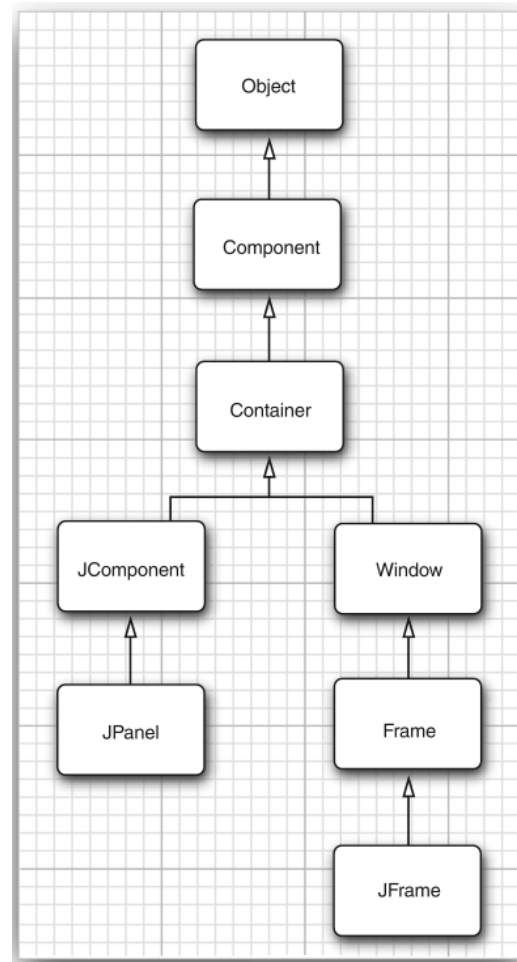


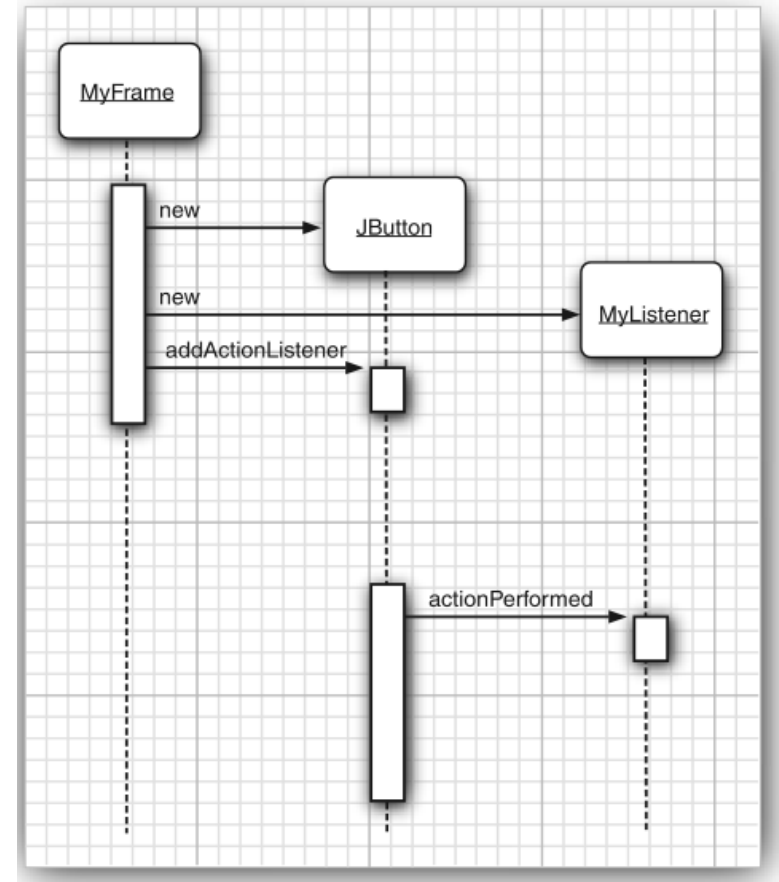
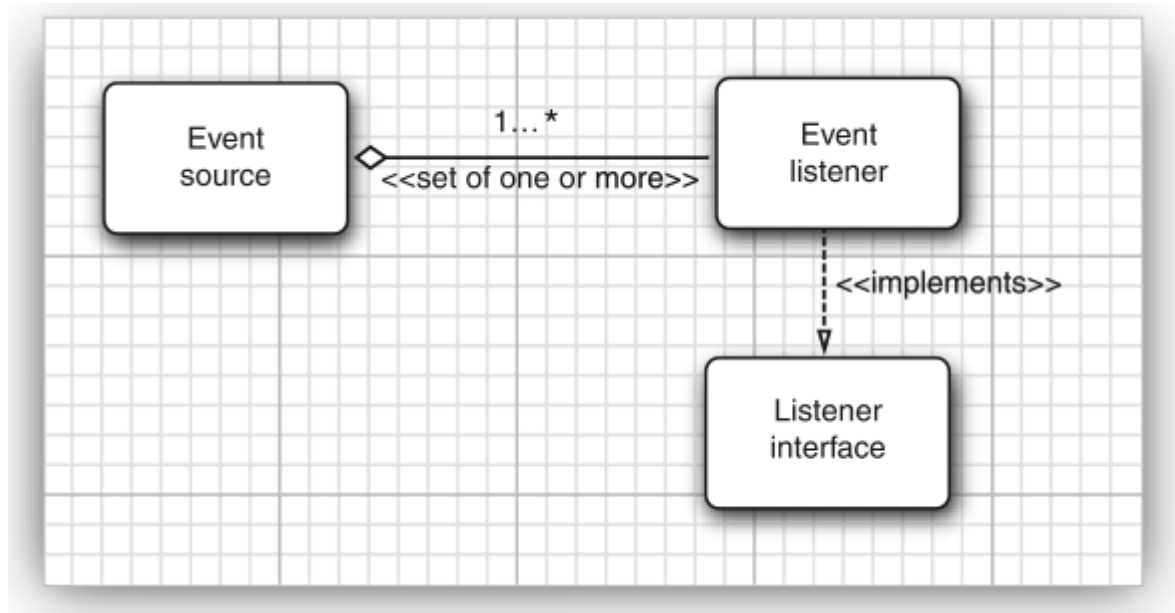
Application Design Using Java

Lecture 08

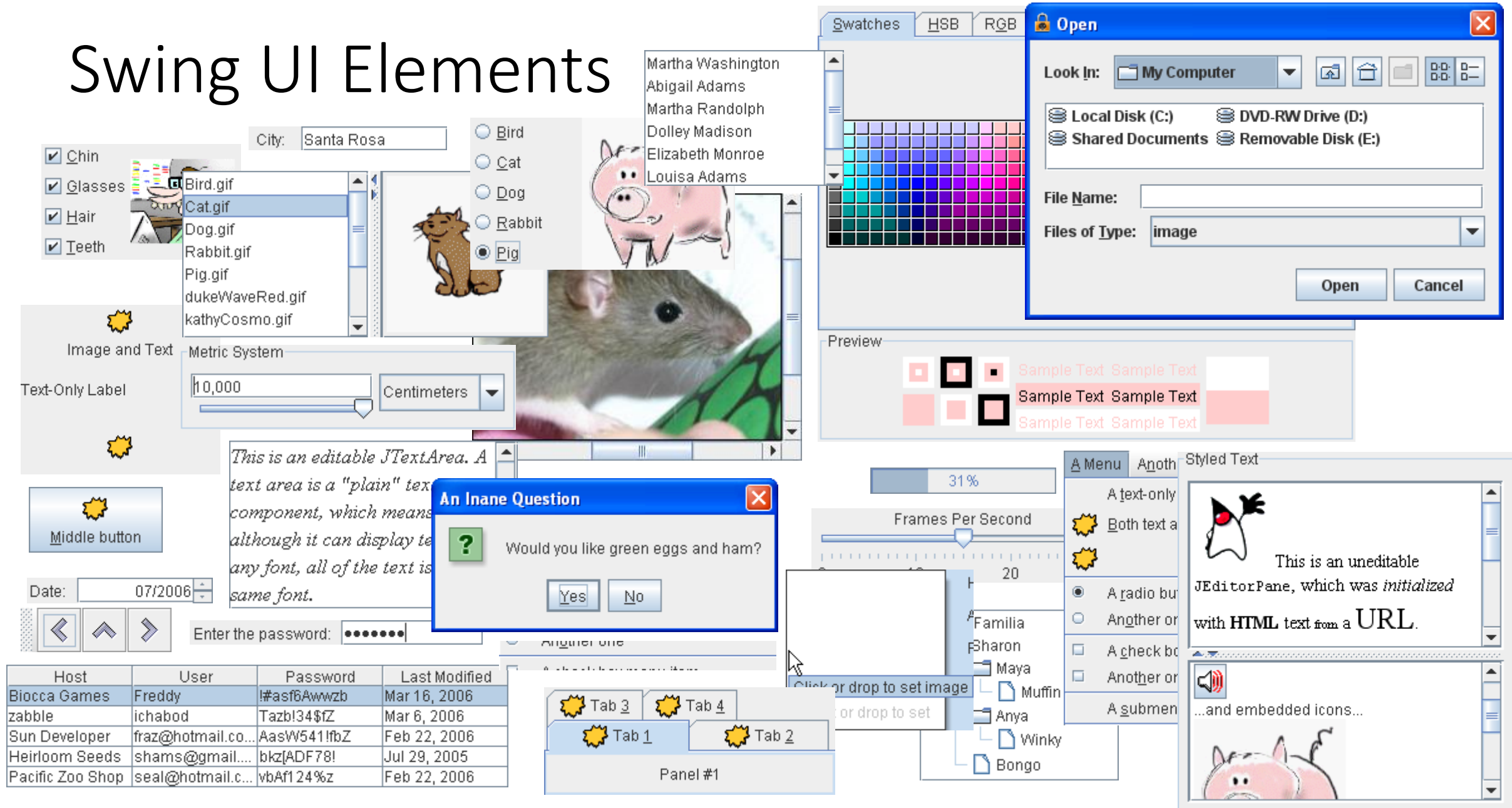
Swing and AWT



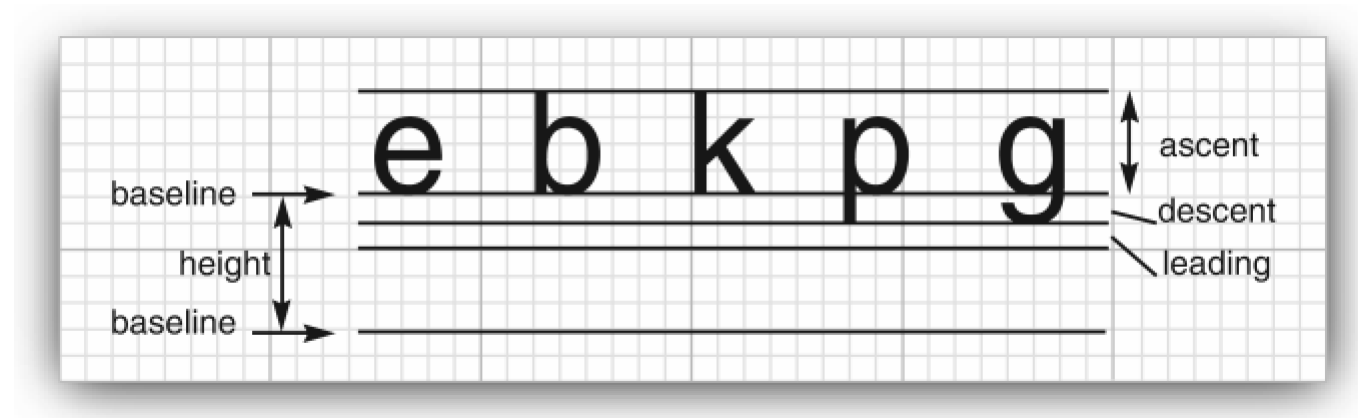
Events



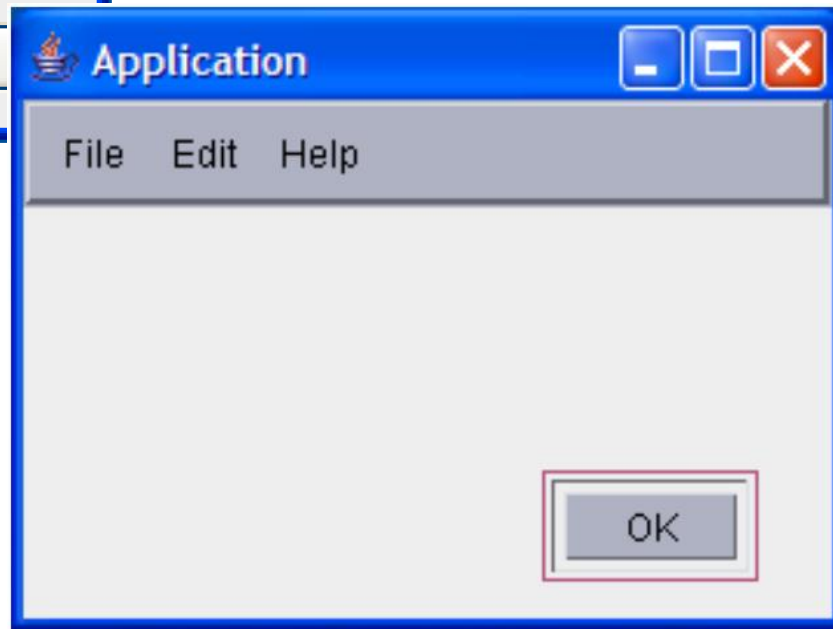
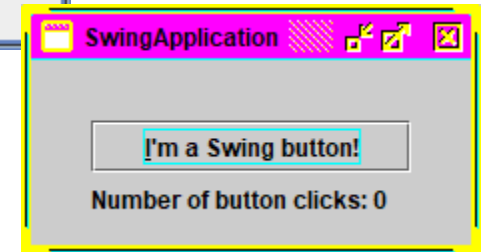
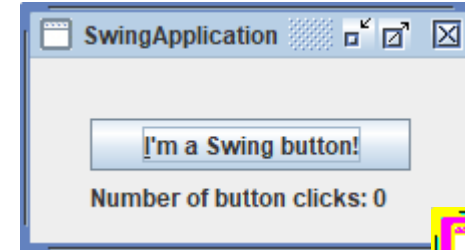
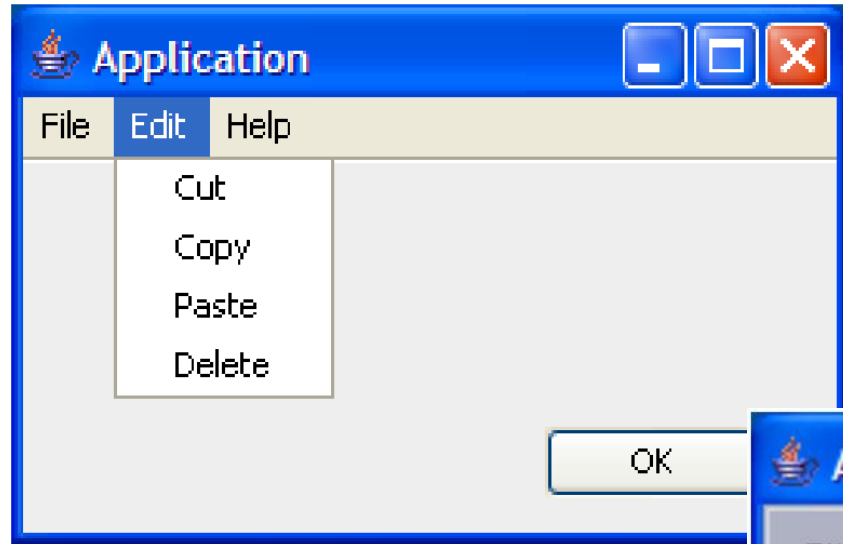
Swing UI Elements



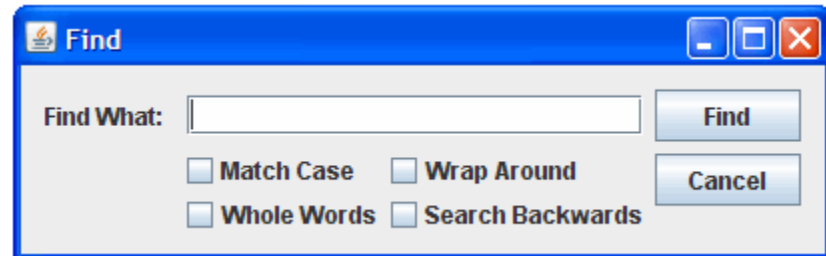
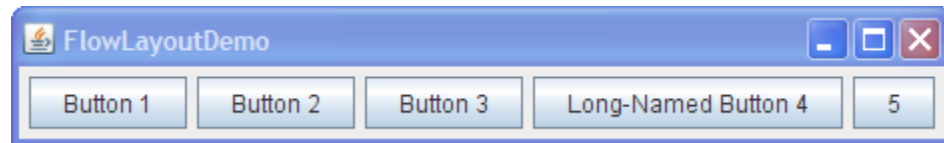
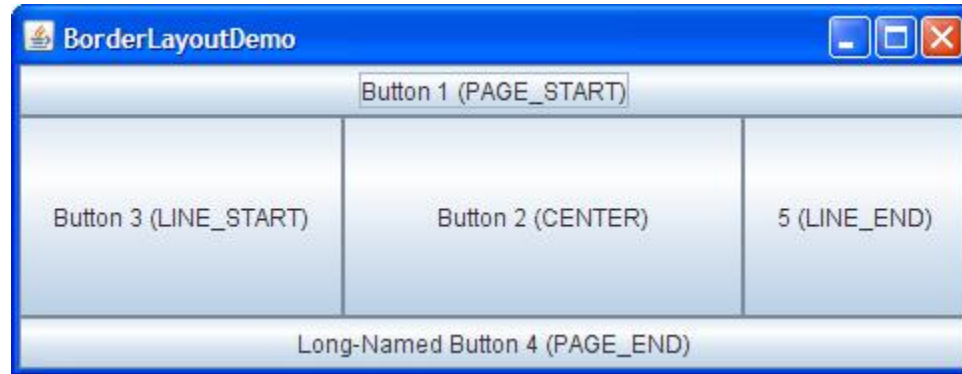
Fonts



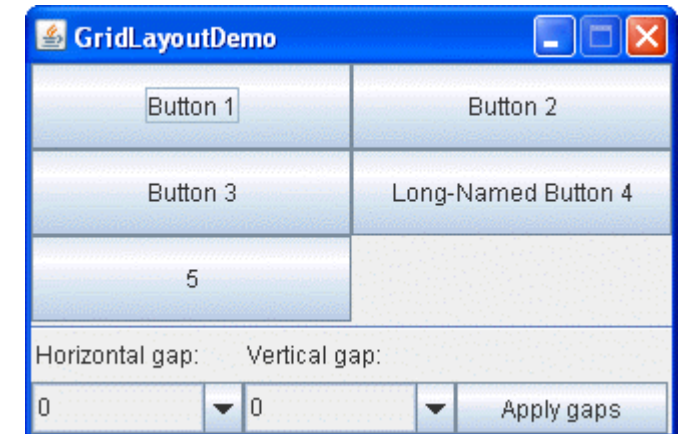
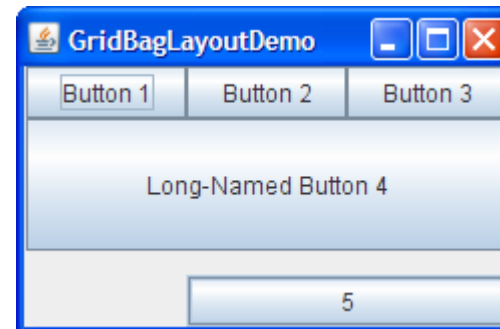
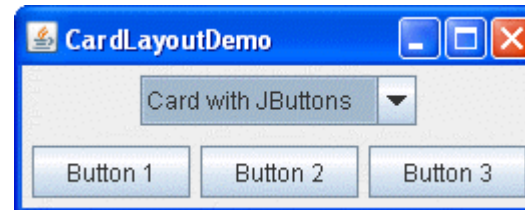
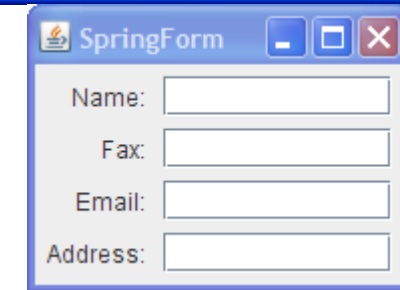
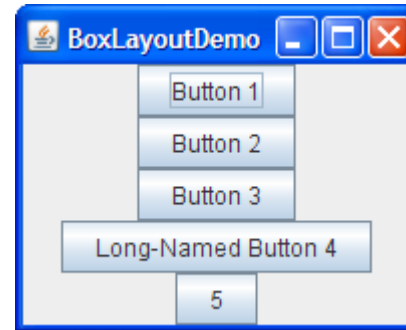
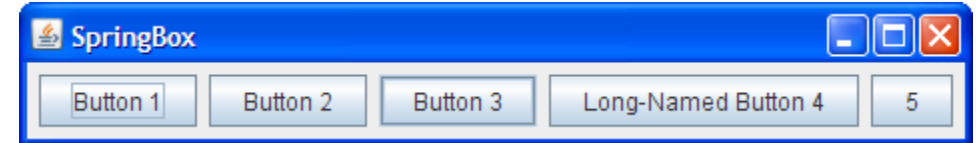
Look and feel, themes



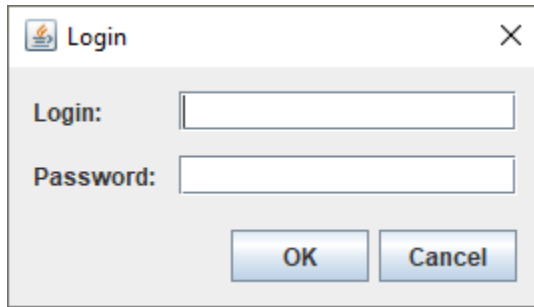
Layouts



GroupLayout



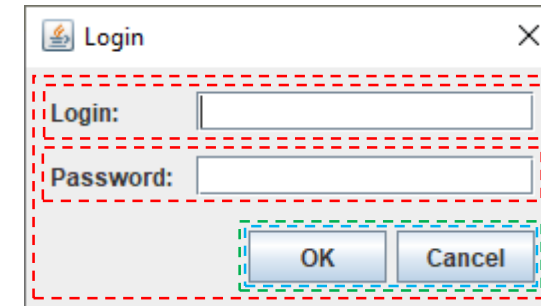
Designing interfaces using layout managers



----- BoxLayout

----- FlowLayout

----- GridLayout



Examples

ActionTest.java

MouseEvent.java

ImageTest.java

DrawTest.java

FontTest.java

ListFonts.java

BorderTest.java

Calculator.java

CheckBoxTest.java

ColorChooserTest.java

ComboBoxTest.java

FileChooserTest.java

DialogTest.java

FillTest.java

MenuTest.java

OptionDialogTest.java

RadioButtonTest.java

SliderTest.java

TextComponentTest.java

ToolBarTest.java

PlafTest.java

LookAndFeelDemo.java/TestTheme.java

CircleLayoutTest.java

GroupLayoutTest.java

GridBagLayoutTest.java/GBC.java

LoginDialog.java

CustomDialog.java/DialogDemo.java // Validation

Bounce.java/Ball.java/BallComponent.java

GUI_Application.java

Minesweeper

//TODO before next lecture:

- Practice problems
- Java puzzler (posted on Submittity Forum)