| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/BasicDesktopIconUI.html) | [**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 CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicComboPopup.PropertyChangeHandler.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.MouseInputHandler.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/BasicDesktopIconUI.html)    [**NO FRAMES**](http://docs.google.com/BasicDesktopIconUI.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: [NESTED](#3znysh7) | [FIELD](#2et92p0) | [CONSTR](#tyjcwt) | [METHOD](#3dy6vkm) | DETAIL: [FIELD](#2s8eyo1) | [CONSTR](#lnxbz9) | [METHOD](#1ksv4uv) |

## **javax.swing.plaf.basic**

Class BasicDesktopIconUI

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 [javax.swing.plaf.ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html)  
 [javax.swing.plaf.DesktopIconUI](http://docs.google.com/javax/swing/plaf/DesktopIconUI.html)  
 **javax.swing.plaf.basic.BasicDesktopIconUI**

**Direct Known Subclasses:** [MetalDesktopIconUI](http://docs.google.com/javax/swing/plaf/metal/MetalDesktopIconUI.html)

public class **BasicDesktopIconUI**extends [DesktopIconUI](http://docs.google.com/javax/swing/plaf/DesktopIconUI.html)

Basic L&F for a minimized window on a desktop.

| **Nested Class Summary** | |
| --- | --- |
| class | [**BasicDesktopIconUI.MouseInputHandler**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.MouseInputHandler.html)            Listens for mouse movements and acts on them. |

| **Field Summary** | |
| --- | --- |
| protected  [JInternalFrame.JDesktopIcon](http://docs.google.com/javax/swing/JInternalFrame.JDesktopIcon.html) | [**desktopIcon**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#desktopIcon) |
| protected  [JInternalFrame](http://docs.google.com/javax/swing/JInternalFrame.html) | [**frame**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#frame) |
| protected  [JComponent](http://docs.google.com/javax/swing/JComponent.html) | [**iconPane**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#iconPane)            The title pane component used in the desktop icon. |

| **Constructor Summary** | |
| --- | --- |
| [**BasicDesktopIconUI**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#BasicDesktopIconUI())() |

| **Method Summary** | |
| --- | --- |
| protected  [MouseInputListener](http://docs.google.com/javax/swing/event/MouseInputListener.html) | [**createMouseInputListener**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#createMouseInputListener())() |
| static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) | [**createUI**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#createUI(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c) |
| void | [**deiconize**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#deiconize())() |
| [Insets](http://docs.google.com/java/awt/Insets.html) | [**getInsets**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#getInsets(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c) |
| [Dimension](http://docs.google.com/java/awt/Dimension.html) | [**getMaximumSize**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#getMaximumSize(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)            Desktop icons can not be resized. |
| [Dimension](http://docs.google.com/java/awt/Dimension.html) | [**getMinimumSize**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#getMinimumSize(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)            Returns the specified component's minimum size appropriate for the look and feel. |
| [Dimension](http://docs.google.com/java/awt/Dimension.html) | [**getPreferredSize**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#getPreferredSize(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)            Returns the specified component's preferred size appropriate for the look and feel. |
| protected  void | [**installComponents**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#installComponents())() |
| protected  void | [**installDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#installDefaults())() |
| protected  void | [**installListeners**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#installListeners())() |
| void | [**installUI**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#installUI(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)            Configures the specified component appropriate for the look and feel. |
| protected  void | [**uninstallComponents**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#uninstallComponents())() |
| protected  void | [**uninstallDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#uninstallDefaults())() |
| protected  void | [**uninstallListeners**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#uninstallListeners())() |
| void | [**uninstallUI**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#uninstallUI(javax.swing.JComponent))([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)            Reverses configuration which was done on the specified component during installUI. |

| **Methods inherited from class javax.swing.plaf.**[**ComponentUI**](http://docs.google.com/javax/swing/plaf/ComponentUI.html) |
| --- |
| [contains](http://docs.google.com/javax/swing/plaf/ComponentUI.html#contains(javax.swing.JComponent,%20int,%20int)), [getAccessibleChild](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getAccessibleChild(javax.swing.JComponent,%20int)), [getAccessibleChildrenCount](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getAccessibleChildrenCount(javax.swing.JComponent)), [getBaseline](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getBaseline(javax.swing.JComponent,%20int,%20int)), [getBaselineResizeBehavior](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getBaselineResizeBehavior(javax.swing.JComponent)), [paint](http://docs.google.com/javax/swing/plaf/ComponentUI.html#paint(java.awt.Graphics,%20javax.swing.JComponent)), [update](http://docs.google.com/javax/swing/plaf/ComponentUI.html#update(java.awt.Graphics,%20javax.swing.JComponent)) |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Field Detail** |
| --- |

### desktopIcon

protected [JInternalFrame.JDesktopIcon](http://docs.google.com/javax/swing/JInternalFrame.JDesktopIcon.html) **desktopIcon**

### frame

protected [JInternalFrame](http://docs.google.com/javax/swing/JInternalFrame.html) **frame**

### iconPane

protected [JComponent](http://docs.google.com/javax/swing/JComponent.html) **iconPane**

The title pane component used in the desktop icon.

**Since:** 1.5

| **Constructor Detail** |
| --- |

### BasicDesktopIconUI

public **BasicDesktopIconUI**()

| **Method Detail** |
| --- |

### createUI

public static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **createUI**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

### installUI

public void **installUI**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

**Description copied from class:** [**ComponentUI**](http://docs.google.com/javax/swing/plaf/ComponentUI.html#installUI(javax.swing.JComponent)) Configures the specified component appropriate for the look and feel. This method is invoked when the ComponentUI instance is being installed as the UI delegate on the specified component. This method should completely configure the component for the look and feel, including the following:

1. Install any default property values for color, fonts, borders, icons, opacity, etc. on the component. Whenever possible, property values initialized by the client program should *not* be overridden.
2. Install a LayoutManager on the component if necessary.
3. Create/add any required sub-components to the component.
4. Create/install event listeners on the component.
5. Create/install a PropertyChangeListener on the component in order to detect and respond to component property changes appropriately.
6. Install keyboard UI (mnemonics, traversal, etc.) on the component.
7. Initialize any appropriate instance data.

**Overrides:**[installUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html#installUI(javax.swing.JComponent)) in class [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **Parameters:**c - the component where this UI delegate is being installed**See Also:**[ComponentUI.uninstallUI(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/ComponentUI.html#uninstallUI(javax.swing.JComponent)), [JComponent.setUI(javax.swing.plaf.ComponentUI)](http://docs.google.com/javax/swing/JComponent.html#setUI(javax.swing.plaf.ComponentUI)), [JComponent.updateUI()](http://docs.google.com/javax/swing/JComponent.html#updateUI())

### uninstallUI

public void **uninstallUI**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

**Description copied from class:** [**ComponentUI**](http://docs.google.com/javax/swing/plaf/ComponentUI.html#uninstallUI(javax.swing.JComponent)) Reverses configuration which was done on the specified component during installUI. This method is invoked when this UIComponent instance is being removed as the UI delegate for the specified component. This method should undo the configuration performed in installUI, being careful to leave the JComponent instance in a clean state (no extraneous listeners, look-and-feel-specific property objects, etc.). This should include the following:

1. Remove any UI-set borders from the component.
2. Remove any UI-set layout managers on the component.
3. Remove any UI-added sub-components from the component.
4. Remove any UI-added event/property listeners from the component.
5. Remove any UI-installed keyboard UI from the component.
6. Nullify any allocated instance data objects to allow for GC.

**Overrides:**[uninstallUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html#uninstallUI(javax.swing.JComponent)) in class [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **Parameters:**c - the component from which this UI delegate is being removed; this argument is often ignored, but might be used if the UI object is stateless and shared by multiple components**See Also:**[ComponentUI.installUI(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/ComponentUI.html#installUI(javax.swing.JComponent)), [JComponent.updateUI()](http://docs.google.com/javax/swing/JComponent.html#updateUI())

### installComponents

protected void **installComponents**()

### uninstallComponents

protected void **uninstallComponents**()

### installListeners

protected void **installListeners**()

### uninstallListeners

protected void **uninstallListeners**()

### installDefaults

protected void **installDefaults**()

### uninstallDefaults

protected void **uninstallDefaults**()

### createMouseInputListener

protected [MouseInputListener](http://docs.google.com/javax/swing/event/MouseInputListener.html) **createMouseInputListener**()

### getPreferredSize

public [Dimension](http://docs.google.com/java/awt/Dimension.html) **getPreferredSize**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

**Description copied from class:** [**ComponentUI**](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getPreferredSize(javax.swing.JComponent)) Returns the specified component's preferred size appropriate for the look and feel. If null is returned, the preferred size will be calculated by the component's layout manager instead (this is the preferred approach for any component with a specific layout manager installed). The default implementation of this method returns null.

**Overrides:**[getPreferredSize](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getPreferredSize(javax.swing.JComponent)) in class [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **Parameters:**c - the component whose preferred size is being queried; this argument is often ignored, but might be used if the UI object is stateless and shared by multiple components**See Also:**[JComponent.getPreferredSize()](http://docs.google.com/javax/swing/JComponent.html#getPreferredSize()), [LayoutManager.preferredLayoutSize(java.awt.Container)](http://docs.google.com/java/awt/LayoutManager.html#preferredLayoutSize(java.awt.Container))

### getMinimumSize

public [Dimension](http://docs.google.com/java/awt/Dimension.html) **getMinimumSize**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

**Description copied from class:** [**ComponentUI**](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getMinimumSize(javax.swing.JComponent)) Returns the specified component's minimum size appropriate for the look and feel. If null is returned, the minimum size will be calculated by the component's layout manager instead (this is the preferred approach for any component with a specific layout manager installed). The default implementation of this method invokes getPreferredSize and returns that value.

**Overrides:**[getMinimumSize](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getMinimumSize(javax.swing.JComponent)) in class [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **Parameters:**c - the component whose minimum size is being queried; this argument is often ignored, but might be used if the UI object is stateless and shared by multiple components **Returns:**a Dimension object or null**See Also:**[JComponent.getMinimumSize()](http://docs.google.com/javax/swing/JComponent.html#getMinimumSize()), [LayoutManager.minimumLayoutSize(java.awt.Container)](http://docs.google.com/java/awt/LayoutManager.html#minimumLayoutSize(java.awt.Container)), [ComponentUI.getPreferredSize(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getPreferredSize(javax.swing.JComponent))

### getMaximumSize

public [Dimension](http://docs.google.com/java/awt/Dimension.html) **getMaximumSize**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

Desktop icons can not be resized. Therefore, we should always return the minimum size of the desktop icon.

**Overrides:**[getMaximumSize](http://docs.google.com/javax/swing/plaf/ComponentUI.html#getMaximumSize(javax.swing.JComponent)) in class [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **Parameters:**c - the component whose maximum size is being queried; this argument is often ignored, but might be used if the UI object is stateless and shared by multiple components **Returns:**a Dimension object or null**See Also:**[getMinimumSize(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.html#getMinimumSize(javax.swing.JComponent))

### getInsets

public [Insets](http://docs.google.com/java/awt/Insets.html) **getInsets**([JComponent](http://docs.google.com/javax/swing/JComponent.html) c)

### deiconize

public void **deiconize**()

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/BasicDesktopIconUI.html) | [**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 CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicComboPopup.PropertyChangeHandler.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/basic/BasicDesktopIconUI.MouseInputHandler.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/BasicDesktopIconUI.html)    [**NO FRAMES**](http://docs.google.com/BasicDesktopIconUI.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: [NESTED](#3znysh7) | [FIELD](#2et92p0) | [CONSTR](#tyjcwt) | [METHOD](#3dy6vkm) | DETAIL: [FIELD](#2s8eyo1) | [CONSTR](#lnxbz9) | [METHOD](#1ksv4uv) |

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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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