JTable

```java
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  String[] columnNames = { "First Name", "Last Name", ... };

  Object[][] data = {
              { "Kathy", "Smith", "Snowboarding", new Integer(5), ... }
              { "John", "Doe", "Rowing", new Integer(3), new Boolean(true) },
              { "Sue", "Black", "Knitting", new Integer(2), new Boolean(false) },
              { "Jane", "White", "Speed reading", new Integer(20), ... },
              { "Joe", "Brown", "Pool", new Integer(10), new Boolean(false) }
  };

  JPanel mainPanel = new JPanel(new BorderLayout(5, 5));

  JTable table = new JTable(data,columnNames);
  mainPanel.add(new JScrollPane(table));
  table.setFillsViewportHeight(true);
  ...

}
```
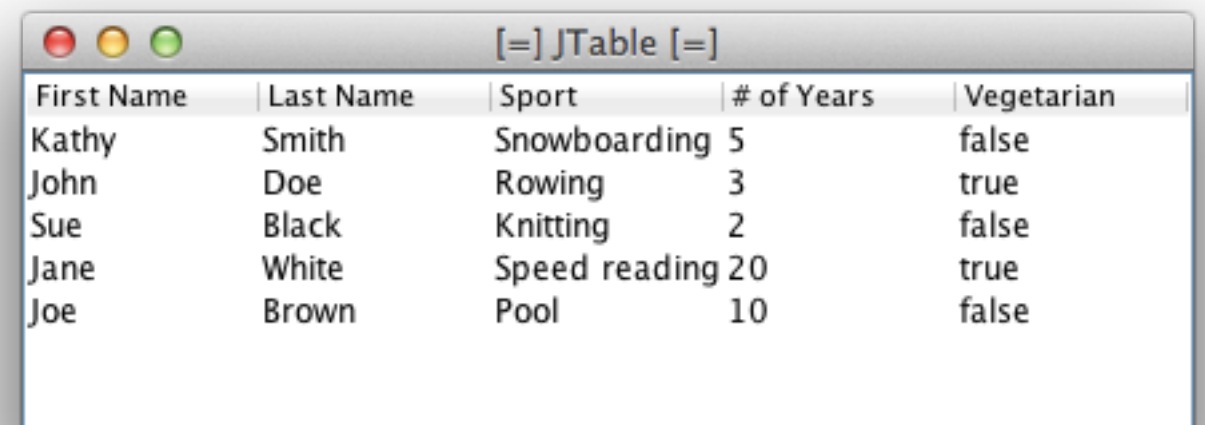
First Name	Last Name	Sport	# of Years	Vegetarian
Kathy	Smith	Snowboarding	5	false
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see: examples.swing.misc.TableExample

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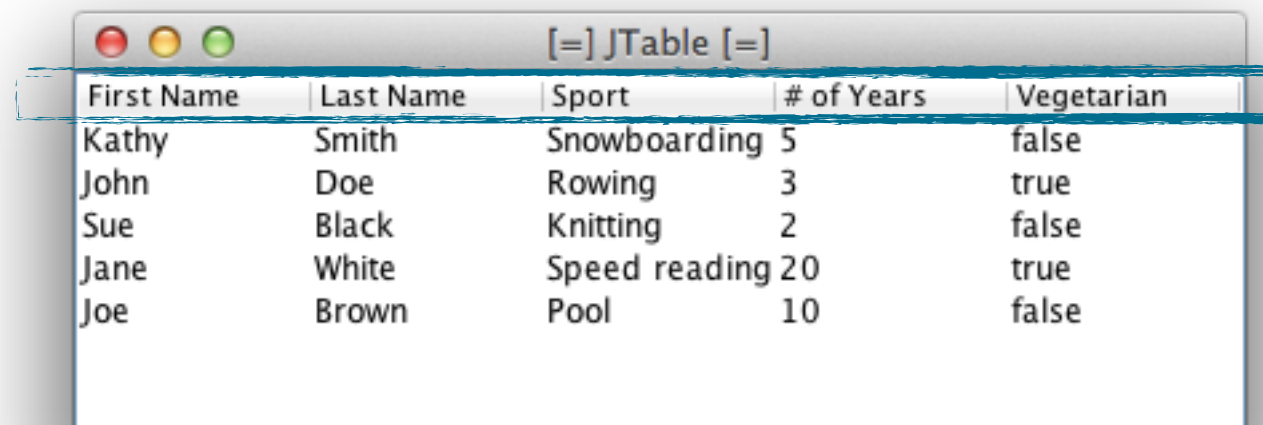
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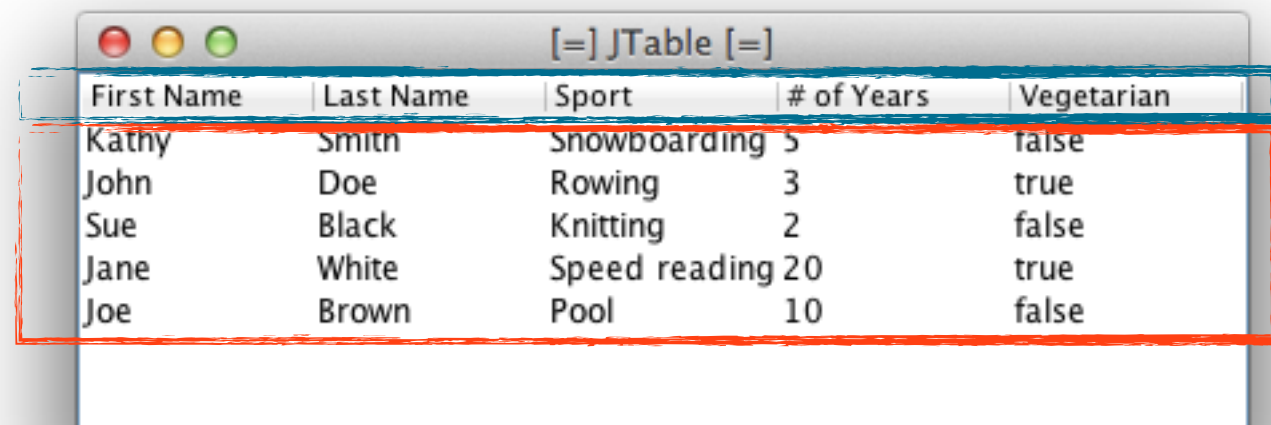
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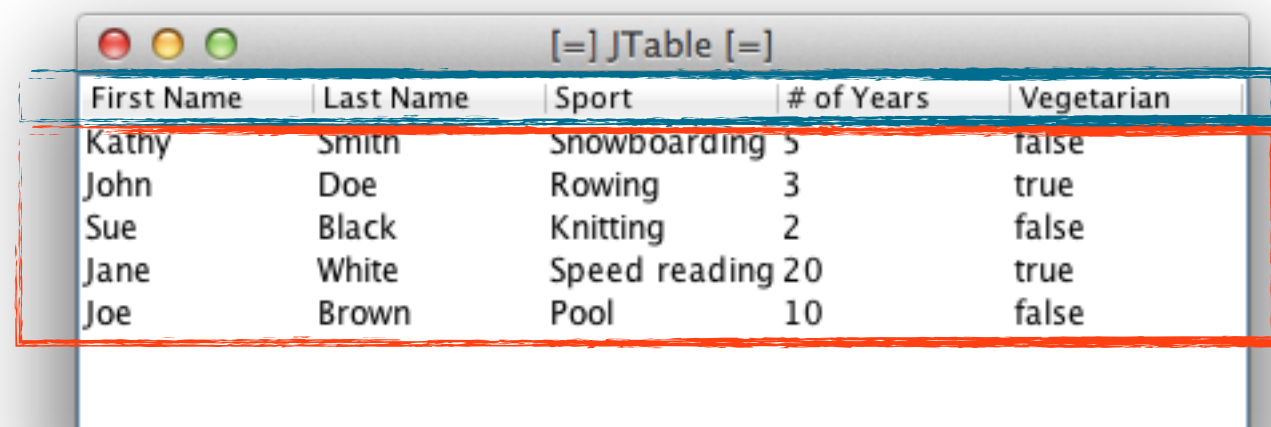
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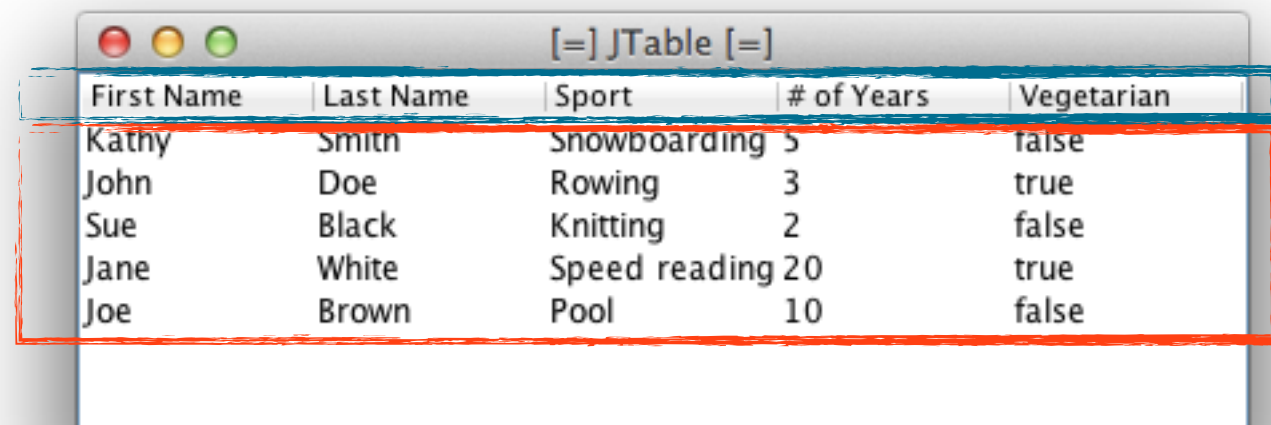
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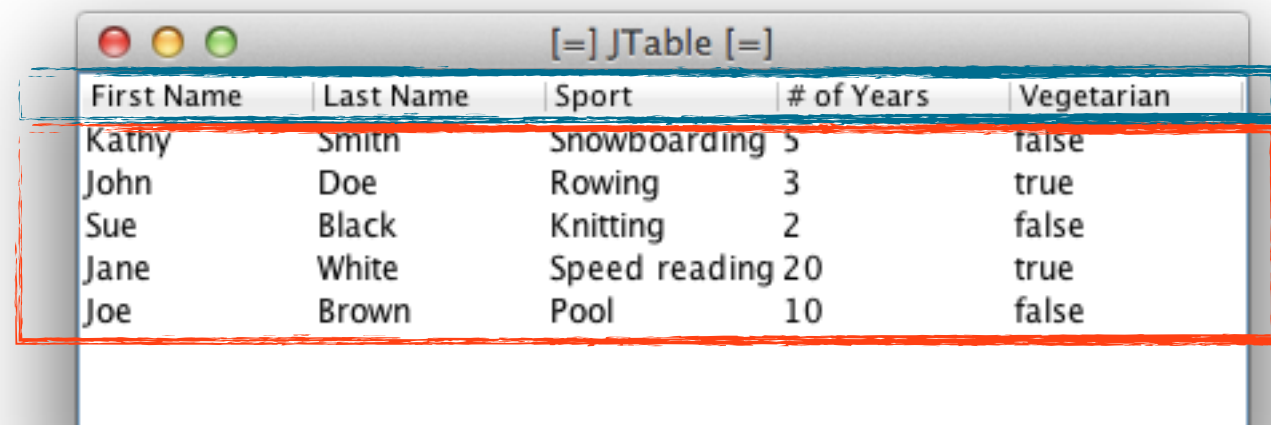
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see: examples.swing.misc.TableExample

JTable con MVC - TableModel

```java
private void initGUI() {
    ...
    TableModel tm = new SomeTableModel();
    JTable table = new JTable(tm);
    mainPanel.add( new JScrollPane(table) );
    table.setFillsViewportHeight(true);
    ...
}
```

[=] JTable [=]				
First Name	Last Name	Sport	# of Years	Vegetarian
Kathy	Smith	Snowboarding	5	false
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Jane	White	Speed reading	20	true
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javax.swing.table.TableModel

```java
public interface TableModel {
    public int getRowCount();
    public int getColumnCount();
    public String getColumnName(int columnIndex);
    public Class<?> getColumnClass(int columnIndex);
    public boolean isCellEditable(int rowIndex, int columnIndex);
    public Object getValueAt(int rowIndex, int columnIndex);
    public void setValueAt(Object aValue, int rowIndex, int columnIndex);
    public void addTableModelListener(TableModelListener l);
    public void removeTableModelListener(TableModelListener l);
}
```

Alternatively, you can extend AbstractTableModel<E> which has much of the functionality of notifying observers already implemented

see: examples.swing.misc.TableExample_1, examples.swing.misc.TableExample_2

Ejemplo de TableModel

```java
public class TableExample_1 extends JFrame {
    ...
    SomeTableModel tableModel;
    ...
    public TableExample_1() {
        super("[=] AbstractTableModel Example [=]");
        initGUI();
    }

    class SomeTableModel extends AbstractTableModel {
    ...
    }
    private void initGUI() {
        JPanel mainPanel = new JPanel(new BorderLayout(5, 5));

        tableModel = new SomeTableModel();
        JTable table = new JTable(tableModel);
    ...
    }
    ...
}
```

see: examples.swing.misc.TableExample_1, examples.swing.misc.TableExample_2

Ejemplo de TableModel

```java
public class TableExample_1 extends JFrame {
    ...
    SomeTableMod...
    ...
    public TableEx...
        super("[=]...
        initGUI();
    }

    class SomeTab...
    ...
    }
    private void in...
        JPanel ma...

        tableMode...
        JTable tab...
    ...
    }
    ...
}
```

```java
class SomeTableModel extends AbstractTableModel {
    String[] columnNames = { "A", "B", "C", ...};
    Object[][] rowData;
    static final int initNumOfRows = 10;

    public SomeTableModel() {
        int k = 0;
        rowData = new Object[initNumOfRows][columnNames.length];
        for(int i=0; i<rowData.length; i++)
            for(int j=0; j<columnNames.length; j++)
                rowData[i][j] = new Integer(k++);
    }
    public String getColumnName(int col) {
    return columnNames[col].toString();
    }
    public int getRowCount() { return rowData.length; }
    public int getColumnCount() { return columnNames.length; }
    public Object getValueAt(int row, int col) {
    return rowData[row][col];
    }
    public boolean isCellEditable(int row, int col) { return true; }
    public void setValueAt(Object value, int row, int col) {
        rowData[row][col] = value;
        fireTableCellUpdated(row, col);
    }
}
```

see: examples.swing.misc.TableExample_1, examples.swing.misc.TableExample_2