| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | Class | **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*** |
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| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/package-use.html)    [**NO FRAMES**](http://docs.google.com/package-use.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Package**

**javax.swing.plaf.basic**

| Packages that use [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
| --- | --- |
| [**javax.swing.plaf.basic**](#3znysh7) | Provides user interface objects built according to the Basic look and feel. |
| [**javax.swing.plaf.metal**](#2et92p0) | 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.synth**](#tyjcwt) | Synth is a skinnable look and feel in which all painting is delegated. |
| [**javax.swing.text**](#3dy6vkm) | Provides classes and interfaces that deal with editable and noneditable text components. |

| Classes in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) used by [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
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| [**BasicBorders.ButtonBorder**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicBorders.ButtonBorder.html#javax.swing.plaf.basic) |
| [**BasicButtonListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicButtonListener.html#javax.swing.plaf.basic)            Button Listener |
| [**BasicButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicButtonUI.html#javax.swing.plaf.basic)            BasicButton implementation |
| [**BasicComboBoxEditor**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxEditor.html#javax.swing.plaf.basic)            The default editor for editable combo boxes. |
| [**BasicComboBoxRenderer**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxRenderer.html#javax.swing.plaf.basic)            ComboBox renderer |
| [**BasicDirectoryModel**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicDirectoryModel.html#javax.swing.plaf.basic)            Basic implementation of a file list. |
| [**BasicEditorPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicEditorPaneUI.html#javax.swing.plaf.basic)            Provides the look and feel for a JEditorPane. |
| [**BasicInternalFrameTitlePane**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicInternalFrameTitlePane.html#javax.swing.plaf.basic)            The class that manages a basic title bar |
| [**BasicLabelUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicLabelUI.html#javax.swing.plaf.basic)            A Windows L&F implementation of LabelUI. |
| [**BasicMenuItemUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicMenuItemUI.html#javax.swing.plaf.basic)            BasicMenuItem implementation |
| [**BasicMenuUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicMenuUI.html#javax.swing.plaf.basic)            A default L&F implementation of MenuUI. |
| [**BasicRadioButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicRadioButtonUI.html#javax.swing.plaf.basic)            RadioButtonUI implementation for BasicRadioButtonUI |
| [**BasicScrollBarUI.ArrowButtonListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollBarUI.ArrowButtonListener.html#javax.swing.plaf.basic)            Listener for cursor keys. |
| [**BasicScrollBarUI.ModelListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollBarUI.ModelListener.html#javax.swing.plaf.basic)            A listener to listen for model changes. |
| [**BasicScrollBarUI.ScrollListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollBarUI.ScrollListener.html#javax.swing.plaf.basic)            Listener for scrolling events initiated in the ScrollPane. |
| [**BasicScrollBarUI.TrackListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollBarUI.TrackListener.html#javax.swing.plaf.basic)            Track mouse drags. |
| [**BasicSeparatorUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSeparatorUI.html#javax.swing.plaf.basic)            A Basic L&F implementation of SeparatorUI. |
| [**BasicSliderUI.ScrollListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSliderUI.ScrollListener.html#javax.swing.plaf.basic)            Scroll-event listener. |
| [**BasicSliderUI.TrackListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSliderUI.TrackListener.html#javax.swing.plaf.basic)            Track mouse movements. |
| [**BasicSplitPaneDivider**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneDivider.html#javax.swing.plaf.basic)            Divider used by BasicSplitPaneUI. |
| [**BasicSplitPaneDivider.DragController**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneDivider.DragController.html#javax.swing.plaf.basic)            Handles the events during a dragging session for a HORIZONTAL\_SPLIT oriented split pane. |
| [**BasicSplitPaneDivider.MouseHandler**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneDivider.MouseHandler.html#javax.swing.plaf.basic)            MouseHandler is responsible for converting mouse events (released, dragged...) into the appropriate DragController methods. |
| [**BasicSplitPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneUI.html#javax.swing.plaf.basic)            A Basic L&F implementation of the SplitPaneUI. |
| [**BasicSplitPaneUI.BasicHorizontalLayoutManager**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneUI.BasicHorizontalLayoutManager.html#javax.swing.plaf.basic)            LayoutManager for JSplitPanes that have an orientation of HORIZONTAL\_SPLIT. |
| [**BasicTextFieldUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTextFieldUI.html#javax.swing.plaf.basic)            Basis of a look and feel for a JTextField. |
| [**BasicTextUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTextUI.html#javax.swing.plaf.basic)             Basis of a text components look-and-feel. |
| [**BasicToggleButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToggleButtonUI.html#javax.swing.plaf.basic)            BasicToggleButton implementation |
| [**BasicToolBarUI.DragWindow**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolBarUI.DragWindow.html#javax.swing.plaf.basic) |
| [**ComboPopup**](http://docs.google.com/javax/swing/plaf/basic/class-use/ComboPopup.html#javax.swing.plaf.basic)            The interface which defines the methods required for the implementation of the popup portion of a combo box. |

| Classes in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) used by [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
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| [**BasicArrowButton**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicArrowButton.html#javax.swing.plaf.metal)            JButton object that draws a scaled Arrow in one of the cardinal directions. |
| [**BasicButtonListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicButtonListener.html#javax.swing.plaf.metal)            Button Listener |
| [**BasicButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicButtonUI.html#javax.swing.plaf.metal)            BasicButton implementation |
| [**BasicComboBoxEditor**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxEditor.html#javax.swing.plaf.metal)            The default editor for editable combo boxes. |
| [**BasicComboBoxUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxUI.html#javax.swing.plaf.metal)            Basic UI implementation for JComboBox. |
| [**BasicComboBoxUI.ComboBoxLayoutManager**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxUI.ComboBoxLayoutManager.html#javax.swing.plaf.metal)            This layout manager handles the 'standard' layout of combo boxes. |
| [**BasicComboBoxUI.PropertyChangeHandler**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboBoxUI.PropertyChangeHandler.html#javax.swing.plaf.metal)            This listener watches for bound properties that have changed in the combo box. |
| [**BasicComboPopup**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicComboPopup.html#javax.swing.plaf.metal)            This is a basic implementation of the ComboPopup interface. |
| [**BasicDesktopIconUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicDesktopIconUI.html#javax.swing.plaf.metal)            Basic L&F for a minimized window on a desktop. |
| [**BasicFileChooserUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicFileChooserUI.html#javax.swing.plaf.metal)            Basic L&F implementation of a FileChooser. |
| [**BasicInternalFrameTitlePane**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicInternalFrameTitlePane.html#javax.swing.plaf.metal)            The class that manages a basic title bar |
| [**BasicInternalFrameUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicInternalFrameUI.html#javax.swing.plaf.metal)            A basic L&F implementation of JInternalFrame. |
| [**BasicLabelUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicLabelUI.html#javax.swing.plaf.metal)            A Windows L&F implementation of LabelUI. |
| [**BasicLookAndFeel**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicLookAndFeel.html#javax.swing.plaf.metal)            A base class to use in creating a look and feel for Swing. |
| [**BasicMenuBarUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicMenuBarUI.html#javax.swing.plaf.metal)            A default L&F implementation of MenuBarUI. |
| [**BasicProgressBarUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicProgressBarUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of ProgressBarUI. |
| [**BasicRadioButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicRadioButtonUI.html#javax.swing.plaf.metal)            RadioButtonUI implementation for BasicRadioButtonUI |
| [**BasicRootPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicRootPaneUI.html#javax.swing.plaf.metal)            Basic implementation of RootPaneUI, there is one shared between all JRootPane instances. |
| [**BasicScrollBarUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollBarUI.html#javax.swing.plaf.metal)            Implementation of ScrollBarUI for the Basic Look and Feel |
| [**BasicScrollPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicScrollPaneUI.html#javax.swing.plaf.metal)            A default L&F implementation of ScrollPaneUI. |
| [**BasicSeparatorUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSeparatorUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of SeparatorUI. |
| [**BasicSliderUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSliderUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of SliderUI. |
| [**BasicSliderUI.PropertyChangeHandler**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSliderUI.PropertyChangeHandler.html#javax.swing.plaf.metal) |
| [**BasicSplitPaneDivider**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneDivider.html#javax.swing.plaf.metal)            Divider used by BasicSplitPaneUI. |
| [**BasicSplitPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicSplitPaneUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of the SplitPaneUI. |
| [**BasicTabbedPaneUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTabbedPaneUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of TabbedPaneUI. |
| [**BasicTabbedPaneUI.TabbedPaneLayout**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTabbedPaneUI.TabbedPaneLayout.html#javax.swing.plaf.metal)            This class should be treated as a "protected" inner class. |
| [**BasicTextFieldUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTextFieldUI.html#javax.swing.plaf.metal)            Basis of a look and feel for a JTextField. |
| [**BasicTextUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTextUI.html#javax.swing.plaf.metal)             Basis of a text components look-and-feel. |
| [**BasicToggleButtonUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToggleButtonUI.html#javax.swing.plaf.metal)            BasicToggleButton implementation |
| [**BasicToolBarUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolBarUI.html#javax.swing.plaf.metal)            A Basic L&F implementation of ToolBarUI. |
| [**BasicToolBarUI.DockingListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolBarUI.DockingListener.html#javax.swing.plaf.metal)            This class should be treated as a "protected" inner class. |
| [**BasicToolBarUI.PropertyListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolBarUI.PropertyListener.html#javax.swing.plaf.metal) |
| [**BasicToolBarUI.ToolBarContListener**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolBarUI.ToolBarContListener.html#javax.swing.plaf.metal) |
| [**BasicToolTipUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicToolTipUI.html#javax.swing.plaf.metal)            Standard tool tip L&F. |
| [**BasicTreeUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTreeUI.html#javax.swing.plaf.metal)            The basic L&F for a hierarchical data structure. |
| [**ComboPopup**](http://docs.google.com/javax/swing/plaf/basic/class-use/ComboPopup.html#javax.swing.plaf.metal)            The interface which defines the methods required for the implementation of the popup portion of a combo box. |

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

| Classes in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) used by [javax.swing.text](http://docs.google.com/javax/swing/text/package-summary.html) | |
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| [**BasicTextUI**](http://docs.google.com/javax/swing/plaf/basic/class-use/BasicTextUI.html#javax.swing.text)             Basis of a text components look-and-feel. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | Class | **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*** |
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| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/basic/package-use.html)    [**NO FRAMES**](http://docs.google.com/package-use.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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