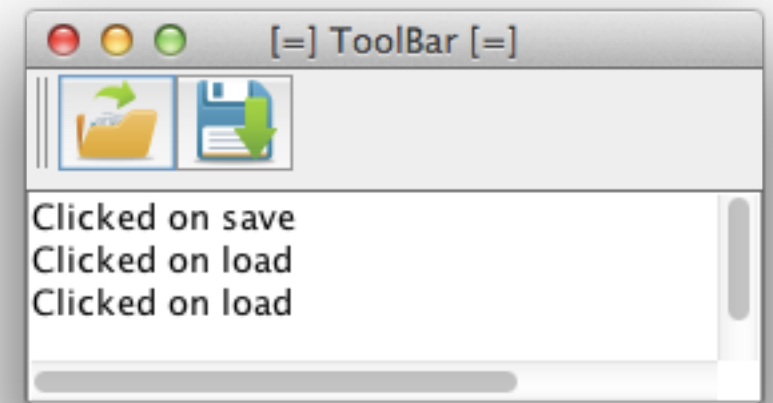
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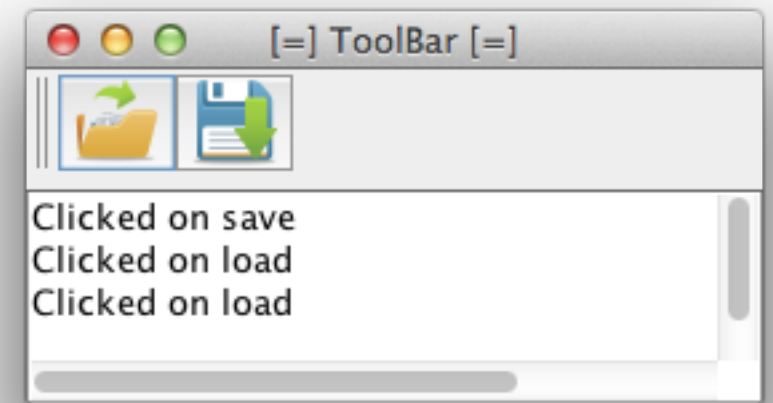
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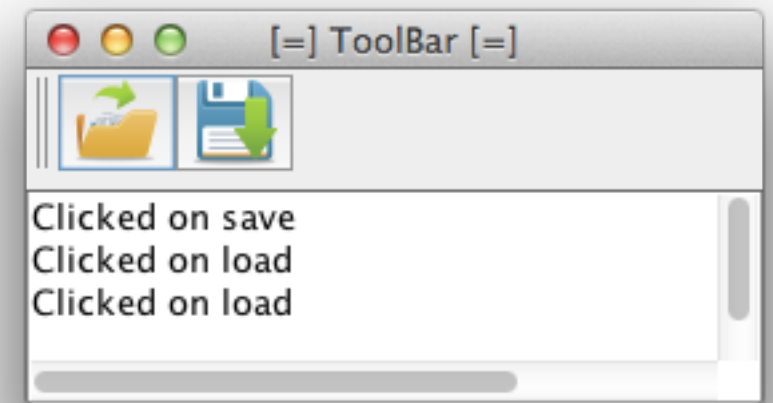[=] ToolBar [=]

Clicked on save
Clicked on load
Clicked on load

setActionCommand es muy útil cuando un oyente escucha a varios componentes. Podemos usarlo en todas partes (menus, button, etc.).

see: examples.swing.misc.ToolBarExample
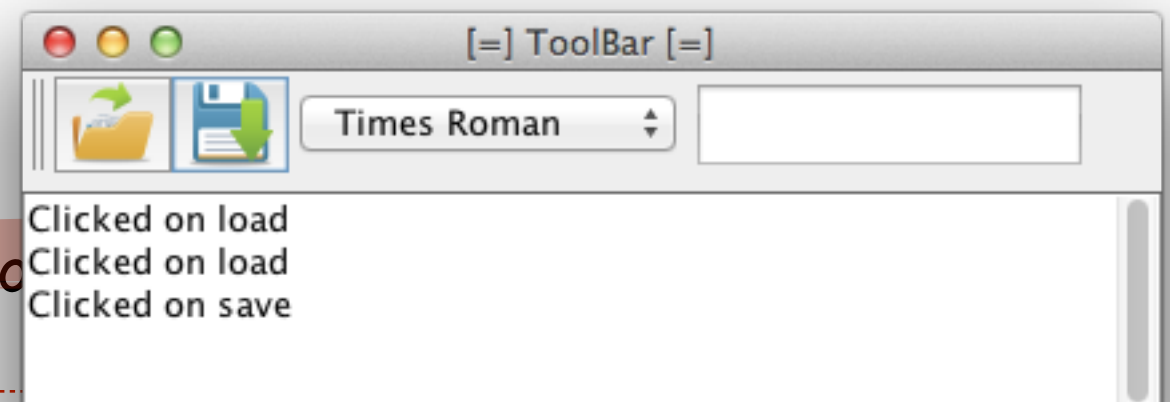
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Se puede añadir (casi) todo a un JToolBar

see: examples.swing.misc.ToolBarExample

Ejemplo: un Editor de Texto