

Appendices J

Graphical User Interface

1. GridBag Layout Manager

```
131 controlsPanel.setLayout(new GridBagLayout());
132
133 GridBagConstraints gc = new GridBagConstraints();
134
135 ////////////// FIRST ROW //////////////
136 gc.gridx = 0;
137 gc.gridy = 0;
138
139 gc.weightx = 1;
140 gc.weighty = 1;
141
142 gc.fill = GridBagConstraints.NONE;
143 gc.anchor = GridBagConstraints.EAST;
144 gc.insets = new Insets(0, 0, 0, 0);
145 controlsPanel.add(new JLabel("User: "), gc);
146
147 gc.gridx++;
148 gc.anchor = GridBagConstraints.WEST;
149 gc.insets = new Insets(0, 0, 0, 5);
150 controlsPanel.add(userField, gc);
151
152 ////////////// NEXT ROW //////////////
153 gc.gridx = 0;
154 gc.gridy++;
155
156 gc.weightx = 1;
157 gc.weighty = 1;
158
159 gc.fill = GridBagConstraints.NONE;
160 gc.anchor = GridBagConstraints.EAST;
161 gc.insets = new Insets(0, 0, 0, 0);
162 controlsPanel.add(new JLabel("Password: "), gc);
```

Fig x – Extract from LoginForm class, extract from layoutComponents()

As you can see from fig x, to implement grid bag layout I had to firstly set the layout of the panel in which my form is going to be within, by invoking `setLayout()` and passing as a parameter a new `GridBagLayout` object. I then had to declare and initialise a `GridBagConstraints` object, which is used to define the layout of any components added to the panel.

Once I have a `GridBagConstraints` object I then invoke methods from the `GridBagConstraints`

class to set the constraints of any components added. The basic constraints are `gridx()` and `gridy()` which defines what position I am going to add a component on the screen, and `gridwidth()` and `gridheight()` determines what size the cell will take up on the screen.

2. Model-View-Controller

```
34      private ListPanel listsPanel;
```

Fig x – Extract from HomeForm class – declaration of ListPanel object

```
86      try {
87          this.updateAgreementsList(client.getUserAgreements());
88      } catch (RemoteException ex) {
89          Logger.getLogger(HomeForm.class.getName()).log(Level.SEVERE, null, ex);
90      }
91
92      listsPanel.setTableListener(new TableListener() {
93          @Override
94          public void rowSelected(Object agreement) {
95              if (agreement instanceof TenancyInterface) {
96                  TenancyInterface tenancy = (TenancyInterface) agreement;
97                  // TenancyDetailsForm tenancyForm = new TenancyDetailsForm();
98                  // tenancyForm.setClient(client);
99                  // tenancyForm.setTenancy(tenancy);
100             } else if (agreement instanceof LeaseInterface) {
101                 LeaseInterface lease = (LeaseInterface) agreement;
102                 // LeaseDetailsForm leaseForm = new LeaseDetailsForm();
103                 // leaseForm.setClient(client);
104                 // leaseForm.setLease(lease);
105             } else if (agreement instanceof ContractInterface) {
106                 ContractInterface contract = (ContractInterface) agreement;
107                 // ContractDetailsForm contractForm = new ContractDetailsForm();
108                 // contractForm.setClient(client);
109                 // contractForm.setContract(contract);
110             }
111         }
112     });
```

Fig x – Extract from HomeForm class – HomeForm constructor

```
29      private TableListener tableListener;
```

Fig x – Extract from ListsPanel class, initialising TableListener field (action listener)

```
78      public void setTableListener(TableListener tenListener) {
79          this.tableListener = tenListener;
80      }
```

Fig x – Extract from ListsPanel class, setTableListener()

As you can see from fig x, fig x, fig x and fig x, I am ensuring the GUI makes use of MVC, by assigning the JPanels within any main frame with listeners, so if anything occurs within a panel

(such as the listsPanel for the HomeForm shown above), instead of the listsPanel invoking a method from the HomeForm to notify the HomeForm of any change that has occurred within the panel, the panel is passed an action listener which listens to see if any action has been performed, and if so carries out a function within the main frame.

This ensures that the view (ListsPanel) does not know about the controller (HomeForm) and only interacts with the action listener that was passed to the ListsPanel by the HomeForm, meaning that the HomeForm can be independent, to the