| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/LookAndFeel.html) | **Use** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?javax/swing//class-useLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/LookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Class**

**javax.swing.LookAndFeel**

| Packages that use [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) | |
| --- | --- |
| [**javax.swing**](#3znysh7) | Provides a set of "lightweight" (all-Java language) components that, to the maximum degree possible, work the same on all platforms. |
| [**javax.swing.plaf.basic**](#2et92p0) | Provides user interface objects built according to the Basic look and feel. |
| [**javax.swing.plaf.metal**](#tyjcwt) | Provides user interface objects built according to the Java look and feel (once codenamed *Metal*), which is the default look and feel. |
| [**javax.swing.plaf.multi**](#3dy6vkm) | Provides user interface objects that combine two or more look and feels. |
| [**javax.swing.plaf.synth**](#1t3h5sf) | Synth is a skinnable look and feel in which all painting is delegated. |

| Uses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) that return [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) | |
| --- | --- |
| static [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html)[] | **UIManager.**[**getAuxiliaryLookAndFeels**](http://docs.google.com/javax/swing/UIManager.html#getAuxiliaryLookAndFeels())()            Returns the list of auxiliary look and feels (can be null). |
| static [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) | **UIManager.**[**getLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#getLookAndFeel())()            Returns the current look and feel or null. |

| Methods in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) with parameters of type [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) | |
| --- | --- |
| static void | **UIManager.**[**addAuxiliaryLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#addAuxiliaryLookAndFeel(javax.swing.LookAndFeel))([LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) laf)            Adds a LookAndFeel to the list of auxiliary look and feels. |
| static boolean | **UIManager.**[**removeAuxiliaryLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#removeAuxiliaryLookAndFeel(javax.swing.LookAndFeel))([LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) laf)            Removes a LookAndFeel from the list of auxiliary look and feels. |
| static void | **UIManager.**[**setLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#setLookAndFeel(javax.swing.LookAndFeel))([LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) newLookAndFeel)            Sets the current look and feel to newLookAndFeel. |

| Uses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
| --- | --- |

| Subclasses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
| --- | --- |
| class | [**BasicLookAndFeel**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html)            A base class to use in creating a look and feel for Swing. |

| Uses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |

| Subclasses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |
| class | [**MetalLookAndFeel**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html)            The Java Look and Feel, otherwise known as Metal. |

| Uses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html) | |
| --- | --- |

| Subclasses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html) | |
| --- | --- |
| class | [**MultiLookAndFeel**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html)            A multiplexing look and feel that allows more than one UI to be associated with a component at the same time. |

| Uses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.synth](http://docs.google.com/javax/swing/plaf/synth/package-summary.html) | |
| --- | --- |

| Subclasses of [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) in [javax.swing.plaf.synth](http://docs.google.com/javax/swing/plaf/synth/package-summary.html) | |
| --- | --- |
| class | [**SynthLookAndFeel**](http://docs.google.com/javax/swing/plaf/synth/SynthLookAndFeel.html)            SynthLookAndFeel provides the basis for creating a customized look and feel. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/LookAndFeel.html) | **Use** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?javax/swing//class-useLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/LookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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