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## **A**

[**addButton(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addButton(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a Button with the specified name to the specified position, with the specified width and height. [**addButton(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addButton(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a Button with the specified name to the specified position, with the specified width and height. [**addButton(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addButton(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a Button with the specified name to the specified position, with the specified width and height. [**addCheckbox(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addCheckbox(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a CheckBox to the specified position, with the specified width and height. [**addCheckbox(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addCheckbox(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a CheckBox to the specified position, with the specified width and height. [**addCheckbox(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addCheckbox(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a CheckBox to the specified position, with the specified width and height. [**addChoice(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addChoice(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a Choice (pull down list) to the specified position, with the specified width and height. [**addChoice(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addChoice(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a Choice (pull down list) to the specified position, with the specified width and height. [**addChoice(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addChoice(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a Choice (pull down list) to the specified position, with the specified width and height. [**addDoubleField(double, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addDoubleField(double,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a DoubleField containing the specified number to the specified position, with the specified width and height. [**addDoubleField(double, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addDoubleField(double,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a DoubleField containing the specified number to the specified position, with the specified width and height. [**addDoubleField(double, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addDoubleField(double,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a DoubleField containing the specified number to the specified position, with the specified width and height. [**addIntegerField(int, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addIntegerField(int,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds an IntegerField containing the specified integer to the specified position, with the specified width and height. [**addIntegerField(int, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addIntegerField(int,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds an IntegerField containing the specified integer to the specified position, with the specified width and height. [**addIntegerField(int, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addIntegerField(int,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds an IntegerField containing the specified integer to the specified position, with the specified width and height. [**addLabel(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addLabel(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a label with the specified name to the specified position, with the specified width and height. [**addLabel(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addLabel(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a label with the specified name to the specified position, with the specified width and height. [**addLabel(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addLabel(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a label with the specified name to the specified position, with the specified width and height. [**addList(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addList(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a List (a scrolling list) to the specified position, with the specified width and height. [**addList(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addList(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a List (a scrolling list) to the specified position, with the specified width and height. [**addList(int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addList(int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a List (a scrolling list) to the specified position, with the specified width and height. [**addMenuItem(String, String)**](http://docs.google.com/BreezyGUI/GBFrame.html#addMenuItem(java.lang.String,%20java.lang.String)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds an item with the specified name to a menu with the specified name in the window. [**addTextArea(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addTextArea(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a TextArea containing the specified string to the specified position, with the specified width and height. [**addTextArea(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addTextArea(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a TextArea containing the specified string to the specified position, with the specified width and height. [**addTextArea(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addTextArea(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a TextArea containing the specified string to the specified position, with the specified width and height. [**addTextField(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#addTextField(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Adds a TextField containing the specified string to the specified position, with the specified width and height. [**addTextField(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#addTextField(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Adds a TextField containing the specified string to the specified position, with the specified width and height. [**addTextField(String, int, int, int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#addTextField(java.lang.String,%20int,%20int,%20int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Adds a TextField containing the specified string to the specified position, with the specified width and height.

## **B**

[**buttonClicked(Button)**](http://docs.google.com/BreezyGUI/GBApplet.html#buttonClicked(java.awt.Button)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle button clicks. [**buttonClicked(Button)**](http://docs.google.com/BreezyGUI/GBDialog.html#buttonClicked(java.awt.Button)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle button clicks. [**buttonClicked(Button)**](http://docs.google.com/BreezyGUI/GBFrame.html#buttonClicked(java.awt.Button)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle button clicks.

## **C**

[**Console**](http://docs.google.com/BreezyGUI/Console.html) - class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html).The class Console contains methods for terminal I/O.[**Console()**](http://docs.google.com/BreezyGUI/Console.html#Console()) - Constructor for class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html)  

## **D**

[**DoubleField**](http://docs.google.com/BreezyGUI/DoubleField.html) - class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html).A DoubleField is a component that allows the editing of a double (floating-point number), and allows the user to avoid messy conversions to and from strings.[**DoubleField(double)**](http://docs.google.com/BreezyGUI/DoubleField.html#DoubleField(double)) - Constructor for class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Creates a DoubleField containing the specified number.

## **F**

[**Format**](http://docs.google.com/BreezyGUI/Format.html) - class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html).The class Format contains methods to format data that are left-justified, right-justified, or centered within a given number of columns.[**Format()**](http://docs.google.com/BreezyGUI/Format.html#Format()) - Constructor for class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html)  

## **G**

[**GBApplet**](http://docs.google.com/BreezyGUI/GBApplet.html) - class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html).The class GBApplet (short for Grid Bag Applet) provides a high-level applet window.[**GBApplet()**](http://docs.google.com/BreezyGUI/GBApplet.html#GBApplet()) - Constructor for class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Creates a GBApplet. [**GBDialog**](http://docs.google.com/BreezyGUI/GBDialog.html) - class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html).The class GBDialog (short for Grid Bag Dialog) provides a high-level dialog window.[**GBDialog(Frame)**](http://docs.google.com/BreezyGUI/GBDialog.html#GBDialog(java.awt.Frame)) - Constructor for class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Creates a GBDialog whose parent is the application mainFrame. [**GBFrame**](http://docs.google.com/BreezyGUI/GBFrame.html) - class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html).The class GBFrame (short for Grid Bag Frame) provides a high-level application window.[**GBFrame()**](http://docs.google.com/BreezyGUI/GBFrame.html#GBFrame()) - Constructor for class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Creates a GBFrame application window. [**getDlgCloseIndicator()**](http://docs.google.com/BreezyGUI/GBDialog.html#getDlgCloseIndicator()) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Returns the current dialog close indicator. [**getNumber()**](http://docs.google.com/BreezyGUI/DoubleField.html#getNumber()) - Method in class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Returns the number in the DoubleField, or 0 if the data in the field do not represent a valid floating-point number. [**getNumber()**](http://docs.google.com/BreezyGUI/IntegerField.html#getNumber()) - Method in class BreezyGUI.[IntegerField](http://docs.google.com/BreezyGUI/IntegerField.html) Returns the number in the IntegerField, or 0 if the data in the field do not represent a valid integer. [**getPrecision()**](http://docs.google.com/BreezyGUI/DoubleField.html#getPrecision()) - Method in class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Returns the precision of the number displayed in the DoubleField.

## **I**

[**IntegerField**](http://docs.google.com/BreezyGUI/IntegerField.html) - class BreezyGUI.[IntegerField](http://docs.google.com/BreezyGUI/IntegerField.html).An IntegerField is a component that allows the editing of an integer (whole number), and allows the user to avoid messy conversions to and from strings.[**IntegerField(int)**](http://docs.google.com/BreezyGUI/IntegerField.html#IntegerField(int)) - Constructor for class BreezyGUI.[IntegerField](http://docs.google.com/BreezyGUI/IntegerField.html) Creates an IntegerField containing the specified number. [**isValid()**](http://docs.google.com/BreezyGUI/DoubleField.html#isValid()) - Method in class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Returns true if the data in the DoubleField represent a floating-point number, or false otherwise. [**isValid()**](http://docs.google.com/BreezyGUI/IntegerField.html#isValid()) - Method in class BreezyGUI.[IntegerField](http://docs.google.com/BreezyGUI/IntegerField.html) Returns true if the data in the IntegerField represent an integer, or false otherwise.

## **J**

[**justify(char, char, int)**](http://docs.google.com/BreezyGUI/Format.html#justify(char,%20char,%20int)) - Static method in class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html) Converts a character to a string and returns it formatted formatted according to the justification type and the specified width. [**justify(char, double, int, int)**](http://docs.google.com/BreezyGUI/Format.html#justify(char,%20double,%20int,%20int)) - Static method in class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html) Converts a double to a string and returns it formatted according to the justification type and the specified width and precision. [**justify(char, long, int)**](http://docs.google.com/BreezyGUI/Format.html#justify(char,%20long,%20int)) - Static method in class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html) Converts a long to a string and returns it formatted formatted according to the justification type and the specified width. [**justify(char, String, int)**](http://docs.google.com/BreezyGUI/Format.html#justify(char,%20java.lang.String,%20int)) - Static method in class BreezyGUI.[Format](http://docs.google.com/BreezyGUI/Format.html) Returns a string that is formatted according to the justification type and the specified width.

## **L**

[**listDoubleClicked(List, String)**](http://docs.google.com/BreezyGUI/GBApplet.html#listDoubleClicked(java.awt.List,%20java.lang.String)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle a double click on an item in a scrolling list. [**listDoubleClicked(List, String)**](http://docs.google.com/BreezyGUI/GBDialog.html#listDoubleClicked(java.awt.List,%20java.lang.String)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle a double click on an item in a scrolling list. [**listDoubleClicked(List, String)**](http://docs.google.com/BreezyGUI/GBFrame.html#listDoubleClicked(java.awt.List,%20java.lang.String)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle a double click on an item in a scrolling list. [**listItemSelected(List)**](http://docs.google.com/BreezyGUI/GBApplet.html#listItemSelected(java.awt.List)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle a selection (single click) on an item in a scrolling list. [**listItemSelected(List)**](http://docs.google.com/BreezyGUI/GBDialog.html#listItemSelected(java.awt.List)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle a selection (single click) on an item in a scrolling list. [**listItemSelected(List)**](http://docs.google.com/BreezyGUI/GBFrame.html#listItemSelected(java.awt.List)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle a selection (single click) on an item in a scrolling list.

## **M**

[**menuItemSelected(MenuItem)**](http://docs.google.com/BreezyGUI/GBFrame.html#menuItemSelected(java.awt.MenuItem)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle menu events. [**MessageBox**](http://docs.google.com/BreezyGUI/MessageBox.html) - class BreezyGUI.[MessageBox](http://docs.google.com/BreezyGUI/MessageBox.html).A MessageBox is a dialog that displays a message and waits for the user to select OK.[**messageBox(double)**](http://docs.google.com/BreezyGUI/GBApplet.html#messageBox(double)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Pops up a message box containing the number and an OK button. [**messageBox(double)**](http://docs.google.com/BreezyGUI/GBDialog.html#messageBox(double)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Pops up a message box containing the number and an OK button. [**messageBox(double)**](http://docs.google.com/BreezyGUI/GBFrame.html#messageBox(double)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Pops up a message box containing the number and an OK button. [**MessageBox(Frame, String)**](http://docs.google.com/BreezyGUI/MessageBox.html#MessageBox(java.awt.Frame,%20java.lang.String)) - Constructor for class BreezyGUI.[MessageBox](http://docs.google.com/BreezyGUI/MessageBox.html) Creates a MessageBox. [**messageBox(Object)**](http://docs.google.com/BreezyGUI/GBApplet.html#messageBox(java.lang.Object)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Pops up a message box containing the string representation of the object and an OK button. [**messageBox(Object)**](http://docs.google.com/BreezyGUI/GBDialog.html#messageBox(java.lang.Object)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Pops up a message box containing the string representation of the object and an OK button. [**messageBox(Object)**](http://docs.google.com/BreezyGUI/GBFrame.html#messageBox(java.lang.Object)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Pops up a message box containing the string representation of the object and an OK button. [**messageBox(String)**](http://docs.google.com/BreezyGUI/GBApplet.html#messageBox(java.lang.String)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) Pops up a message box containing the string and an OK button. [**messageBox(String)**](http://docs.google.com/BreezyGUI/GBDialog.html#messageBox(java.lang.String)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Pops up a message box containing the string and an OK button. [**messageBox(String)**](http://docs.google.com/BreezyGUI/GBFrame.html#messageBox(java.lang.String)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Pops up a message box containing the string and an OK button. [**mouseClicked(int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#mouseClicked(int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle mouse clicks in the window. [**mouseClicked(int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#mouseClicked(int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle mouse clicks in the window. [**mouseClicked(int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#mouseClicked(int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle mouse clicks in the window. [**mouseDragged(int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#mouseDragged(int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle mouse dragged events in the window. [**mouseDragged(int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#mouseDragged(int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle mouse dragged events in the window. [**mouseDragged(int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#mouseDragged(int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle mouse dragged events in the window. [**mouseMoved(int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#mouseMoved(int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle mouse moved events in the window. [**mouseMoved(int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#mouseMoved(int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle mouse moved events in the window. [**mouseMoved(int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#mouseMoved(int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle mouse moved events in the window. [**mousePressed(int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#mousePressed(int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle mouse pressed events in the window. [**mousePressed(int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#mousePressed(int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle mouse pressed events in the window. [**mousePressed(int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#mousePressed(int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle mouse pressed events in the window. [**mouseReleased(int, int)**](http://docs.google.com/BreezyGUI/GBApplet.html#mouseReleased(int,%20int)) - Method in class BreezyGUI.[GBApplet](http://docs.google.com/BreezyGUI/GBApplet.html) The application must implement this method in order to handle mouse released events in the window. [**mouseReleased(int, int)**](http://docs.google.com/BreezyGUI/GBDialog.html#mouseReleased(int,%20int)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) The application must implement this method in order to handle mouse released events in the window. [**mouseReleased(int, int)**](http://docs.google.com/BreezyGUI/GBFrame.html#mouseReleased(int,%20int)) - Method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) The application must implement this method in order to handle mouse released events in the window.

## **P**

[**pause()**](http://docs.google.com/BreezyGUI/Console.html#pause()) - Static method in class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html) Used with non-GUI applications (tester programs) to pause execution until the user hits the Enter key. [**pause()**](http://docs.google.com/BreezyGUI/GBFrame.html#pause()) - Static method in class BreezyGUI.[GBFrame](http://docs.google.com/BreezyGUI/GBFrame.html) Used with non-GUI applications (tester programs) to pause execution until the user hits the Enter key.

## **R**

[**readChar(String)**](http://docs.google.com/BreezyGUI/Console.html#readChar(java.lang.String)) - Static method in class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html) Prompts the user and waits for character input. [**readDouble(String)**](http://docs.google.com/BreezyGUI/Console.html#readDouble(java.lang.String)) - Static method in class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html) Prompts the user and waits for double input. [**readInt(String)**](http://docs.google.com/BreezyGUI/Console.html#readInt(java.lang.String)) - Static method in class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html) Prompts the user and waits for integer input. [**readLine(String)**](http://docs.google.com/BreezyGUI/Console.html#readLine(java.lang.String)) - Static method in class BreezyGUI.[Console](http://docs.google.com/BreezyGUI/Console.html) Prompts the user and waits for string input.

## **S**

[**setDlgCloseIndicator(String)**](http://docs.google.com/BreezyGUI/GBDialog.html#setDlgCloseIndicator(java.lang.String)) - Method in class BreezyGUI.[GBDialog](http://docs.google.com/BreezyGUI/GBDialog.html) Allows the client to reset the dialog close indicator, which by default is "Cancel". [**setNumber(double)**](http://docs.google.com/BreezyGUI/DoubleField.html#setNumber(double)) - Method in class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Sets the number displayed in the DoubleField to the specified value. [**setNumber(int)**](http://docs.google.com/BreezyGUI/IntegerField.html#setNumber(int)) - Method in class BreezyGUI.[IntegerField](http://docs.google.com/BreezyGUI/IntegerField.html) Sets the number displayed in the IntegerField to the specified value. [**setPrecision(int)**](http://docs.google.com/BreezyGUI/DoubleField.html#setPrecision(int)) - Method in class BreezyGUI.[DoubleField](http://docs.google.com/BreezyGUI/DoubleField.html) Sets the precision of the number displayed in the DoubleField to the specified value.[A](#1fob9te) [B](#3znysh7) [C](#2et92p0) [D](#tyjcwt) [F](#3dy6vkm) [G](#1t3h5sf) [I](#4d34og8) [J](#2s8eyo1) [L](#17dp8vu) [M](#3rdcrjn) [P](#26in1rg) [R](#lnxbz9) [S](#35nkun2)

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