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1.1. mousePressed , mouseReleased

1.2. setLayout

1.3.flowlayout

1.4. JTextComponent

1.5. showMessageDialog , JOptionPane

1.6 ButtonGroup

1.7 anonymous inne

1.8. ItemEvent

1.9 Shape

1.10 signalAll

1.11 An EOFExcepteon

1.12 Serializable

1.13 ClassNotFoundException

1.14 ConcurrentModificationException

1.15 disjoint

1.16 ? extends T

1.17 sleep , thread

1.18 shutdown

1.19 Predicate

1.20 random number

二

2.1 A

2.2 D

2.3 b

2.4 a

2.4 a

2.6 b

三 .

因為只透過一個 method並不會使作法更簡單。就算可以直接修改(modificayoin)，還是需要儲存大量你所需要修改的資料去執行 panitComponent()

四.

Call publish -> Event Dispatch thread

Call process -> Event Dispatch thread

doInBackground -> worker space

doInBackground is a long computation and 利用內部傳遞，即可以透過

publish ->process