



From good to great!

Gutes kann noch besser werden,
Sortiments- und Platzierungsoptimierung in einer neuen Dimension.

<https://github.com/HInformatikAG>

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Lehreinheit 3

Ziele

- Beispiel an Label mit Text in Swing

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;

import java.awt.Dimension;
import javax.swing.JFrame;
import javax.swing.JLabel;

public class FensterMitLabel {

    public FensterMitLabel() {

    }

    private void maleFenster() {

        JFrame fenster = new JFrame();

        JLabel label = new JLabel();

        label.setText("    Hallo    ");

        fenster.add(label);

        fenster.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        fenster.setSize(new Dimension(150, 100));

        fenster.setVisible(true);

    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;
```

```
import java.awt.Dimension;  
import javax.swing.JFrame;  
import javax.swing.JLabel;
```

```
public class FensterMitLabel {
```

```
    public FensterMitLabel() {  
    }
```

```
    private void maleFenster() {
```

```
        JFrame fenster = new JFrame();
```

```
        JLabel label = new JLabel();
```

```
        label.setText("    Hallo    ;");
```

```
        fenster.add(label);
```

```
        fenster.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
        fenster.setSize(new Dimension(150, 100));
```

```
        fenster.setVisible(true);
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        FensterMitLabel fensterMitLabel = new FensterMitLabel();  
        fensterMitLabel.maleFenster();
```

```
    }
```

```
}
```



Package, in dem die Klasse liegt

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;
```

```
import java.awt.Dimension;  
import javax.swing.JFrame;  
import javax.swing.JLabel;
```



Importe anderer Klassen

```
public class FensterMitLabel {  
    public FensterMitLabel() {  
    }  
  
    private void maleFenster() {  
        JFrame fenster = new JFrame();  
  
        JLabel label = new JLabel();  
  
        label.setText("    Hallo    ");  
  
        fenster.add(label);  
  
        fenster.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
  
        fenster.setSize(new Dimension(150, 100));  
  
        fenster.setVisible(true);  
    }  
  
    public static void main(String[] args) {  
        FensterMitLabel fensterMitLabel = new FensterMitLabel();  
        fensterMitLabel.maleFenster();  
    }  
}
```

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;
```

```
import java.awt.Dimension;  
import javax.swing.JFrame;  
import javax.swing.JLabel;
```

```
public class FensterMitLabel {
```

```
    public FensterMitLabel() {  
    }
```

```
    private void maleFenster() {
```

```
        JFrame fenster = new JFrame();
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```
        JLabel label = new JLabel();
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```
        label.setText("    Hallo    ;");
```

```
        fenster.add(label);
```

```
        fenster.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
        fenster.setSize(new Dimension(150, 100));
```

```
        fenster.setVisible(true);
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        FensterMitLabel fensterMitLabel = new FensterMitLabel();  
        fensterMitLabel.maleFenster();
```

```
    }
```

```
}
```



Deklaration der Klasse

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;
```

```
import java.awt.Dimension;
```

```
import javax.swing.JFrame;
```

```
import javax.swing.JLabel;
```

```
public class FensterMitLabel {
```

```
    public FensterMitLabel() {  
    }
```



```
    private void maleFenster() {
```

```
        JFrame fenster = new JFrame();
```

```
        JLabel label = new JLabel();
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```
        label.setText("    Hallo    ");
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        fenster.add(label);
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        fenster.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
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```
        fenster.setSize(new Dimension(150, 100));
```

```
        fenster.setVisible(true);
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        FensterMitLabel fensterMitLabel = new FensterMitLabel();
```

```
        fensterMitLabel.maleFenster();
```

```
    }
```

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;

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        }

        public static void main(String[] args) {

            FensterMitLabel fensterMitLabel = new FensterMitLabel();
            fensterMitLabel.maleFenster();

        }

    }
}
```



Eine Methode

Label mit Text

In Swing

```
package com.hoffrogge.lehreinheiten.lehreinheit03;

import java.awt.Dimension;
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    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```



Ein Java Swing Fenster

Label mit Text

In Swing

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    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
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    }

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```



Ein Java Swing Label

Label mit Text

In Swing

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    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```



Text auf Label schreiben

Label mit Text

In Swing

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    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```



Label zum Fenster hinzufügen

Label mit Text

In Swing

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public class FensterMitLabel {

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    }

    public static void main(String[] args) {

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    }

}
```



Aktion beim Schließen festlegen

Label mit Text

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    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
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    }

}
```



Fenstergröße definieren

Label mit Text

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    }

}
```

Fenster sichtbar machen

Label mit Text

In Swing

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Main-Methode

Label mit Text

In Swing

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    }

    public static void main(String[] args) {

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        fensterMitLabel.maleFenster();

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```



Eine Instanz der Klasse erzeugen

Label mit Text

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        fenster.setSize(new Dimension(150, 100));

        fenster.setVisible(true);

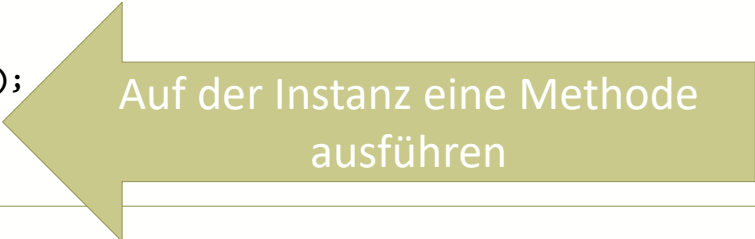
    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```



Auf der Instanz eine Methode
ausführen

Label mit Text

In Swing

```
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import java.awt.Dimension;
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public class FensterMitLabel {

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        fenster.setSize(new Dimension(150, 100));

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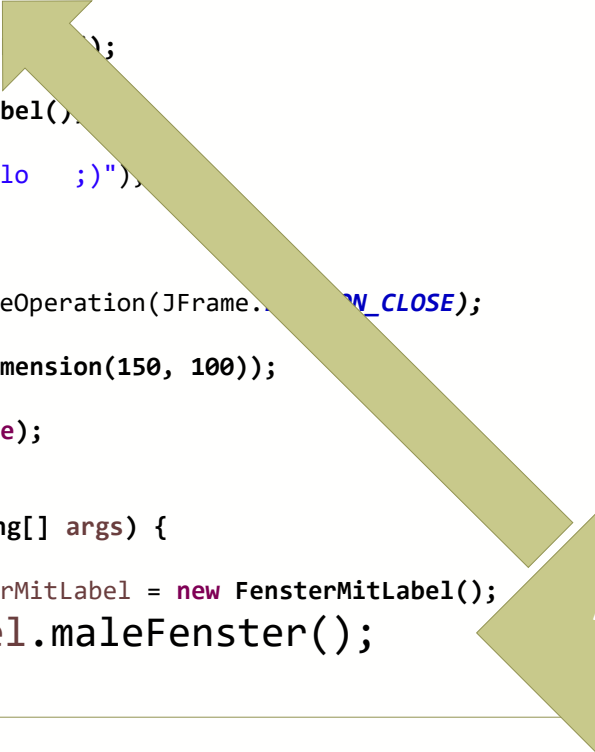
    }

    public static void main(String[] args) {

        FensterMitLabel fensterMitLabel = new FensterMitLabel();
        fensterMitLabel.maleFenster();

    }

}
```



Auf der Instanz eine Methode ausführen

Vielen Dank!

