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| **Glossary** |  |
| **Java Swing** |  |
| **actionPerformed(ActionEvent e) method** | a specification that defines the actions that occur in response to an event |
| **add() method** | a method that adds components to a container |
| **addActionListener() method** | a method that tells a class to expect ActionEvents |
| **BorderLayout** | a layout manager that divides a container into regions |
| **ButtonGroup** | a group of several components, such as JCheckBoxes, that allows a user to select only one at a time |
| **container** | a type of component that holds other components so you can treat a group of them as a single entity; often, a container takes the form of a window that you can drag, resize, minimize, restore, and close |
| **editable** | a component that can accept keystrokes |
| **event** | when a user takes action on a component |
| **event handler** | a method that executes because it is called automatically when an appropriate event occurs |
| **event-driven program** | a program in which the user might initiate any number of events in any order |
| **flow layout manager** | a layout manager that places components in a row, and when a row is filled, components automatically spill into the next row; by default, components in each row are centered |
| **Font class** | a class that holds typeface and size information |
| **generic programming** | a feature of languages that allows methods to be used safely with multiple data types |
| **getText() method** | a method that allows you to retrieve the String of text in a Component |
| **heavyweight components** | components that require interaction with the local operating system |
| **Java Foundation Classes (JFC)** | classes that include Swing component classes and selected classes from the java.awt package |
| **JButton** | a Component the user can click with a mouse to make a selection |
| **JCheckBox** | consists of a label positioned beside a square that you can click to display or remove a check mark; usually, you use a JCheckBox to allow the user to turn an option on or off |
| **JComboBox** | a component that combines two features: a display area showing a default option and a list box containing additional options--the display area contains either a button that a user can click or an editable field into which the user can type |
| **JFrame** | a container with a title bar and border |
| **JLabel** | a built-in Java Swing class that holds text you can display |
| **JTextField** | a component into which a user can type a single line of text data |
| **layout manager** | a class that controls component positioning |
| **lightweight components** | components that are written completely in Java and do not have to rely on the code written to run the local operating system |
| **listener** | an object that is interested in an event |
| **look and feel** | the default appearance and behavior of any user interface |
| **pixels** | the picture elements, or tiny dots of light, that make up the image on your computer monitor |
| **point size argument** | an integer that represents about 1/72 of an inch |
| **remove() method** | a method that removes components from a container |
| **setEditable() method** | a method that changes the editable status of a JTextField |
| **setEnabled() method** | a method that makes a component available or dimmed and unavailable |
| **setFont() method** | a method that changes a JLabel’s font |
| **setText() method** | a method that allows you to change the text in a Component that has already been created |
| **setToolTipText() method** | a method that defines the text to be displayed in a tool tip |
| **source** | the component on which an event is generated |
| **style argument** | an argument that applies an attribute to displayed text; must be one of three values (Font.PLAIN, Font.BOLD, or Font.ITALIC) |
| **Swing components** | UI elements such as dialog boxes and buttons; you can usually recognize their names because they begin with J |
| **tool tips** | popup windows that can help a user understand the purpose of components in an application; a tool tip appears when a user hovers the mouse pointer over the component |
| **typeface argument** | a String representing a font; common font names include Arial, Century, Monospaced, and Times New Roman |
| **UI components** | user interface components, such as buttons and text fields, with which the user can interact |
| **window decorations** | the icons and buttons that are part of a window or frame |