클릭하세요 자바

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최 문 환

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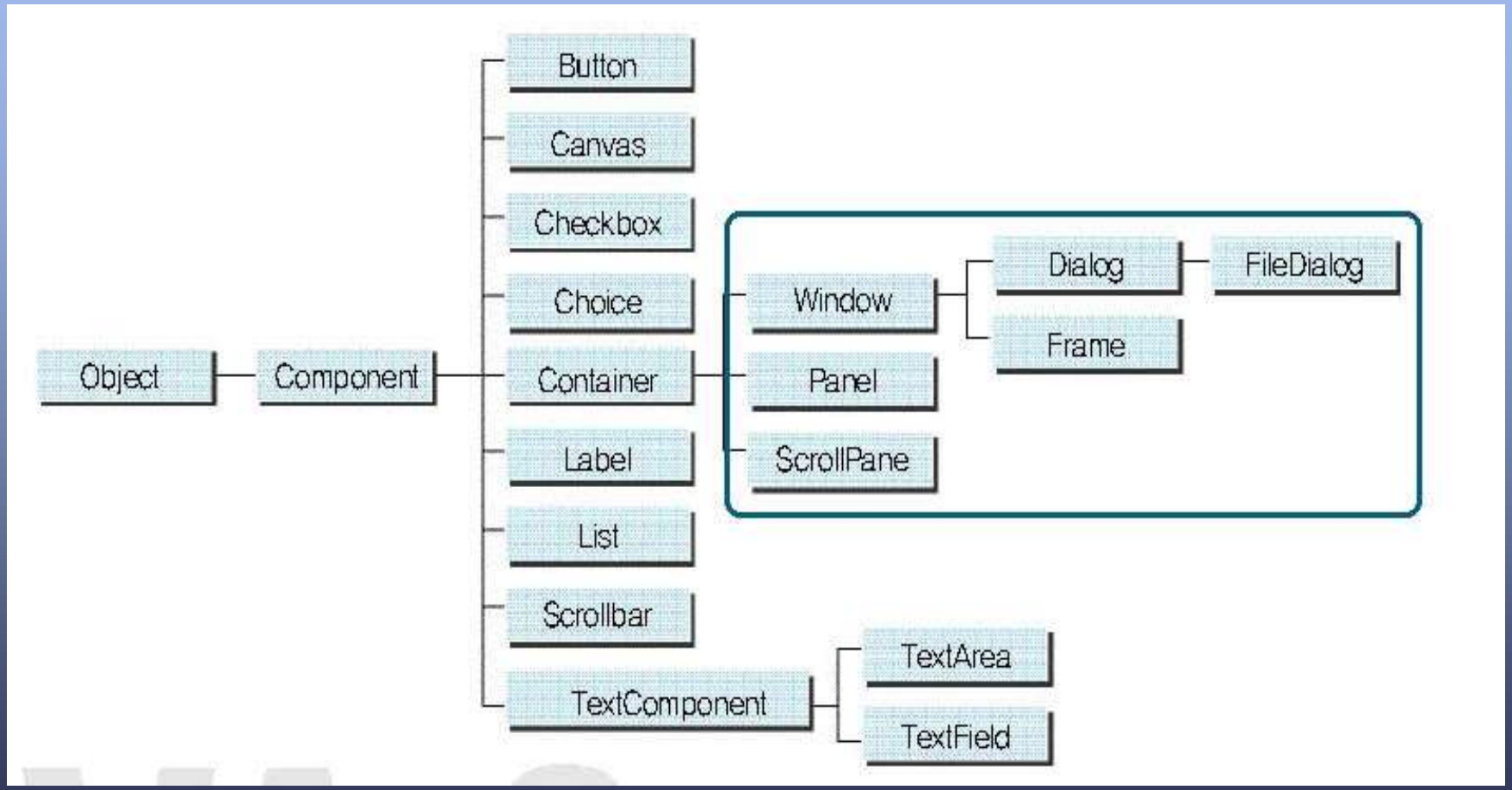
25장 AWT를 이용한 GUI 작성

1. AWT
2. Container 클래스
3. 프레임 창 닫기
4. 배치관리자
5. Panel 컨테이너

1. AWT


Button
Canvas
Checkbox
Choice
Object
Component
Container
Label
List
Scrollbar
TextComponent
TextArea
TextField
Window
Panel
ScrollPane
Dialog
FileDialog
Frame

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Component 클래스에 속하는 중요한 메서드

9ec fed[dj	
fk b le W Fefkf C[dk fef	
fk b 9ebeh][j8W a]hekd	
fk b 9ebeh][j<eh[ ]hekd	
fk b =hWf i][j=hWf i	=hWf
fk b l jhd]][jDWc[	
fk b 9edjWd[h][jFWf[dj	
fk b : c[di ed][jl p[	

Component 클래스에 속하는 중요한 메서드

fk b eeh[Wd i;dWh[	
fk b eeh[Wd iLi h[	
fk b le H[cel[C[dk9ecfed[dj fefkf	
fk b le H[fWdj	
fk b i[j8Wa]hekd 9ehheh ehheh	
fk b i[j;dWh[eeh[Wd	
fk b i[j<edj <edj	
fk b i[jBe Wjed dj n" dj o	
fk b i[jl p[dj m" dj	
fk b i[j8ekd i dj n" dj o" dj m" dj	
fk b i[jLi h[eeh[Wd	

▪ 2. Container 클래스

fk b <hWc[	
fk b <hWc[l jhd] j j[	
fk b l jhd]][j j[	
fk b ee[WdiH[ipW[	
fk b l e i[jC[dk8WhC[dk8Whc	
fk b l e i[jH[ipW[ee[Wd	
fk b l e i[j j[l jhd] j j[	

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<예제> 프레임 객체 생성하기

```
 0cfehj W/WWmj 1
(0fk b  bWi <hWc[ [ij
)0fk b ijWj le  cWdljhd] SWhji
*0  <hWc[  3d[m<hWc[  <hWc[ :[ce 1
 0   i[jlp[ )  "(   1
,0   i[jLi  b[jhk[ 1
-0s
.0s
```

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3. 프레임 창 닫기

S

2 4 0<hWc[[ij(WWS

0cfehj WWWWmj 1
(0cfehj WWWWmj[l[dj 1
)0 <hWc[;l[dj
*0bWi <hWc[;l[dj[nj[d i <hWc[
0fk b <hWc[;l[dj
,0 ikf[h 1 <hWc[
-0 i[jl p[ ) "(1
.0 i[jLi b jHk[1
/0

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3. 프레임 창 닫기

2 4 0<hWc[[ij(WVWS

0
0 W M d emBij[d[hd[mM d em7 Wij[h
(0 S
)0 fk b le md em9beid] M d em;l[dj[
*0 ifeei[1
0 loij[c[nj 1 "

,0 s md em9beid]
-0 s
.0 1 W M d emBij[d[h
/0 s
(0s
(0
((0fk b bWi <hWc[[ij(
()0fk b ijWj le cWdljhd] SWh]i
(*0 d[m<hWc[;l[dj 1 <hWc[;l[dj
(0s
(,0s

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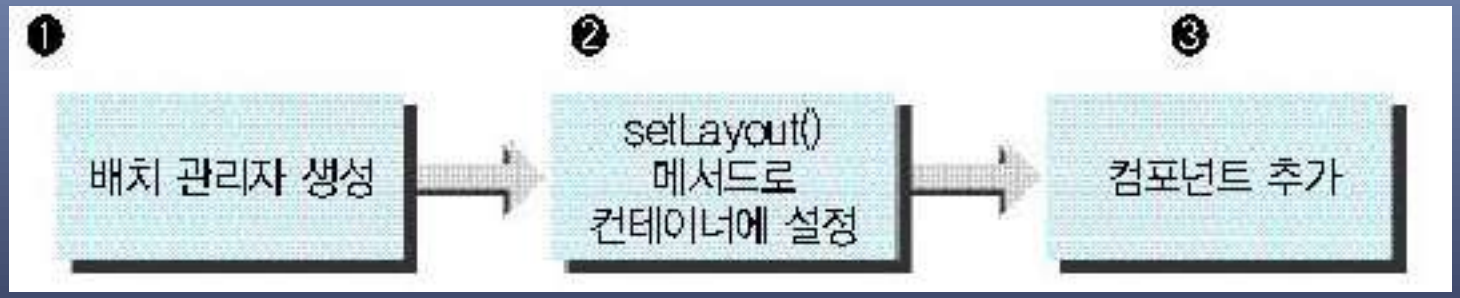
4.1 컨테이너에게 배치관리자 지정하는 절차

```
<bemBWbekj bWbekj 3 d[m <bemBWbekj   1
<hWc[   3 d[m <hWc[   1
  i[jBWbekj bWbekj 1
8kjjed   j   3 8kjjed     1
  W     j    1
```



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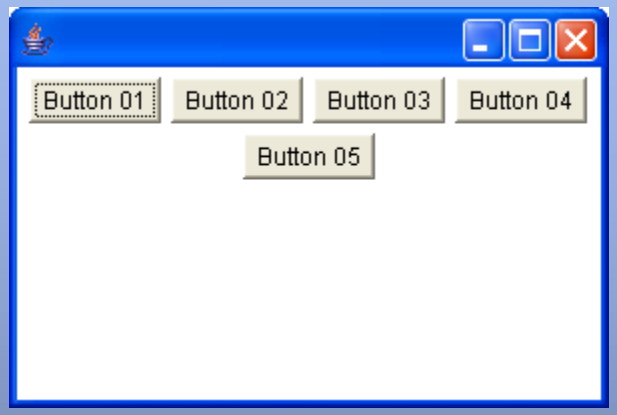
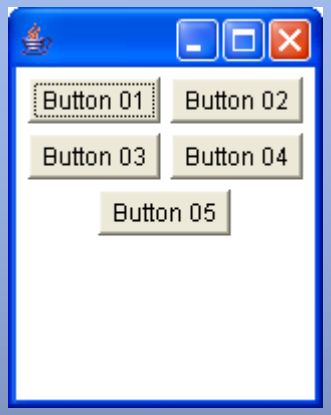
4.2 플로우 레이아웃





2 4

0cfehj WVWWnj 1

(0cfehj WVWWnj[I[dj 1

)0bWi <hWc[;n[nj[d i <hWc[

*0fk b <hWc[;n

0 <bemBWbekj

,0 i[jBWbekj <hWc[;n

-0 i[jBWbekj d[m <bemBWbekj 1

.0

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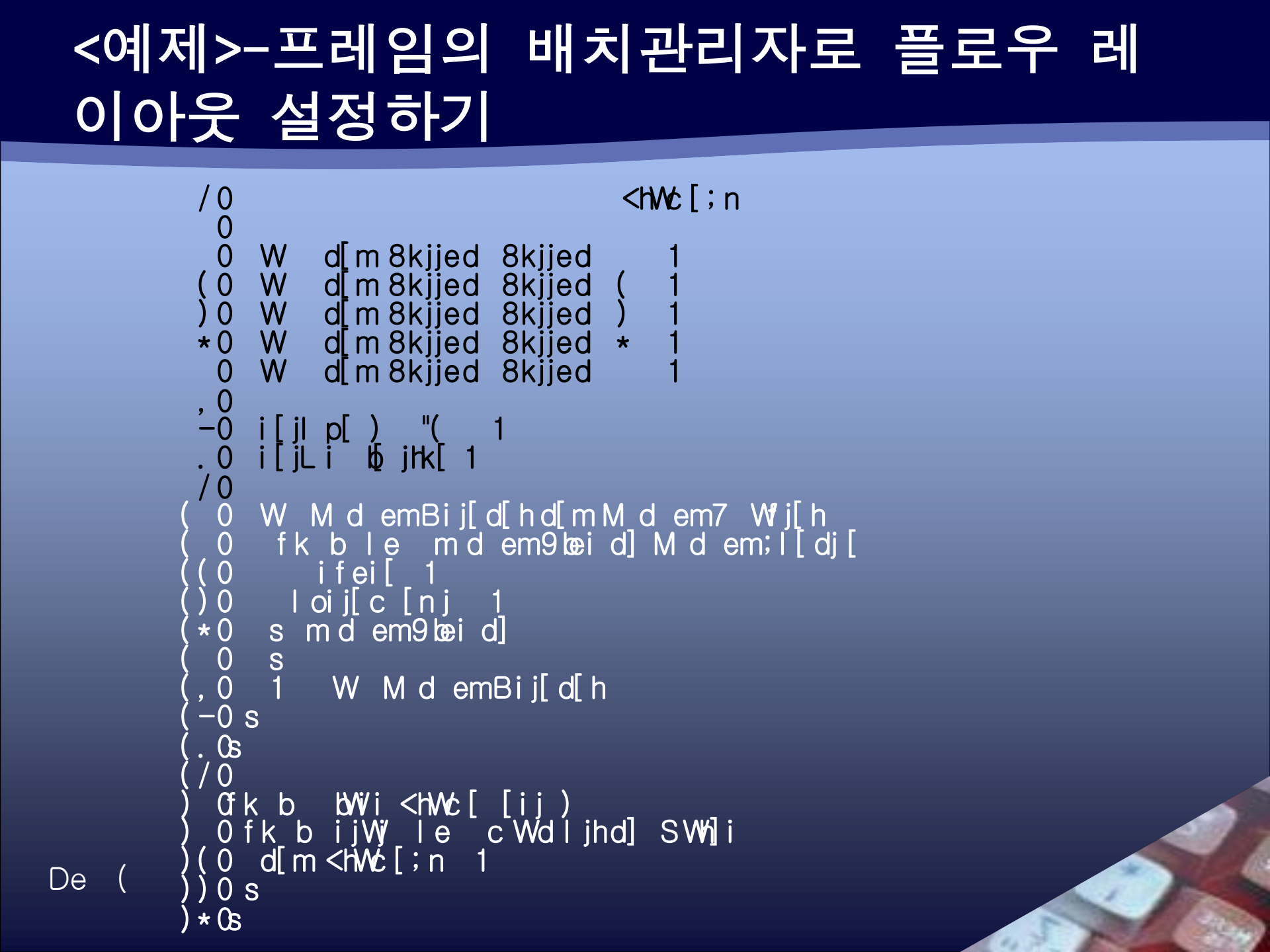
<예제>-프레임의 배치관리자로 플로우 레이아웃 설정하기



4.3 보더 레이아웃

2 4

```
 0c fehj WWWWmj 1
(0c fehj WWWWmj[l[dj 1
)0 bWi <hWc[;n[nj[d i <hWc[
*0 fk b <hWc[;n
 0 8eh[hBWbekj
,0 i[jBWbekj d[m 8eh[hBWbekj 1
-0
.0 W d[m 8kjjed 8kjjed " Dehj 1
/0 W d[m 8kjjed 8kjjed ( " M[ij 1
 0 W d[m 8kjjed 8kjjed ) " 9[dj[h 1
 0 W d[m 8kjjed 8kjjed * " ;Wj 1
(0 W d[m 8kjjed 8kjjed " lekj 1
```

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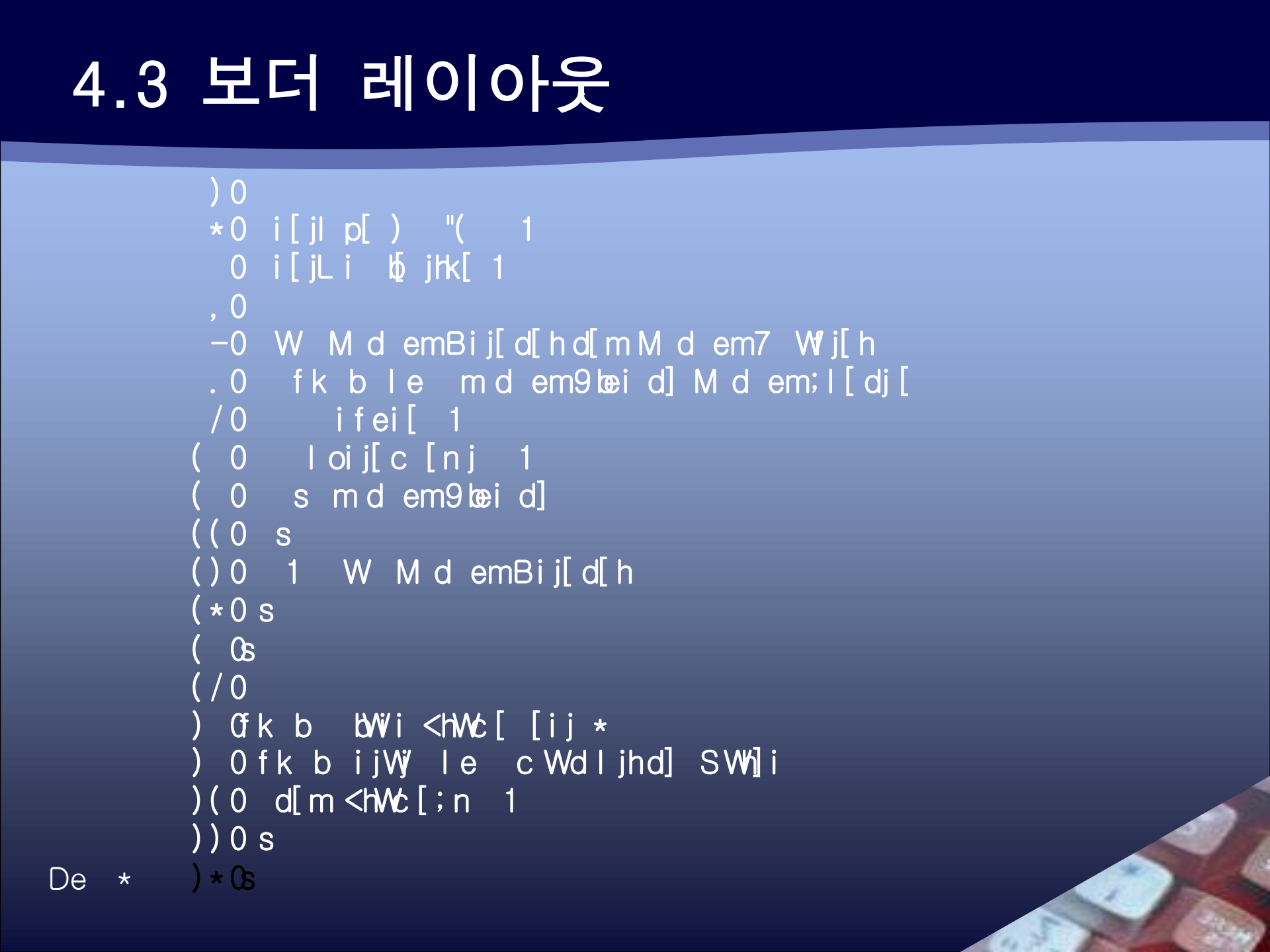
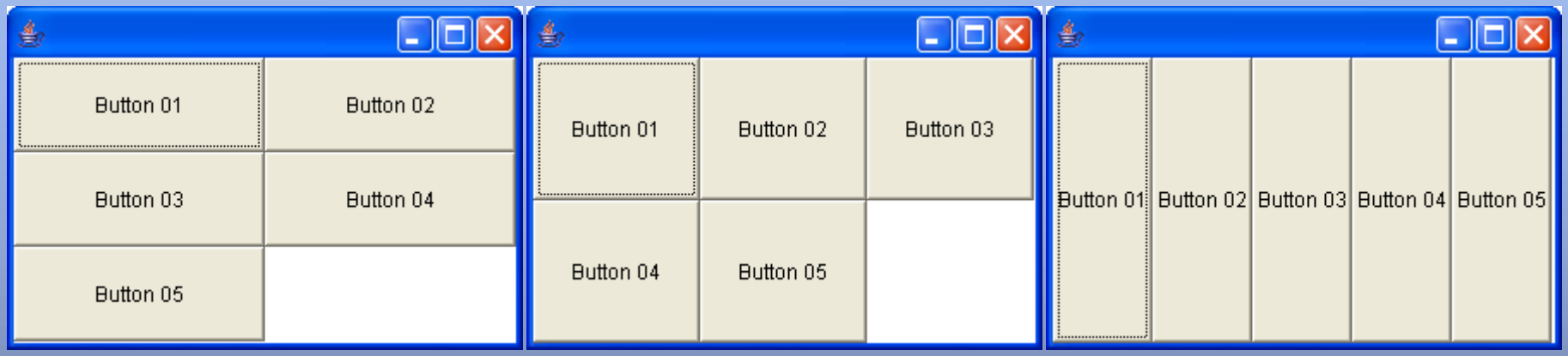
4.3 보더 레이아웃



4.4 그리드 레이아웃



2 4

```
 0cfehj WVWVWnj 1
(0cfehj WVWVWnj[l[dj 1
)0bWi <hWc[;n[nj[d i <hWc[
*0fk b <hWc[;n
 0                    =h BWbekj
,0 i[jBWbekj d[m=h BWbekj)"( 1
-0   i[jBWbekj d[m=h BWbekj(") 1
.0   i[jBWbekj d[m=h BWbekj " 1
/0
```

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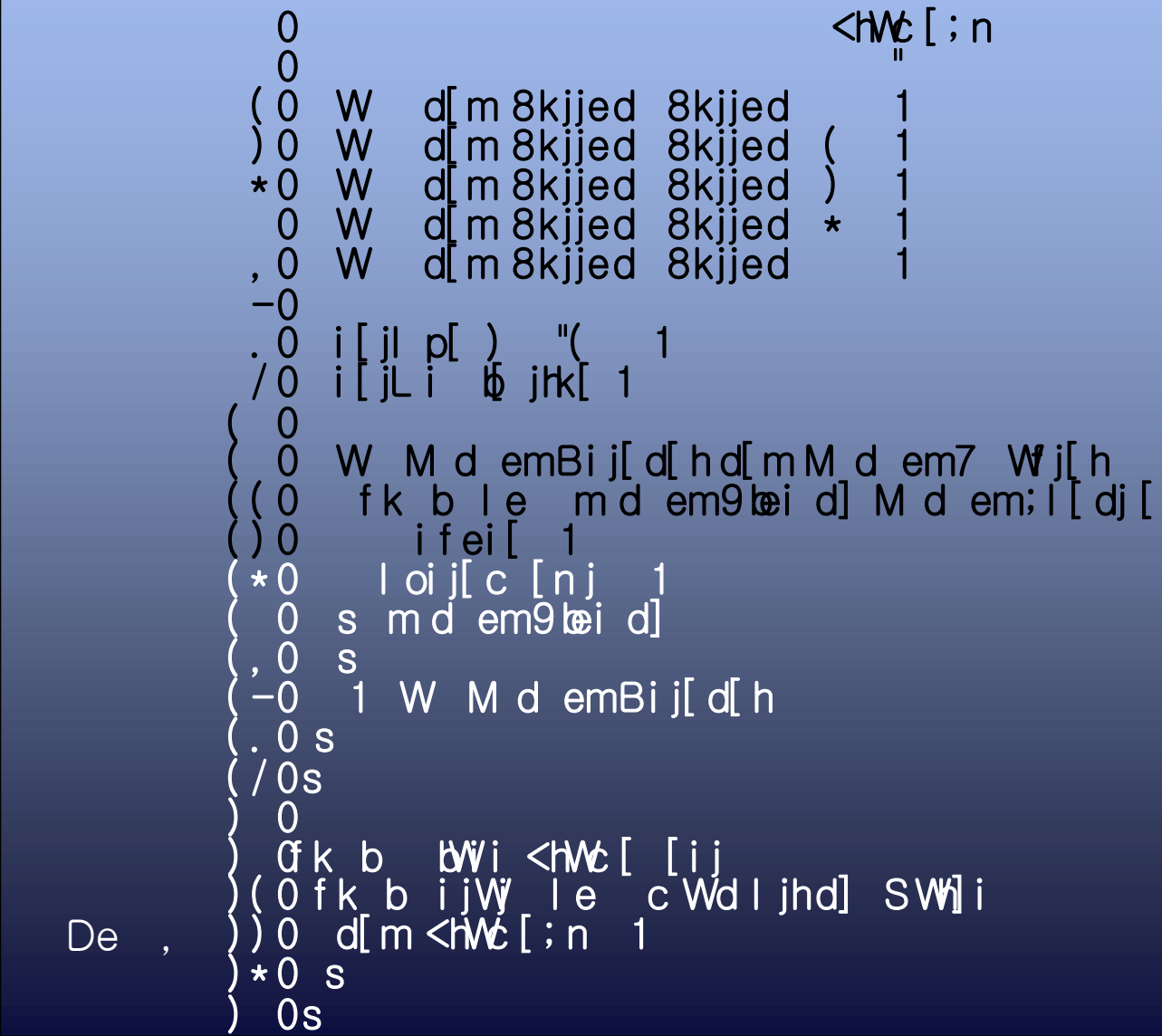
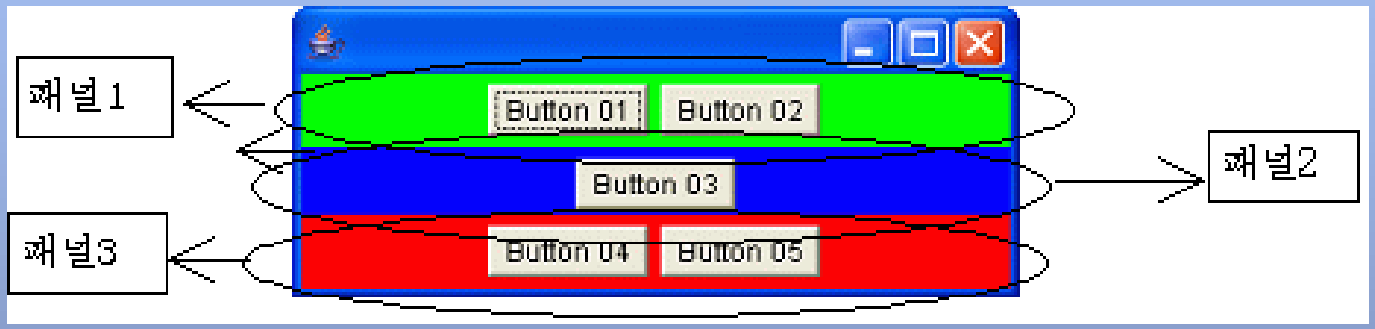
4.4 그리드 레이아웃

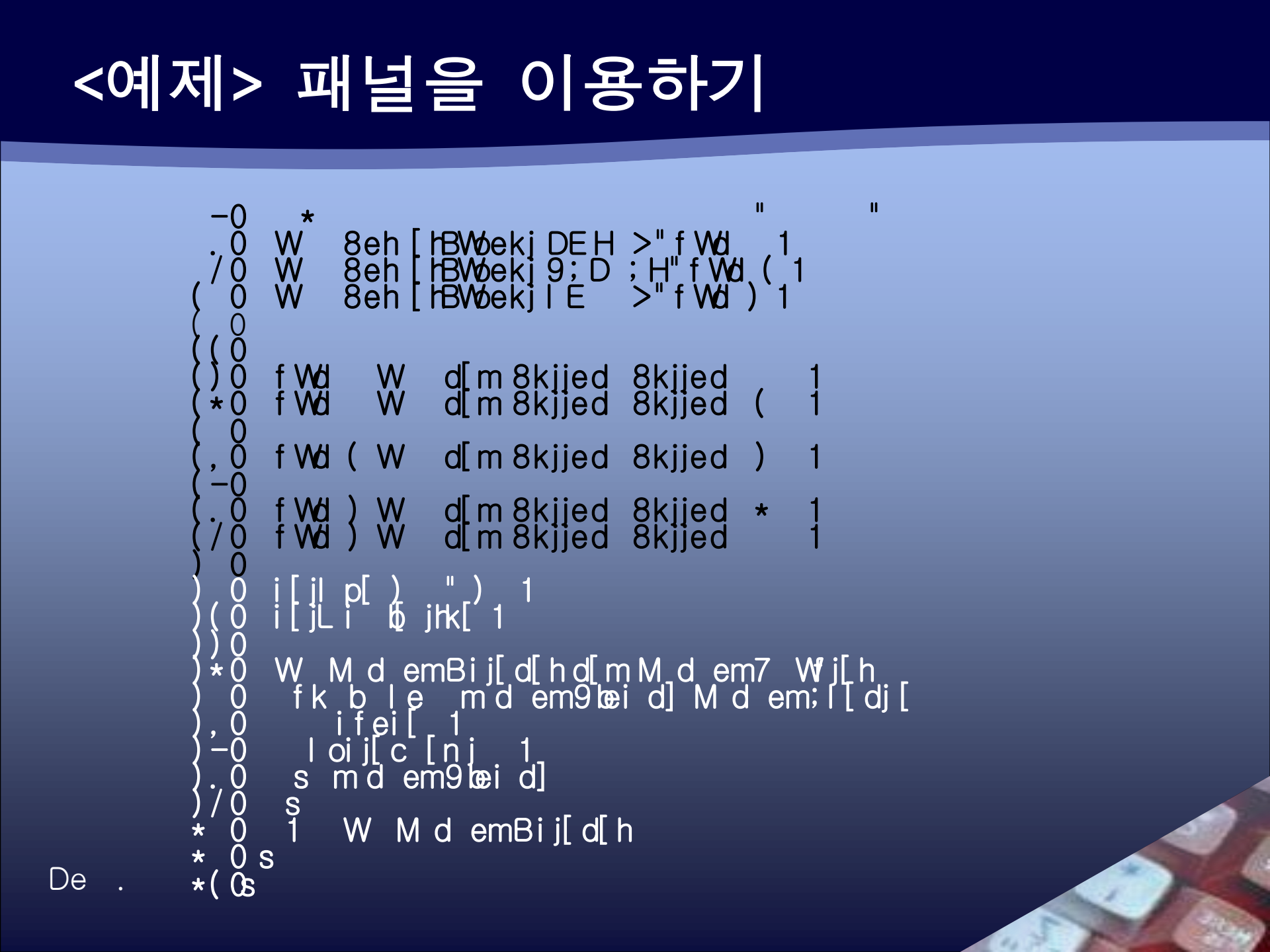


5. Panel 컨테이너




```
 0cfehj WVWVWnj 1
(0cfehj WVWVWnj[l[dj 1
)0bWi <hWc[;n[nj[d i <hWc[
*0
 0 FWd[bfWd "fWd("fWd)1
,0 fk b <hWc[;l[dj ,
-0  (
.0 fWd 3d[mFWd[b1
/0 fWd( 3d[mFWd[b1
 0 fWd) 3d[mFWd[b1
 0
(0  )
)0 fWd i[j8Wa]hekd 9ebeh]h[[d1
*0 fWd( i[j8Wa]hekd 9ebeh bk[ 1
 0 fWd) i[j8Wa]hekd 9ebehh[ 1
```

<예제> 패널을 이용하기



<예제> 패널을 이용하기

**Cfk b bWi <hWc[[ij ,
* 0fk b ijWj le cWdljhd] SWhi
*,0 d[m<hWc[;n 1
*-0s
*.0s