

Chapter 13. AWT Components

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Topics in This Chapter

- The Component class
- Creating lightweight components
- The major types of windows, including Panel, Applet, Frame, and Dialog
- Closing a Frame from a browser Applet
- Putting menus in Frames
- Creating scrollable windows
- Using object serialization to save components to disk and reload them
- Processing events in GUI controls
- The major types of controls including labels, buttons, check boxes, list boxes, and textfields

The Abstract Window Toolkit (AWT), introduced in the first release of Java, provides basic window and control components for creating GUI programs. Since the release of the Java 2 Platform, the AWT components are now superseded by the newer Swing components (covered in [Chapter 14](#), "Basic Swing," and [Chapter 15](#), "Advanced Swing"). However, the only popular browser that currently supports Swing is Netscape 6; Swing is unsupported in earlier versions of Netscape and Internet Explorer without installation of the Java Plug-In (see [Section 9.9](#)), or including the required Swing classes in a JAR file for downloading along with the applet. So, if you are delivering Java content to customers over the Internet in Web pages, the best solution is to use the AWT components. In this chapter, we present the major types of windows and controls available in the AWT and discuss how to handle user events in the GUI controls. The Java 1.1 AWT API is supported by Netscape 4.06 and

later, and Internet Explorer 4.0 and later.

The AWT has eight major types of windows for user interfaces: `Canvas`, `Panel`, `Applet`, `ScrollPane`, `Frame`, `Dialog`, `FileDialog`, and `Window`. Some windows (such as `Panel` and `ScrollPane`) are borderless and can only be placed in other windows; others (such as `Frame` and `Dialog`) have borders and title bars and can pop up anywhere on the screen. An `Applet` is the starting point for Web-embedded applets and remains the main driving force for still using the AWT components. A `Frame` is the base window for graphical applications. However, for most stand-alone graphical applications you would use the Swing components. Nonetheless, the AWT `Frame` still has an important role, since a `Frame` can be opened from an applet, creating a multiple-window user interface from a browser.

In the following sections, we describe each of the eight window types, summarizing their major purposes, their standard layout manager, the steps required to create and use them, and an example of their use. Separate sections are devoted to the `Component` and `Container` classes, the bases on which the windows are built.

After presenting the basic window types, we review the general approach for processing events in your program and then cover the major GUI controls (or "widgets") available in the AWT: buttons, check boxes, radio buttons, list boxes, textfields, labels, scrollbars, and pop-up menus. All these GUI control components (as well as the major windowing components) can receive mouse and keyboard events; however, many of components use custom events for user input. For example, a `List` receives `ItemSelectionEvents`, and a `Scrollbar` receives `AdjustmentEvents`. For each major GUI control, we summarize the use of the component and the method of processing events.

GUI controls have their own graphical representation that you should not attempt to tamper directly with; the `paint` method is not used at all. Instead, the GUI controls adopt the look and feel of the operating system on which they are running (through a native "peer"), leaving interfaces that allow the user to change only certain aspects of their appearance. This feature is a two-edged sword. On the one hand, it lets you easily adapt to multiple platforms and saves you from the myriad details that implementing GUI controls yourself would require. On the other hand, you have only limited control over these graphical objects. For instance, you can always change the labels of buttons, but you can never change their shape, border thickness, or the means for clicking them.

Technically, you can create a custom AWT component that inherits directly from the `Component` class and that is lightweight and has no associated native window-system peer. For a custom component, you can override the `paint` method to create your own borders and colors. We present an example of a lightweight canvas to create a circle whose borders are transparent.

13.1 The Canvas Class

A `Canvas` is the simplest window and cannot contain any other GUI controls. Furthermore, you must place a canvas inside an existing window because a canvas cannot stand alone. As such, a `Canvas` does not have a layout manager. A canvas has two major roles:

1. **Drawing area.** Suppose that you have a complicated GUI and want to create a custom graph or image. Rather than directly drawing into the underlying window, you may find it more convenient to insert a separate `Canvas` on which to perform the drawing. Note, however, that the `Canvas` should draw *itself* by overriding the `paint` method.
2. **Custom component.** The `Canvas` is also the starting place for many custom components, for instance, an image label or image button.

Both approaches require you to subclass `Canvas`, so specialized extensions to the `Canvas` class are more common than direct instances of `Canvas`. Due to interaction of the default `update` and `paint` methods in a `Canvas`, looking up the `Graphics` object (i.e., `getGraphics`) of the `Canvas` for drawing into by an external class is not very reliable. Instead, the external routines should

set some data that the `Canvas` knows about and then invoke the `repaint` method of the `Canvas` when drawing is required.

Core Approach



Windows that need to draw should override `paint` to draw themselves. Don't try to get the `Graphics` object of another window and draw into it.

Creating and Using a Canvas

The basic steps for creating and using a `Canvas` are shown below:

```
Canvas canvas = new Canvas(); // Create the canvas.
canvas.setSize(width, height); // Resize the canvas.
add(canvas); // Add the canvas to a Container.
// Or, for other layout managers,
add(canvas, region);
```

By default, the size of a `Canvas` is 0 pixels by 0 pixels, so if you forget to set the size of the canvas, then your `Canvas` won't show up. A few exceptions to this rule exist, such as when you put a `Canvas` into the `Center` region of a `BorderLayout`; see [Chapter 12](#) (Layout Managers).

Core Alert

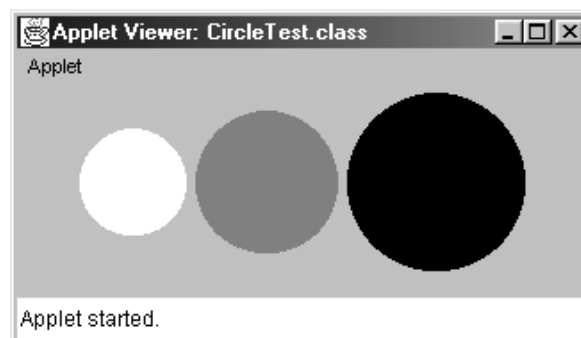


Don't forget to give a size to your `Canvas`.

Example: A Circle Component

[Listing 13.1](#) gives an example of a simple custom component—one that draws a circle on the canvas. Use of a canvas does not require any modifications to the `paint` method of the window using it. Instead, you simply add the canvas to a window ([Listing 13.2](#)) and let Java take care the rest. The canvas is automatically redrawn whenever the window is covered and reexposed, or positioned by the layout managers if the enclosing window uses one. The result is shown in [Figure 13-1](#). In this example, we let the `Applet` decide where to place the circles. In [Chapter 12](#) (Layout Managers), we show you how to position the components by using different layout managers.

Figure 13-1. A `Canvas` can be used to create a new type of graphical component.



Listing 13.1 `Circle.java`

```
import java.awt.*;
```

```

/** A Circle component built using a Canvas. */

public class Circle extends Canvas {
    private int width, height;

    public Circle(Color foreground, int radius) {
        setForeground(foreground);
        width = 2*radius;
        height = 2*radius;
        setSize(width, height);
    }

    public void paint(Graphics g) {
        g.fillOval(0, 0, width, height);
    }

    public void setCenter(int x, int y) {
        setLocation(x - width/2, y - height/2);
    }
}

```

Listing 13.2 CircleTest.java

```

import java.awt.*;
import java.applet.Applet;

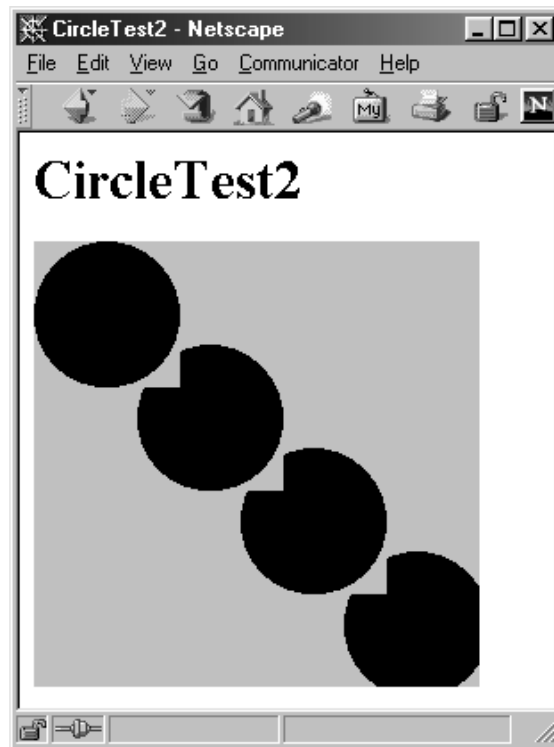
/** Insert three circles into an Applet using FlowLayout. */

public class CircleTest extends Applet {
    public void init() {
        setBackground(Color.lightGray);
        add(new Circle(Color.white, 30));
        add(new Circle(Color.gray, 40));
        add(new Circle(Color.black, 50));
    }
}

```

In the AWT, *all* graphical components are rectangular and opaque. This means that the circles cannot overlap or even be arbitrarily close together without interfering with each other. To illustrate this behavior, [Listing 13.3](#) creates multiple circles aligned diagonally in the window. As can be seen in [Figure 13-2](#), the corners of the underlying `Canvas` block part of the neighboring circles. When using an event handler for a circle, you would need to filter out mouse clicks that fall outside the area of the circle and explicitly pass them to the enclosing window.

Figure 13-2. In the AWT, windows and GUI controls are rectangular and opaque.



Core Note



In the AWT, all windows and graphical components are rectangular and opaque.

Listing 13.3 CircleTest2.java

```
import java.awt.*;
import java.applet.Applet;

/** Position circles down the diagonal so that their borders
 * just touch. Illustrates that AWT components are
 * rectangular and opaque.
 */

public class CircleTest2 extends Applet {
    public void init() {
        setBackground(Color.lightGray);
        setLayout(null); // Turn off layout manager.
        Circle circle;
        int radius = getSize().width/6;
        int deltaX = round(2.0 * (double)radius / Math.sqrt(2.0));
        for (int x=radius; x<6*radius; x=x+deltaX) {
            circle = new Circle(Color.black, radius);
            add(circle);
            circle.setCenter(x, x);
        }
    }

    private int round(double num) {
```

```

        return( (int)Math.round(num) );
    }
}

```

13.2 The Component Class

All windows and GUI controls in the AWT inherit from the `Component` class. Below, we summarize the more common methods in the class.

public void add(PopupMenu menu)

public void remove(MenuComponent menu)

The `add` method associates a `PopupMenu` with the component. The menu won't pop up automatically; use `show` in the `PopupMenu` class to display the menu. The `remove` method removes the menu from the component.

public void addNotify()

public void removeNotify()

The `addNotify` method creates the "peer" (native window system object) associated with the component. If the component peer needs to exist before some action is performed, then call this method (or `setVisible`). For custom components, be sure to call `super.addNotify` to ensure that the peer is created. The `removeNotify` method destroys the native resource (peer). The method names are a bit unintuitive; the `addNotify` and `removeNotify` methods probably should have been called `createPeer` and `destroyPeer`.

public void addXxxListener(XxxListener listener)

public void removeXxxListener(XxxListener listener)

These two methods add and remove event listeners, where `Xxx` is one of the following listeners: `Component`, `Focus`, `InputMethod` (Java 2), `Key`, `Mouse`, `MouseMotion`, `PropertyChange` (Java 2). See [Section 11.5](#) (The Standard Event Listeners) for more information.

public boolean contains(int x, int y)

public boolean contains(Point p)

These methods determine whether the specified location is inside the component.

protected final void disableEvents(long eventsToDisable)

protected final void enableEvents(long eventsToEnable)

These methods turn off and on the specified events for the component, respectively. See the `AWTEvent` class for input event types (masks).

public final void dispatchEvent(AWTEvent event)

This is a low-level event handling method for dispatching events to the component.

protected void firePropertyChange(String propertyName, Object oldValue, Object newValue) [Java 2]

The `firePropertyChange` method places a `PropertyChangeEvent` on the event dispatch queue. The event is dispatched to any registered `PropertyChangeListeners`.

public float getAlignmentX()

public float getAlignmentY()

These methods can be overridden to provide alignment information, where a value of 0.0f should be interpreted to align the side closest to the x or y axis (i.e., left and top, respectively), 0.5f should be interpreted to align the centers, and 1.0f to align the side farthest from the axis (i.e., right and bottom). The default value for both is 0.5f. The `Component` class defines five associated constants: `TOP_ALIGNMENT` (0.0f), `CENTER_ALIGNMENT` (0.5f), `BOTTOM_ALIGNMENT` (1.0f), `LEFT_ALIGNMENT` (0.0f), and `RIGHT_ALIGNMENT` (1.0f).

public Color getBackground()

public void setBackground(Color bgColor)

These two methods return and set the background color of the component, respectively.

public Rectangle getBounds()

public void setBounds(int x, int y, int width, int height)

public void setBounds(Rectangle boundingRectangle)

The `getBounds` method returns a `Rectangle` object describing the outside edges of the component. A `Rectangle` is a nongraphical data structure with `x`, `y`, `width`, and `height` fields. The remaining two methods change both the size and location of a component. You can replace the combination of `setSize` and `setLocation` with `setBounds`.

public Component getComponentAt(int x, int y)

public Component getComponentAt(Point p)

These methods return the topmost component at the specified location. The component itself is returned if there is no nested component at the location; `null` is returned for coordinates outside the component.

public Cursor getCursor()

public void setCursor(Cursor cursor)

The `getCursor` method returns the current cursor. Use `setCursor` in any `Component` to set the cursor display. To obtain a `Cursor` object, call `Cursor.getPredefinedCursor(type)`, where `type` is one of the constants defined in the `Cursor` class: `CROSSHAIR_CURSOR`, `DEFAULT_CURSOR`, `E_RESIZE_CURSOR`, `HAND_CURSOR`, `MOVE_CURSOR`, `N_RESIZE_CURSOR`, `NE_RESIZE_CURSOR`, `NW_RESIZE_CURSOR`, `S_RESIZE_CURSOR`, `SE_RESIZE_CURSOR`, `SW_RESIZE_CURSOR`, `TEXT_CURSOR`, `W_RESIZE_CURSOR`, or `WAIT_CURSOR`.

public Font getFont()

public void setFont(Font f)

The `getFont` method returns the current font, either from a `setFont` call or inherited from the enclosing window. The `Graphics` object used in `paint` and `update` also inherits the component font.

public FontMetrics getFontMetrics(Font f)

Given a `Font`, `getFontMetrics` returns a `FontMetrics` object. Use this object to find the width and height of characters or strings in the specified font.

public Color getForeground()

public void setForeground(Color fgColor)

These two methods return and set the foreground color of the component. The foreground color is inherited by the `Graphics` object of the component.

public Graphics getGraphics()

This method returns a `Graphics` object that can be used to draw onto the component. The `Graphics` object is initialized with the component's font and foreground and background colors.

public Point getLocation()

public void setLocation(int x, int y)

public void setLocation(Point p)

The `getLocation` method returns a `Point` object (with `x` and `y` fields) describing, *in the enclosing window's coordinate system*, the top-left corner of the window. See `getLocationOnScreen` for retrieving the absolute coordinates. The `setLocation` methods move the top-left corner of the component to the specified position in the enclosing window's coordinate system. If the parent window is using one of the standard layout managers, then setting the location can be undone by the layout manager.

public Point getLocationOnScreen()

This method returns the absolute location of the component's top-left corner. For applets, however, you cannot obtain the absolute location of the component on the screen.

public Dimension getMinimumSize()

public Dimension getMaximumSize()

public Dimension getPreferredSize()

These methods return a `Dimension` object (with `x`, `y`, `width`, and `height` fields) describing the smallest, largest, or preferred size of the component. Layout managers use these values and should not resize components beyond these bounds if possible.

public Container getParent()

This method returns the enclosing window (`null` in the case of a `Frame` or a `Component` not yet associated with a window).

public Dimension getSize()

public void setSize(int width, int height)

public void setSize(Dimension d)

The `setSize` method returns the current size of the component as a `Dimension` object. A `Dimension` has `width` and `height` fields. The `setSize` methods change the width and height of the component by calling `setBounds` with the specified width and height and the current top-left corner location.

public Toolkit getToolkit()

This method returns the `Toolkit`, which is used to load images (`getImage`), find the available fonts (`getFontList`), look up the screen size (`getScreenSize`), resolution (`getScreenResolution`), and so forth.

public void invalidate()**public void validate()**

The `invalidate` method sets an internal flag, indicating that the component and all nested components are no longer valid and should be laid out again before painting. The `validate` method works in coordination with the `Container` class to update the layout of the component and all nested components.

public boolean isEnabled()

The `isEnabled` method determines whether a component is enabled. See `setEnabled`.

public boolean isFocusTraversable()

The `isFocusTraversable` method determines whether the component will receive the input focus when the user uses Tab or Shift-Tab. If not, the component can still explicitly request the focus with `requestFocus`.

public boolean isShowing()**public boolean isVisible()**

The `isShowing` method determines whether the component is visible and that the window holding it is showing. The `isVisible` method determines whether the component is currently visible. Even if the `isVisible` method returns `true`, the component won't appear if the containing window is not visible.

public boolean isValid()

The `isValid` method determines whether the component is valid. See `validate` and `invalidate`.

public void list()**public void list(PrintStream stream)****public void list(PrintStream stream, int indentation)****public void list(PrintWriter writer)****public void list(PrintWriter writer, int indentation)**

These methods print information about the component and subcomponents, traversing the

tree in depth-first order and printing nested components indented relative to their parents. These methods are useful during development, since calling `list` on the top-level window (i.e., the `Applet` or `Frame`) gives information on every component in the application.

Core Approach



The `list` method is a valuable debugging tool, especially when you are first learning about windows and GUI controls.

public void paint(Graphics g)

The `paint` method is called whenever the user calls `repaint` or when the component is obscured and reexposed. Override this method to perform graphics operations in a component. If `paint` is called because part of the component has been covered, the clipping region of the `Graphics` object is set to that area.

public void paintAll(Graphics g)

This method paints the component and any nested components.

public boolean prepareImage(Image image, ImageObserver observer)

public boolean prepareImage(Image image, int width, int height, ImageObserver observer)

These methods start the loading of the image data for the associated `Image`. They are used to preload images with `Graphics.drawImage` before you draw with them. For more information on loading images, see [Section 9.12](#) (Drawing Images). Note that scaled images are treated as new images, so if you are going to draw an image at a size other than the default, you have to call `prepareImage` with that size. A value of `true` is returned if all the image data is already available; otherwise, `false`.

public void print(Graphics g)

public void printAll(Graphics g)

These methods print the component if the `Graphics` object implements the `PrintGraphics` interface. The default implementations do nothing but call `paint` and `paintAll`.

public void processXxxEvent(XxxEvent event)

This method processes the associated enabled, low-level events (see `enableEvents`). The type of event, `Xxx`, is any of the following: `Component`, `Focus`, `InputMethod` (Java 2) `Key`, `Mouse`, or `MouseMotion`. For more information on events, see [Chapter 11](#) (Handling Mouse and Keyboard Events).

public void repaint()

public void repaint(int x, int y, int width, int height)

public void repaint(long milliseconds)

public void repaint(long milliseconds, int x, int y, int width, int height)

These methods ask the AWT thread to asynchronously call `update` as soon as possible

(or after the specified number of milliseconds). This action places a `PaintEvent` on the event queue. Upon reaching the front of the queue, `PaintEvent` is dispatched to `update`, which normally results in the screen being cleared, followed by a call to the `paint` method. If a rectangular region is specified, it is used for the clipping region of the `Graphics` object in `update` and `paint`.

public void requestFocus()

This method is called when the component is to receive the input focus. For instance, you could use `requestFocus` so that clicking on a certain `Button` results in a given `TextField` receiving the focus.

public void setEnabled(boolean enabledFlag)

The `setEnabled` method enables (`true`) or disables (`false`) an AWT component. On most operating systems, disabling a GUI control such as a button results in the component being grayed out.

public void setVisible(boolean visibleFlag)

The `setVisible` method makes an AWT component visible (`true`) or invisible (`false`).

public void transferFocus()

This method passes the input focus to the next component in the Tab order. The tabbing order of AWT components is determined by order in which the components were added to the window.

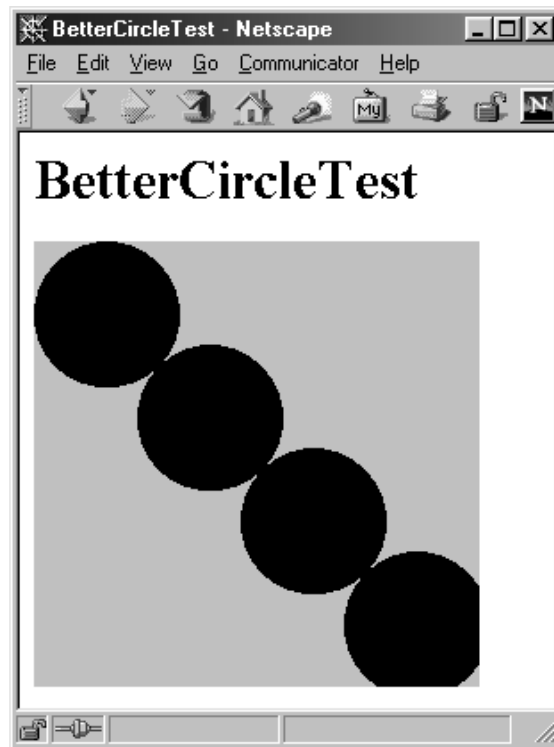
public void update(Graphics g)

This method is called by the AWT event dispatch thread after the user calls `repaint`. The default implementation clears the screen and then calls `paint(g)`, but it is common to override `update` to simply call `paint`. This approach is particularly common when you are drawing into an off-screen pixmap. For more details on offscreen drawing, see the discussion on double buffering in [Chapter 16](#) (Concurrent Programming with Java Threads).

13.3 Lightweight Components in Java 1.1

Java 1.1 introduced "lightweight" components that inherit directly from `Component` and have no associated native window-system "peer." Any region not directly drawn in the `paint` method will let the underlying component show through. For instance, [Listing 13.4](#) shows a `BetterCircle` class that uses this approach. The code is similar to the version that used `Canvas` ([Listing 13.1](#)), with the exception that here we have to override `getPreferredSize` and `getMinimumSize` to do what `Canvas` already does: simply report its current size. In general, these two methods should be used to calculate the optimum and minimum sizes for the component. [Listing 13.5](#) shows `BetterCircle` used in the same way as `Circle` was used in [Section 13.1](#). As [Figure 13-3](#) shows, the overlapping corners no longer cut into the underlying circle.

Figure 13-3. In Java 1.1, lightweight components can be transparent.



If you use lightweight components in a `Container` that has a custom `paint` method, this `paint` method *must* call `super.paint` or the lightweight components will not be drawn.

Listing 13.4 `BetterCircle.java`

```
import java.awt.*;

/** An improved variation of the Circle class that uses Java 1.1
 *  lightweight components instead of Canvas.
 */

public class BetterCircle extends Component {
    private Dimension preferredDimension;
    private int width, height;

    public BetterCircle(Color foreground, int radius) {
        setForeground(foreground);
        width = 2*radius;
        height = 2*radius;
        preferredDimension = new Dimension(width, height);
        setSize(preferredDimension);
    }

    public void paint(Graphics g) {
        g.setColor(getForeground());
        g.fillOval(0, 0, width, height);
    }

    public void setCenter(int x, int y) {
        setLocation(x - width/2, y - height/2);
    }
}
```

```

/** Report the original size as the preferred size.
 * That way, the BetterCircle doesn't get
 * shrunk by layout managers.
 */

public Dimension getPreferredSize() {
    return(preferredDimension);
}

/** Report same thing for minimum size as
 * preferred size.
 */

public Dimension getMinimumSize() {
    return(preferredDimension);
}
}

```

Listing 13.5 BetterCircleTest.java

```

import java.awt.*;
import java.applet.Applet;

/** Position circles down the diagonal so that their borders
 * just touch. Illustrates that Java 1.1 lightweight
 * components can be partially transparent.
 */

public class BetterCircleTest extends Applet {
    public void init() {
        setBackground(Color.lightGray);
        setLayout(null);
        BetterCircle circle;
        int radius = getSize().width/6;
        int deltaX = round(2.0 * (double)radius / Math.sqrt(2.0));
        for (int x=radius; x<6*radius; x=x+deltaX) {
            circle = new BetterCircle(Color.black, radius);
            add(circle);
            circle.setCenter(x, x);
        }
    }

    private int round(double num) {
        return((int)Math.round(num));
    }
}

```

The ability to create components that are lightweight permits development of controls that truly appear the same across all platforms. This capability is so beneficial that nearly all Swing components are lightweight and do not rely on peer components for drawing. See [Section 14.1](#) (Getting Started with Swing) for a discussion of lightweight Swing components.

13.4 The Panel Class

A `Panel` is a borderless window that can contain GUI controls and nested windows. Like `Canvas`, a `Panel` is not a stand-alone window, and you need to place the `Panel` in an existing window. A `Panel` has two major purposes:

1. Grouping or organizing other components. For complex GUI layouts, you may want to break the display into rectangular regions, embedding each in a `Panel`. Each `Panel` is then in charge of laying out the components it contains, and the top-level layout simply has to put the panels in the proper positions.
2. Creating a custom component that requires embedded components.

Default LayoutManager: FlowLayout

Windows that can hold other components (i.e., `Containers`) use a `LayoutManager` to help them arrange their components. Components can have different sizes depending on the operating system; therefore, layout managers automatically help to position the components when the window size changes or when components are added and removed from the window.

The `FlowLayout` layout manager respects the preferred size of the components and places them in rows, left to right, centered horizontally and vertically. Furthermore, a `Panel`'s own preferred size is calculated to be just barely large enough to enclose the components that it contains. This means that if you put a `Panel` into some other window that is using `FlowLayout`, the `Panel` may shrink or stretch. In fact, if you put an *empty* `Panel` into a `Container` that is using `FlowLayout`, your `Panel` is shrunk to a width and height of zero and will not show up at all.

Core Warning



If you put an empty `Panel` into a `Container` that is using `FlowLayout`, your `Panel` will disappear.

Creating and Using a Panel

In the following sections, we illustrate the basic steps for creating and using a `Panel`. Since the preferred size of a `Panel` is determined by the size of the contained components, a `Panel` is usually not given an explicit size before being added to a `Container`. The general approach for creating a panel is shown below.

```
// Create the Panel.
Panel panel = new Panel();
// Add components to the Panel.
panel.add(someComponent);
panel.add(someOtherComponent);
// Add the panel to a container. If FlowLayout,
container.add(panel);
// Or if a BorderLayout,
container.add(panel, region);
```

Example: Using a Panel for Grouping

Here's an example of using a `Panel` to group buttons. In the first example ([Listing 13.6](#)), eight buttons are added to an `Applet` that is wide enough to hold five buttons side by side. So, the first six buttons are placed in the first row, with the final two buttons placed in the second row ([Figure 13-4](#)). However, this is not the best layout, since the first four buttons are related to one topic and the second four buttons are related to another topic. The second example ([Listing 13.7](#)) shows a way to group the buttons by placing each set of buttons in a different panel. [Figure 13-5](#) shows the result.

Figure 13-4. Without nested panels, as many components as can fit are packed into each row.

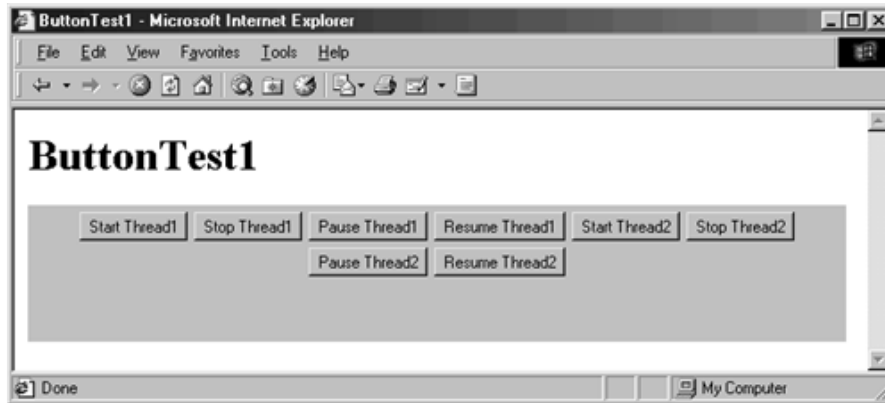
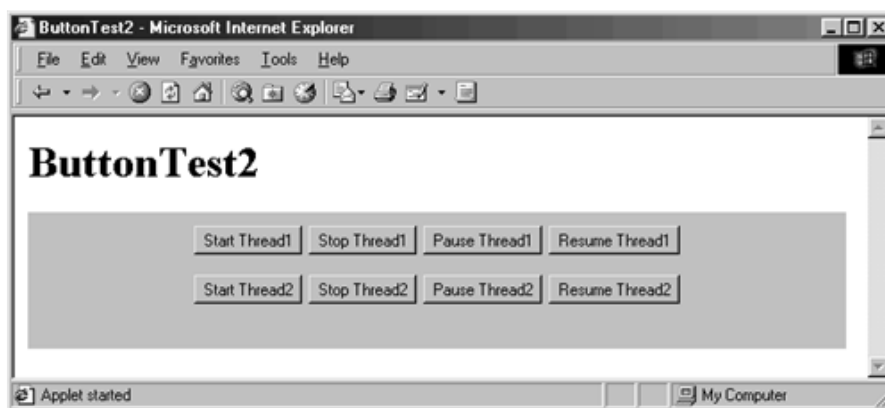


Figure 13-5. Use nested panels to group components together.



Listing 13.6 ButtonTest1.java

```
import java.applet.Applet;
import java.awt.*;

/** Eight ungrouped buttons in an Applet using FlowLayout. */

public class ButtonTest1 extends Applet {
    public void init() {
        String[] labelPrefixes = { "Start", "Stop", "Pause",
                                   "Resume" };
        for (int i=0; i<4; i++) {
            add(new Button(labelPrefixes[i] + " Thread1"));
        }
        for (int i=0; i<4; i++) {
            add(new Button(labelPrefixes[i] + " Thread2"));
        }
    }
}
```

Listing 13.7 ButtonTest2.java

```
import java.applet.Applet;
import java.awt.*;
```



```

/** Eight buttons: four each in two panels. */

public class ButtonTest2 extends Applet {
    public void init() {
        String[] labelPrefixes = { "Start", "Stop", "Pause",
                                    "Resume" };

        Panel p1 = new Panel();
        for (int i=0; i<4; i++) {
            p1.add(new Button(labelPrefixes[i] + " Thread1"));
        }
        Panel p2 = new Panel();
        for (int i=0; i<4; i++) {
            p2.add(new Button(labelPrefixes[i] + " Thread2"));
        }
        add(p1);
        add(p2);
    }
}

```

13.5 The Container Class

In [Section 13.4](#) we looked at `Panel`—Java's basic window used to hold other components. Windows that can hold other components are part of the `Container` class. Being `Components` themselves, `Containers` inherit all the methods presented in [Section 13.2](#) (The Component Class). The `Container` class has the following additional methods.

public Component add(Component c)

public Component add(Component c, Object constraints)

The first method simply inserts the component in the last position in the component array and is used with all standard layout managers. The one exception is `BorderLayout`, where you must specify a region `BorderLayout.NORTH`, `BorderLayout.SOUTH`, `BorderLayout.EAST`, `BorderLayout.WEST`, or `BorderLayout.CENTER`. In addition to these two `add` methods, the class also provides methods in which you can specify the index in the `Container`'s component array to place the new component. See the `java.awt.Container` API for details.

public void addContainerListener(ContainerListener listener)

public void removeContainerListener(ContainerListener listener)

These two methods add and remove a container listener from the `Container`, respectively. Whenever a component is added to or removed from the `Container`, a `ContainerEvent` is created and later processed by the container listener.

public int getComponentCount()

This method returns the number of components contained in the container. Components are counted even if they are not visible (see the `isVisible` method of `Component`).

public Component getComponent(int position)

The `getComponent` method returns the *N*th element contained in the container

(window), where 0 corresponds to the first component added. An `ArrayIndexOutOfBoundsException` is thrown if you supply an *N* greater than or equal to the value of `getComponentCount`.

public Component[] getComponents()

This method returns an array of the components contained in the container (window). The array might have zero length but will not be `null`.

public LayoutManager getLayout()

This method returns the layout manager instance used by the container, or `null` if there is no layout manager.

public Insets getInsets()

This method returns an `Insets` object (`top`, `bottom`, `left`, and `right` fields) describing the margins of the window. The standard layout managers do not draw into these margins. No corresponding `setInsets` method is available; you have to override `getInsets` to return a different value than the default (determined by the peer windows) or retrieve the `Insets` object and modify its `public` fields.

public boolean isAncestorOf(Component possibleSubComponent)

This method determines whether the specified component is contained *anywhere* in the containment hierarchy of the window.

public void paint(Graphics g)

public void print(Graphics g)

These methods are inherited from `Component`. However, there is an important difference in how they are used in containers. If your window contains any lightweight components and you override `paint` or `print`, you must call `super.paint` or `super.print` to make sure the components are drawn properly. Since you never know whether a lightweight component will be added later, it's a good idea to always call the corresponding supermethods at the end of `paint` or `print`.

public void processContainerEvent(ContainerEvent event)

If container events are enabled, this method can monitor them. See [Section 11.5](#) (The Standard Event Listeners) for more information.

public void remove(int Component)

public void remove(int position)

The `remove` method takes a specified component out of the window. You can also remove the *N*th component in the window's component array; a 0 corresponds to the first component added; `getComponentCount() - 1` corresponds to the last component.

public void setLayout(LayoutManager manager)

This method changes the layout manager. For instance, you could change `BorderLayout` to `FlowLayout` for a `Frame` or tell an `Applet` to use `FlowLayout` with a horizontal and vertical gap of 10 pixels instead of 5.

13.6 The Applet Class

An `Applet` is most commonly used for Java programs embedded in Web pages. Technically, you could use an `Applet` in a Java application, but a better approach is to simply use a `Panel` instead, since an `Applet` inherits from `Panel`. The layout manager for an `Applet` is unchanged from the parent `Panel` class—`FlowLayout`. For more details on using an `Applet`, see [Chapter 9](#) (Applets and Basic Graphics).

13.7 The ScrollPane Class

A `ScrollPane` is a borderless window used to contain something too large to show all at once. In essence, a scroll pane is a window without borders and without a `LayoutManager`. A `ScrollPane` can contain only a *single* component. However, this one component could be a `Panel` containing many other components.

Creating and Using a ScrollPane

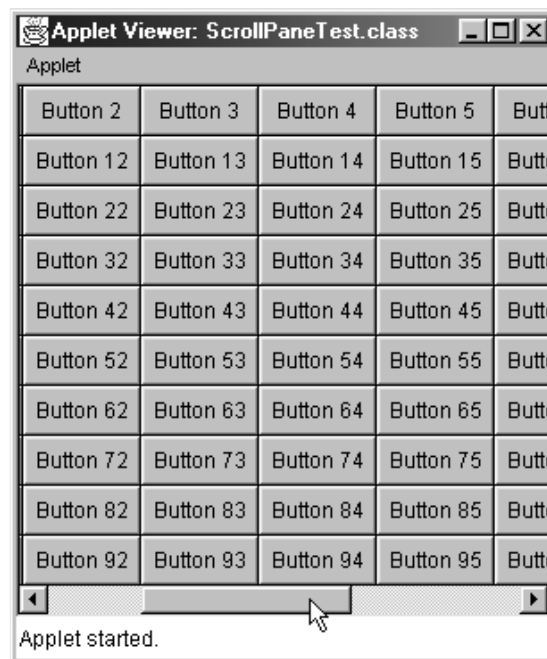
Although several options are available for controlling a scroll pane programmatically, the most common use is to simply place a large `Component` or `Container` in the `ScrollPane` and let the user perform the scrolling through scrollbars. When creating a `ScrollPane`, you can specify three possible behaviors for the scrollbars: `SCROLLBARS_ALWAYS`, `SCROLLBARS_AS_NEEDED`, `SCROLLBARS_NEVER`. A `ScrollPane` created through the default constructor uses scrollbars only when they are needed. Below is the basic approach for creating and using a `ScrollBar`.

```
// Create the scroll pane, indicating the presence
// of scrollbars.
ScrollPane pane =
    new ScrollPane(ScrollPane.SCROLLBARS_ALWAYS);
// Size the scroll pane and add to the container.
pane.setSize(width, height);
add(pane);
```

Example: ScrollPane with 100-Button Panel

[Listing 13.8](#) shows a simple `ScrollPane` containing a 100-button `Panel`. [Figure 13-6](#) shows the result after the horizontal scrollbar is moved to the right. The example makes use of the `CloseableFrame` class shown in [Listing 13.11](#), which provides support for letting the user close the frame. See [Section 13.8](#) (The Frame Class) for details.

Figure 13-6. A `ScrollPane` can be scrolled to reveal any part of the enclosed `Component` that is beyond the bounds of the window.



Listing 13.8 ScrollPaneTest.java

```
import java.applet.Applet;
import java.awt.*;

/** Places a Panel holding 100 buttons in a ScrollPane that is
 * too small to hold it.
 */

public class ScrollPaneTest extends Applet {
    public void init() {
        setLayout(new BorderLayout());
        ScrollPane pane = new ScrollPane();
        Panel bigPanel = new Panel();
        bigPanel.setLayout(new GridLayout(10, 10));
        for(int i=0; i<100; i++) {
            bigPanel.add(new Button("Button " + i));
        }
        pane.add(bigPanel);
        add(pane, BorderLayout.CENTER);
    }
}
```

13.8 The Frame Class

A `Frame` is the starting point for graphical applications and for pop-up windows in applets. Most often, a `Frame` is used to create a stand-alone window. A `Frame` has a title, menu bar, border, cursor, and icon image. Furthermore, a `Frame` is a container and can contain other GUI components.

Default LayoutManager: BorderLayout

The `BorderLayout` manager divides the screen into five regions: `NORTH`, `SOUTH`, `EAST`, `WEST`, and `CENTER`. Each region can contain at most one component, and you specify the region when adding the component to the window (e.g., `add(component, BorderLayout.NORTH)`). A

component placed in the `NORTH` or `SOUTH` region is placed at the top or bottom of the frame, shrunk to its preferred height (see the `preferredSize` method of `Component`), and stretched to the full width of the frame, minus any margins (see the `getInsets` method of `Container`). Components placed in the `EAST` or `WEST` region are placed at the right or left sides, shrunk to their preferred widths, and stretched to the full frame height, minus any margins and space for `NORTH` and `SOUTH`. The `CENTER` region gets whatever is left. If you are already familiar with applets but not frames, the thing you will probably find most confusing is the layout manager. To switch the layout manager to the more familiar `FlowLayout`, use `setLayout`. For more details, see the discussion of `BorderLayout` in [Chapter 12](#) (Layout Managers).

Creating and Using a Frame

When creating a `Frame`, you have two general design choices: explicitly defining the size of the `Frame` through `setSize` or letting the size of the `Frame` be determined by the size of the `Components` that the `Frame` is holding. Below, we illustrate both approaches.

To create a `Frame` with a fixed size:

```
// Create the Frame.
Frame frame = new Frame(titleString);
// Add any components to the Frame.
frame.add(somePanel, BorderLayout.CENTER);
frame.add(otherPanel, BorderLayout.NORTH);
...
// Set the Frame size. The location will be
// in the upper-left corner of the screen.
frame.setSize(width, height);
// Or ... specify both the size and position.
frame.setBounds(left, top, width, height);
// Pop up the Frame.
frame.setVisible(true);
```

One of the most common errors people make when first starting out with `Frames` is forgetting to specify a region in which to add the component. If you simply call `frame.add(someComponent)`, the component is placed in the `CENTER` region. Subsequent calls to `frame.add(someOtherComponent)` simply replace the existing component in the `CENTER` region with the new component.

To create a `Frame` whose size is determined by the size of the components it is holding:

```
// Create the Frame.
Frame frame = new Frame(titleString);
// Position the Frame (optional).
frame.setLocation(left, top);
// Add any components to the Frame.
frame.add(somePanel, BorderLayout.CENTER);
...
// Stretch the Frame.
frame.pack();
// Pop up the Frame.
frame.setVisible(true);
```

By calling the `pack` method, you create the peer `Frame` component (see `addNotify` in the `Component` class) and the layout manager lays out all the components in the container. The size for

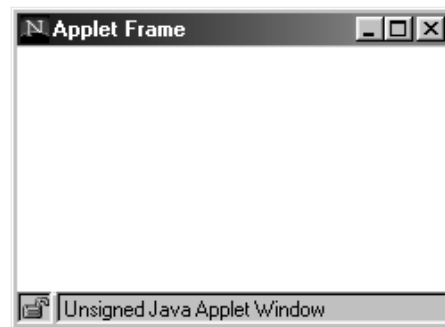
the internal window of the `Frame` is no larger than necessary to hold the components.

If you prefer that the user not be able to resize the `Frame`, then call `setResizable(false)`. Furthermore, if you would like to determine the size of the screen before you position the `Frame`, then you can call `getScreenSize` from the frame's toolkit, `getToolkit`. For example, the following would center the frame on the screen.

```
Toolkit toolkit = frame.getToolkit();
Dimension scrnSize = toolkit.getScreenSize();
Dimension frameSize = frame.getSize();
frame.setLocation((scrnSize.width-frameSize.width)/2,
                  (scrnSize.height-frameSize.height)/2);
```

Note that you can pop up frames from applets, but the frames are generally annotated with some marking like "Unsigned Java Applet Window" (Netscape; see [Figure 13-7](#)) or "Warning: Applet Window" (Internet Explorer). The warning prevents applets from popping up in official-looking windows that say "Reestablishing lost network connection. Please enter username and password below," then reporting the password found to the applet's author.

Figure 13-7. Frames started by applets typically have warning labels at the bottom.



Frame Examples

Following, we present two examples for creating a `Frame`. In the first example, [Listing 13.9](#), all the steps for creating the frame are performed in the `main` method of the class. Specifically, a `Frame` object (or an object that inherits from `Frame`) is first instantiated and then assigned to a reference variable. At that point, any changes (setting the frame size, adding components) are performed in the `main` method through the reference variable. This approach is best suited to simple applications or to situations in which the main GUI interaction is provided through another component, most often a `Panel`, added to the frame.

Listing 13.9 `FrameExample1.java`

```
import java.awt.*;

public class FrameExample1 {
    public static void main(String[] args) {
        Frame f = new Frame("Frame Example 1");
        f.setSize(400, 300);
        f.setVisible(true);
    }
}
```

In the second example, [Listing 13.10](#), the steps for building the frame are performed in the class constructor. For this approach, the class inherits from a `Frame` object and provides an entry point,

`main`, for instantiating an instance of itself. The frame properties are then established in the constructor when the object is created. This approach is more common, because it more easily lends itself to good object-oriented design principles and easily supports inheritance for further customization. Often, programmers use this approach to create child frames in a multiframe application, because the constructor provides an entry point for adding a new frame to the parent window and the `main` method provides an entry point for unit testing.

Listing 13.10 `FrameExample2.java`

```
import java.awt.*;

public class FrameExample2 extends Frame {
    public static void main(String[] args) {
        new FrameExample2();
    }

    public FrameExample2() {
        super("Frame Example 2");
        setSize(400, 300);
        setVisible(true);
    }
}
```

A Closeable Frame

By default, a `Frame` ignores all events, including window-destroy events. So, for the window to properly close, you either need to enable the low-level window events or attach a `WindowListener` to the `Frame`. Listing 13.11 shows a `CloseableFrame` that calls `System.exit` when the user tries to quit the frame. This class is used as the starting point for graphical applications throughout much of the rest of this chapter. Frames that are popped up from existing windows (e.g., from applets or other frames) should call `dispose`, not `System.exit`, when the user tries to close them. Also, since the title bar is part of the `Frame`, any drawing performed in the top several pixels of the frame will be covered up. So, to draw reliably in frames, you should either read the `getInsets` values to determine where to start the drawing or add a `Container` (e.g., `Panel`) to the `CENTER` of the frame and perform the drawing in the panel.

Listing 13.11 `CloseableFrame.java`

```
import java.awt.*;
import java.awt.event.*;

/** A Frame that you can actually quit. Used as the starting
 *  point for most Java 1.1 graphical applications.
 */

public class CloseableFrame extends Frame {
    public CloseableFrame(String title) {
        super(title);
        enableEvents(AWTEvent.WINDOW_EVENT_MASK);
    }

    /** Since we are doing something permanent, we need
     *  to call super.processWindowEvent <B>first</B>.
     */
}
```



```

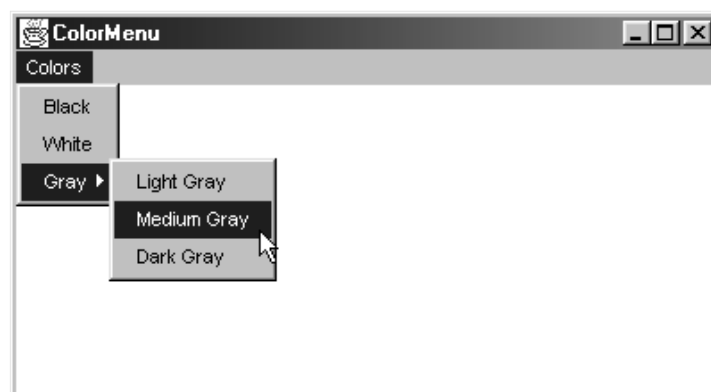
public void processWindowEvent(WindowEvent event) {
    super.processWindowEvent(event); // Handle listeners.
    if (event.getID() == WindowEvent.WINDOW_CLOSING) {
        // If the frame is used in an applet, use dispose().
        System.exit(0);
    }
}
}
}

```

Menus

Frames let you add menu bars that contain one or more menus. To use menus, first create a `MenuBar`, then create one or more `Menu` objects. You can add a `String` (a label), another `Menu` (a cascading choice), or a `CheckboxMenuItem` (a choice with a check box) to a `Menu`. Once you have your menus, place them in the `MenuBar` by using the `MenuBar`'s `add` method (to put them left to right) or `setHelpMenu` method (to put a menu at the far-right corner). Finally, put the `MenuBar` in the `Frame` through the `Frame`'s `setMenuBar` method. To handle events, attach an `ActionListener` to each `Menu` and call `event.getActionCommand` to determine which menu item was selected by the user. [Listing 13.12](#) gives an example that creates a menu of color choices and sets the background color of the `Frame` whenever a choice is selected. [Figure 13-8](#) shows the result.

Figure 13-8. Frames can contain menu bars.



Listing 13.12 ColorMenu.java

```

import java.awt.*;
import java.awt.event.*;

/** Illustrates the insertion of menu entries in Frame
 *  menu bars.
 */

public class ColorMenu extends CloseableFrame
    implements ActionListener {

    private String[] colorNames =
        { "Black", "White", "Light Gray", "Medium Gray",
          "Dark Gray" };
    private Color[] colorValues =
        { Color.black, Color.white, Color.lightGray,
          Color.gray, Color.darkGray };

```

```

public ColorMenu() {
    super("ColorMenu");
    MenuBar bar = new MenuBar();
    Menu colorMenu = new Menu("Colors");
    for(int i=0; i<2; i++) {
        colorMenu.add(colorNames[i]);
    }
    Menu grayMenu = new Menu("Gray");
    for(int i=2; i<colorNames.length; i++) {
        grayMenu.add(colorNames[i]);
    }
    colorMenu.add(grayMenu);
    bar.add(colorMenu);
    setMenuBar(bar);
    colorMenu.addActionListener(this);
    grayMenu.addActionListener(this);

    setBackground(Color.lightGray);
    setSize(400, 200);
    setVisible(true);
}
/** Catch menu events in the containing Frame. */

public void actionPerformed(ActionEvent event) {
    setBackground(colorNamed(event.getActionCommand()));
    repaint();
}

private Color colorNamed(String colorName) {
    for(int i=0; i<colorNames.length; i++) {
        if(colorNames[i].equals(colorName)) {
            return(colorValues[i]);
        }
    }
    return(Color.white);
}

public static void main(String[] args) {
    new ColorMenu();
}
}

```

Other Useful Frame Methods

Following is a quick overview of the methods available in the `Frame` class. All of the `Component` and `Container` methods are available as well, of course.

public void dispose()

This method destroys the `Frame`'s peer (actual native window) and all nested components. Since you cannot call `System.exit` from applets, a frame launched from an applet should call `dispose` on a `WINDOW_DESTROY` event.

Core Approach



To close a *Frame* launched from an *Applet*, use *dispose* instead of *System.exit*.

public Image getIconImage()

public void setIconImage(Image icon)

These methods let you retrieve or change the image that will be used when the *Frame* is iconified. The return value of `getIconImage` is `null` if you haven't explicitly called `setIconImage`.

public MenuBar getMenuBar()

public void setMenuBar(MenuBar menuBar)

public void remove(MenuComponent menuBar)

These methods let you retrieve or change the menu bar, as illustrated earlier in this section.

public String getTitle()

public void setTitle(String title)

These methods let you retrieve or change the label in the *Frame*'s title bar.

public boolean isResizable()

public void setResizable(boolean resizeFlag)

By default, users can interactively stretch or shrink frames you create. Call `setResizable(false)` to suppress this ability; `isResizable` reports the current setting.

public void pack()

The `pack` method resizes the *Frame* according to the preferred sizes of the components it contains.

public void toBack()

public void toFront()

These methods move the *Frame* to the back or front of the display (i.e., behind or on top of any overlapping windows).

13.9 Serializing Windows

Java 1.1 introduced an extremely useful capability: *serialization*. This capability lets you save the state of Java objects to disk or to send them over the network. In particular, with a single command (`writeObject`), you can save the state of a frame or other window, including all subwindows, sizes, locations, colors, and GUI controls. The only restriction is that any objects the window references must be serializable if you want them to be saved with the window. All AWT components are already serializable, and making other objects serializable is a trivial matter of having the class implement the `Serializable` interface. This interface does not declare any methods, so you can implement it by

simply tacking `implements Serializable` onto the class definition. If you have a field you don't want to bother saving, you can declare it `transient`. The frame can be reconstituted later with a single command (`readObject`).

Writing a Window to Disk

A standard approach to saving a window is as follows, assuming your code imports `java.io.*`:

```
try {
    FileOutputStream fileOut =
        new FileOutputStream("SaveFilename");
    ObjectOutputStream out =
        new ObjectOutputStream(fileOut);
    out.writeObject(someWindow);
    out.flush();
    out.close();
} catch(IOException ioe) {
    System.out.println("Error saving window: " + ioe);
}
```

If you are concerned about disk space, you can interpose a `GZIPOutputStream` (in `java.util.zip`) between the `FileOutputStream` and the `ObjectOutputStream`, but serialized windows are relatively compact even without compression.

Reading a Window from Disk

Reading the window back in is equally easy:

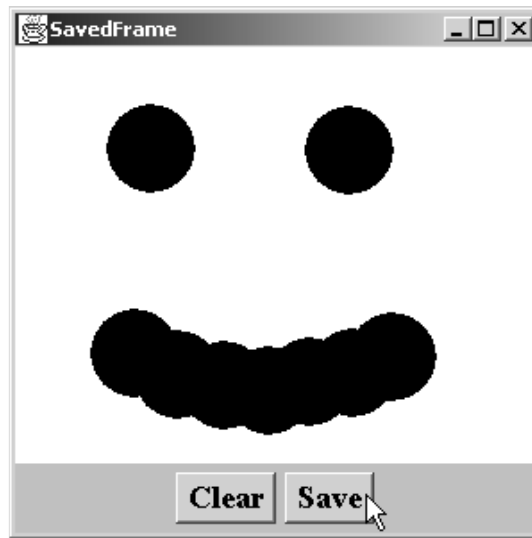
```
try {
    File saveFile = new File("SaveFilename");
    FileInputStream fileIn =
        new FileInputStream(saveFile);
    ObjectInputStream in =
        new ObjectInputStream(fileIn);
    someWindow = (WindowType)in.readObject();
    doSomethingWith(someWindow); // E.g. setVisible.
} catch(IOException ioe) {
    System.out.println("Error reading file: " + ioe);
} catch(ClassNotFoundException cnfe) {
    System.out.println("No such class: " + cnfe);
}
```

If the window was compressed when saved, you should put a `GZIPInputStream` between the `FileInputStream` and the `ObjectInputStream`.

Example: A Saveable Frame

[Listing 13.13](#) creates a `Frame` that lets you draw circles by clicking the mouse. After drawing circles, moving the `Frame` around, and stretching it interactively, you can press Save to store the result on disk. Next time you run the same program, the saved version is automatically loaded: circles, buttons, location, size, and all. [Figure 13-9](#) shows the result after a user adds some circles, quits, and restarts in a later session. The `SavedFrame` class makes use of two helper classes. `CirclePanel` is shown in [Listing 13.14](#); it is simply a `Panel` with a `MouseListener` that adds circles wherever the mouse is clicked. The circles themselves are instances of the `BetterCircle` class, shown earlier in [Listing 13.4](#).

Figure 13-9. Serialization lets you save the complete frame configuration to disk. The saved version is automatically used in later sessions.



Listing 13.13 SavedFrame.java

```
import java.awt.*;
import java.awt.event.*;
import java.io.*;

/** A Frame that lets you draw circles with mouse clicks
 *  and then save the Frame and all circles to disk.
 */

public class SavedFrame extends CloseableFrame
    implements ActionListener {

    /** If a saved version exists, use it. Otherwise create a
     *  new one.
     */

    public static void main(String[] args) {
        SavedFrame frame;
        File serializeFile = new File(serializeFilename);
        if (serializeFile.exists()) {
            try {
                FileInputStream fileIn =
                    new FileInputStream(serializeFile);
                ObjectInputStream in = new ObjectInputStream(fileIn);
                frame = (SavedFrame)in.readObject();
                frame.setVisible(true);
            } catch (IOException ioe) {
                System.out.println("Error reading file: " + ioe);
            } catch (ClassNotFoundException cnfe) {
                System.out.println("No such class: " + cnfe);
            }
        } else {
            frame = new SavedFrame();
        }
    }
}
```

```

    }
}

private static String serializeFilename = "SavedFrame.ser";
private CirclePanel circlePanel;
private Button clearButton, saveButton;

/** Build a frame with CirclePanel and buttons. */

public SavedFrame() {
    super("SavedFrame");
    setBackground(Color.white);
    setFont(new Font("Serif", Font.BOLD, 18));
    circlePanel = new CirclePanel();
    add("Center", circlePanel);
    Panel buttonPanel = new Panel();
    buttonPanel.setBackground(Color.lightGray);
    clearButton = new Button("Clear");
    saveButton = new Button("Save");
    buttonPanel.add(clearButton);
    buttonPanel.add(saveButton);
    add(buttonPanel, BorderLayout.SOUTH);
    clearButton.addActionListener(this);
    saveButton.addActionListener(this);
    setSize(300, 300);
    setVisible(true);
}

/** If "Clear" clicked, delete all existing circles. If "Save"
 *  clicked, save existing frame configuration (size,
 *  location, circles, etc.) to disk.
 */
public void actionPerformed(ActionEvent event) {
    if (event.getSource() == clearButton) {
        circlePanel.removeAll();
        circlePanel.repaint();
    } else if (event.getSource() == saveButton) {
        try {
            FileOutputStream fileOut =
                new FileOutputStream("SavedFrame.ser");
            ObjectOutputStream out =
                new ObjectOutputStream(fileOut);
            out.writeObject(this);
            out.flush();
            out.close();
        } catch (IOException ioe) {
            System.out.println("Error saving frame: " + ioe);
        }
    }
}
}

```

Listing 13.14 CirclePanel.java

```

import java.awt.*;
import java.awt.event.*;
import java.io.*;

/** A Panel that draws circles centered wherever the user clicks
 *  the mouse. <B>Uses a null layout manager.</B>.
 */

public class CirclePanel extends Panel {
    class ClickAdapter extends MouseAdapter
        implements Serializable {
        public void mouseClicked(MouseEvent event) {
            BetterCircle circle = new BetterCircle(Color.black, 25);
            add(circle);
            circle.setCenter(event.getX(), event.getY());
            invalidate();
            validate();
        }
    }

    public CirclePanel() {
        setLayout(null);
        addMouseListener(new ClickAdapter());
    }
}

```

13.10 The Dialog Class

A `Dialog` is a stripped-down `Frame`, useful for applications that don't need all of the capabilities of a `Frame`. A `Dialog` has two major roles:

1. A modal dialog that freezes interaction with other AWT components until it is closed. A modal dialog is used in situations that require the user to respond before other processing can continue.
2. A simplified frame (no cursor, menu, icon image). A nonmodal dialog is used in a similar manner to its use in a `Frame` but requires fewer resources and is faster to pop up.

A `Dialog` also has a `BorderLayout` manager that divides the screen into five regions: `NORTH`, `SOUTH`, `EAST`, `WEST`, and `CENTER`. See the discussion of `BorderLayout` in [Chapter 12](#) (Layout Managers).

Creating and Using a Dialog

Using a `Dialog` is similar to using a `Frame` except that the constructor takes two additional arguments: the parent `Frame` and a `boolean` specifying whether or not the dialog is modal, as shown below.

```

Dialog dialog =
    new Dialog(parentFrame, titleString, false);
Dialog modalDialog =
    new Dialog(parentFrame, titleString, true);

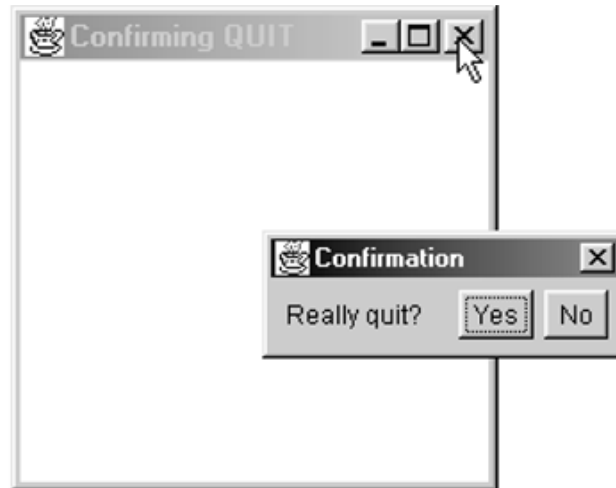
```

To use dialog boxes from applets, you need to find the parent frame by using `getFrame` method described in [Section 13.8](#) (The `Frame` Class). Modal dialogs will freeze all mouse/keyboard interaction with other Java components and suspend the calling thread.

Example: A Quit Confirmation Dialog

[Listing 13.15](#) presents a dialog box with two buttons, asking you if you really want to quit. Clicking the Yes button quits the entire application; clicking the No button closes the dialog box itself but leaves the rest of the application alone. [Listing 13.16](#) associates this dialog with the `WINDOW_DESTROY` event so that the dialog box pops up when the user tries to quit the window. [Figure 13-10](#) shows the result.

Figure 13-10. Modal dialogs freeze interaction with all other Java components.



Listing 13.15 Confirm.java

```
import java.awt.*;
import java.awt.event.*;

/** A modal dialog box with two buttons: Yes and No.
 * Clicking Yes exits Java. Clicking No exits the
 * dialog. Used for confirmed quits from frames.
 */

class Confirm extends Dialog implements ActionListener {
    private Button yes, no;

    public Confirm(Frame parent) {
        super(parent, "Confirmation", true);
        setLayout(new FlowLayout());
        add(new Label("Really quit?"));
        yes = new Button("Yes");
        yes.addActionListener(this);
        no = new Button("No");
        no.addActionListener(this);
        add(yes);
        add(no);
        pack();
        setVisible(true);
    }

    public void actionPerformed(ActionEvent event) {
        if (event.getSource() == yes) {
            System.exit(0);
        }
    }
}
```

```

        } else {
            dispose();
        }
    }
}

```

Listing 13.16 ConfirmTest.java

```

import java.awt.*;
import java.awt.event.*;

/** A Frame that uses the Confirm dialog to verify that
 *  users really want to quit.
 */

public class ConfirmTest extends Frame {
    public static void main(String[] args) {
        new ConfirmTest();
    }

    public ConfirmTest() {
        super("Confirming QUIT");
        setSize(200, 200);
        addWindowListener(new ConfirmListener());
        setVisible(true);
    }

    public ConfirmTest(String title) {
        super(title);
    }

    private class ConfirmListener extends WindowAdapter {
        public void windowClosing(WindowEvent event) {
            new Confirm(ConfirmTest.this);
        }
    }
}

```

13.11 The FileDialog Class

A `FileDialog` is a type of modal dialog that is used to load or save files. Use `FileDialog` with applications; normal applets cannot access the local disk. Although a `FileDialog` is technically a `Container`, it cannot hold any other components and has no layout manager. Here are the basic steps for creating and using a `FileDialog`.

```

// Make the FileDialog.
FileDialog fileLoader =
    new FileDialog(frame, title, FileDialog.LOAD);
FileDialog fileSaver =
    new FileDialog(frame, title, FileDialog.SAVE);
//Set a default file or file type.
fileLoader.setFile("*.txt");
// Pop up the FileDialog.

```

```
fileLoader.show();  
// Look up the filename chosen.  
String filename = fileLoader.getFile();
```

Example: Displaying Files in a TextArea

Listing 13.17 shows a `Frame` that is mostly filled with a large `TextArea` but that also contains one button at the bottom (see Figure 13-11). When the button is pressed, a `FileDialog` is displayed (also shown in Figure 13-11) to let the user choose a filename. Once that filename is chosen, a `FileInputStream` is opened and the file contents are placed in the `TextArea` (Figure 13-12).

Figure 13-11. The initial `Frame` shows a `Button` and an empty `TextArea`. The `FileDialog` pops up when the button is pressed.

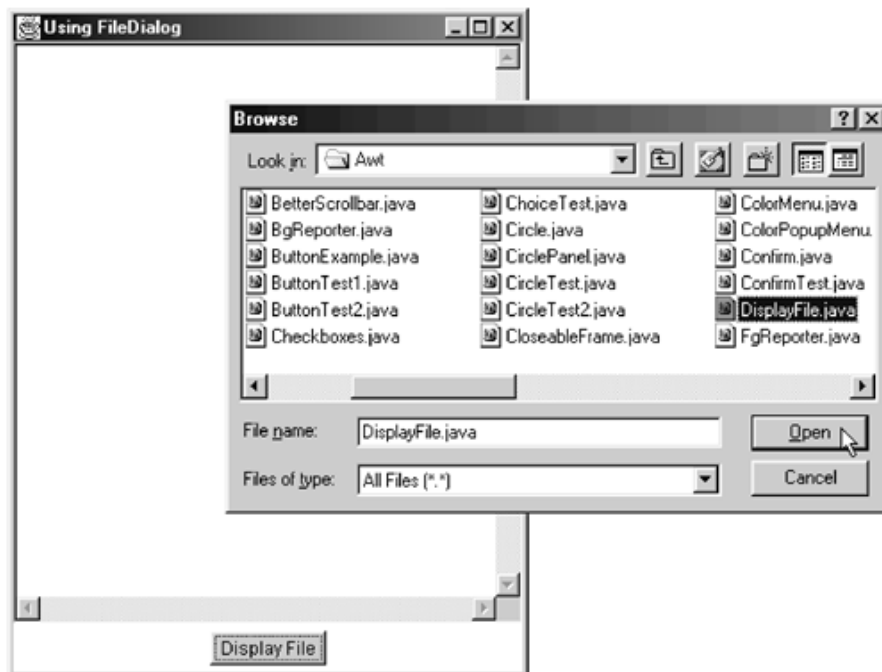
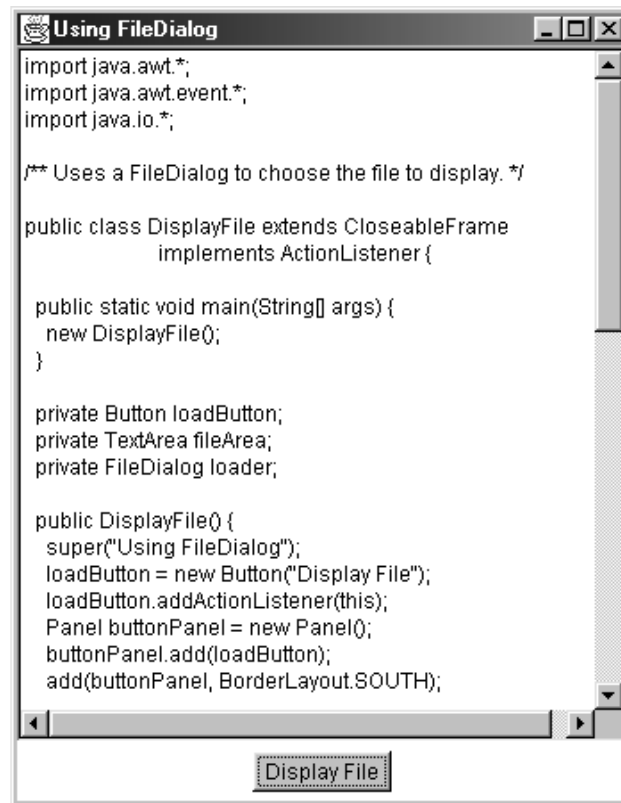


Figure 13-12. After the user chooses a file, it is displayed in the `TextArea`.



Listing 13.17 DisplayFile.java

```
import java.awt.*;
import java.awt.event.*;
import java.io.*;

/** Uses a FileDialog to choose the file to display. */

public class DisplayFile extends CloseableFrame
    implements ActionListener {

    public static void main(String[] args) {
        new DisplayFile();
    }
    private Button loadButton;
    private TextArea fileArea;
    private FileDialog loader;

    public DisplayFile() {
        super("Using FileDialog");
        loadButton = new Button("Display File");
        loadButton.addActionListener(this);
        Panel buttonPanel = new Panel();
        buttonPanel.add(loadButton);
        add(buttonPanel, BorderLayout.SOUTH);
        fileArea = new TextArea();
        add("Center", fileArea);
        loader = new FileDialog(this, "Browse", FileDialog.LOAD);
        // Default file extension: .java.
        loader.setFile("*.java");
    }
}
```

```

        setSize(350, 450);
        setVisible(true);
    }

    /** When the button is clicked, a file dialog is opened. When
     * the file dialog is closed, load the file it referenced.
     */

    public void actionPerformed(ActionEvent event) {
        loader.show();
        displayFile(loader.getFile());
    }

    public void displayFile(String filename) {
        try {
            File file = new File(filename);
            FileInputStream in = new FileInputStream(file);
            int fileLength = (int)file.length();
            byte[] fileContents = new byte[fileLength];
            in.read(fileContents);
            String fileContentsString = new String(fileContents);
            fileArea.setText(fileContentsString);
        } catch (IOException ioe) {
            fileArea.setText("IOError: " + ioe);
        }
    }
}

```

13.12 The Window Class

`Window` is the underlying class that `Frame` is built upon. A `Window` is used less frequently than the other window types and mainly serves to create pop-up windows with no border or title bar.

Default LayoutManager: BorderLayout

This layout manager divides the screen into five regions: `NORTH`, `SOUTH`, `EAST`, `WEST`, and `CENTER`. See the discussion of `BorderLayout` in [Chapter 12](#) (Layout Managers).

Creating and Using a Window

When creating a `Window`, you can explicitly state the size of the `Window` through `setSize` or let the size of the `Window` be determined by the `Components` that the `Window` is holding. We show both approaches below.

To create a `Window` with a fixed size:

```

// Create the Window.
Window window = new Window(parentFrame);
// Add any components to the Window.
window.add(somePanel, BorderLayout.CENTER);
...
// Define the size of the Window.
window.setSize(width, height);
// Or specify both the size and position.

```

```
size.setBounds(left, top, width, height);
// Pop up the Window.
window.setVisible(true);
```

To create a `Window` whose size is determined by the size of the components it is holding:

```
// Create the Window.
Window window = new Window(parentFrame);
// Position the Window (optional).
window.setLocation(left, top);
// Add any components to the Window.
window.add(somePanel, BorderLayout.CENTER);
...
// Stretch the Window.
window.pack();
// Pop up the Frame.
window.setVisible(true);
```

Remember that a `Window` has a `BorderLayout` manager; when adding a component to a `Window`, you should specify the region to place the component. Simply calling `window.add(someComponent)` places the component in the `CENTER` region of the `BorderLayout`. Any subsequent calls to `add(someOtherComponent)` simply replace the existing component located in the `CENTER` region with the new component.

13.13 Handling Events in GUI Controls

In this section we present the general approach for handling events in GUI controls. Depending on the graphical control, different events are generated. For example, a `Button` generates `ActionEvents` and a `Checkbox` generates `ItemEvents`. As presented in [Chapter 11](#) (Handling Mouse and Keyboard Events), you can use either high-level or low-level event processing to handle events. The two levels of event processing are briefly reviewed below.

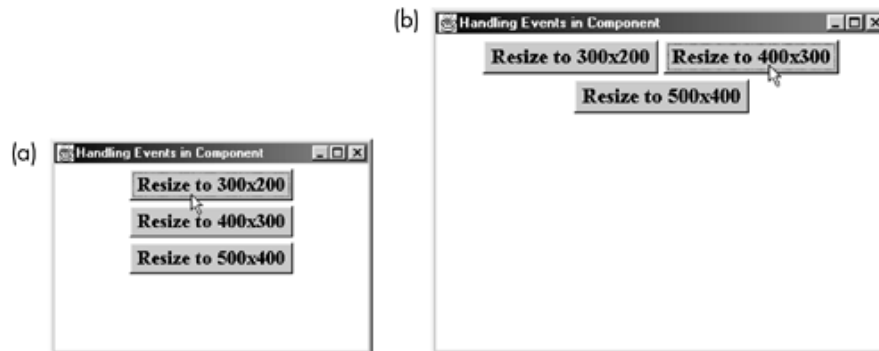
- **High-level event processing.** Process the event by attaching a listener to the component, using `addXxxListener`, where `Xxx` corresponds to the type of event the component can generate. Then, handle the event in the appropriate method defined by the listener. See [Section 11.1](#) (Handling Events with a Separate Listener) for details.
- **Low-level event processing.** Process the event by first enabling the low-level event, using `enableEvents` with the appropriate `AWTEvent` mask. Then, handle the event in the component by using `processXxxEvent`, where `Xxx` corresponds to the type of event the component can generate. See [Section 11.6](#) (Behind the Scenes: Low-Level Event Processing) for details.

Depending on the component, each defines a specialized event type that is a subclass of the more general `AWTEvent` class. Specifically, `ActionEvents` are generated by `Button`, `List`, `MenuItem`, and `TextField` and are handled through `addActionListener` or in `processActionEvent`. Item selection events (`ItemEvent`) are generated by `Checkbox`, `CheckboxMenuItem`, `Choice`, and `List` and are handled through `addItemListener` or in `processItemEvent`. Textfields and text areas generate both keyboard events (`KeyEvent`) and text events (`TextEvent`); they are handled with `addKeyListener` or `addTextListener` or in `processKeyEvent` and `processTextEvent`, respectively. Scrollbars generate adjustment events (`AdjustmentEvent`); they are handled with `addAdjustmentListener` or in `processAdjustmentEvent`. Furthermore, the mouse and keyboard events (`MouseEvent`, `KeyEvent`) discussed in [Chapter 11](#) are also delivered to all components except `MenuItem` and `CheckboxMenuItem`.

Two basic designs are available to handle high-level events through listeners: let each component process its own events, or handle the events in a centralized location such as an external component. Here, we describe these two approaches for handling `ActionEvents`. Processing of other events is handled in a similar manner.

Figure 13-13 presents a frame with three buttons that result in resizing of the frame when pressed by the user. Except for the frame title, the following two examples, decentralized event processing and centralized event processing, result in an identical interface and in identical behavior.

Figure 13-13. Frame after (a) the first button and (b) the second button are pressed.



Decentralized Event Processing

In decentralized event processing, each component is given its own event handling methods; the component itself assumes complete responsibility for processing its own events. Users of the component are unaware of how the events are processed internally. This approach favors the object-oriented approach of encapsulation and modularity. However, information about the container class holding the component is not directly available, and the component will need to be relatively independent of application that it is in. As an example of decentralized event processing, consider that you need a GUI control to handle `ActionEvents`. You would first create an object that implements the `ActionListener` interface and then define a method called `actionPerformed` that takes an `ActionEvent` as an argument. Next, you associate the event handling method with the object itself through the `addActionListener` method. In this manner, the object will handle only its `ActionEvents`.

Listings 13.18 and 13.19 show a decentralized event handler. Here, a customized `Button` implements the `ActionListener` interface and provides an `actionPerformed` method for handling its own `ActionEvents`. The button itself is identified in the constructor to process the `ActionEvents` in the statement `addActionListener(this)`. When the user presses the button, the size of the parent container is set to a new width and height. Then, through the `invalidate` and `validate` methods, the parent container is requested to lay out its components again and subsequently redisplay itself. Remember to import `java.awt.event.*`; that's where all the event types are defined.

Listing 13.18 `ActionExample1.java`

```
import java.awt.*;

public class ActionExample1 extends CloseableFrame {
    public static void main(String[] args) {
        new ActionExample1();
    }

    public ActionExample1() {
```



```

        super("Handling Events in Component");
        setLayout(new FlowLayout());
        setFont(new Font("Serif", Font.BOLD, 18));
        add(new SetSizeButton(300, 200));
        add(new SetSizeButton(400, 300));
        add(new SetSizeButton(500, 400));
        setSize(400, 300);
        setVisible(true);
    }
}

```

Listing 13.19 SetSizeButton.java

```

import java.awt.*;
import java.awt.event.*;

public class SetSizeButton extends Button
    implements ActionListener {
    private int width, height;
    private Container parent;

    public SetSizeButton(int width, int height) {
        super("Resize to " + width + "x" + height);
        this.width = width;
        this.height = height;
        parent = getParent();
        addActionListener(this);
    }

    public void actionPerformed(ActionEvent event) {
        parent.setSize(width, height);
        parent.invalidate();
        parent.validate();
    }
}

```

Centralized Event Processing

The second way to process GUI events is centralized event processing, where the events for multiple components are sent to a single `ActionListener` object. The disadvantage of this approach is that the single listener must first determine the source component from which the event originated before determining what processing to perform. However, from inside the `actionPerformed` method you can immediately access fields and methods in the `ActionListener` object, which, in most designs, is the container holding the components. Modularity and encapsulation are sacrificed for ease in accessing information in a common object.

[Listing 13.20](#) gives an example of centralized event processing. In this particular case, the listener object for the three buttons is the window itself. Regardless of which button originates the `ActionEvent`, the event handling is processed by the single `actionPerformed` method in the external container. This approach suffers from the need to look up the source button from the `ActionEvent` object, but it simplifies common access to the private `updateLayout` method to resize the window.

Although it is sometimes convenient to handle events in the window itself, a variation to this approach is to assign a separate inner class (implementing the `ActionListener` interface) to each button for

event processing. The advantage is that the window's inner classes have direct access to all data fields and methods in the window itself, but because a separate `ActionListener` is assigned to each button, determination of the event source is no longer needed. See [Section 11.3](#) (Handling Events with Named Inner Classes) for more details on using inner classes for event handling.

Listing 13.20 `ActionExample2.java`

```
import java.awt.*;
import java.awt.event.*;

public class ActionExample2 extends CloseableFrame
    implements ActionListener {
    public static void main(String[] args) {
        new ActionExample2();
    }

    private Button button1, button2, button3;

    public ActionExample2() {
        super("Handling Events in Other Object");
        setLayout(new FlowLayout());
        setFont(new Font("Serif", Font.BOLD, 18));
        button1 = new Button("Resize to 300x200");
        button2 = new Button("Resize to 400x300");
        button3 = new Button("Resize to 500x400");
        button1.addActionListener(this);
        button2.addActionListener(this);
        button3.addActionListener(this);
        add(button1);
        add(button2);
        add(button3);
        setSize(400, 300);
        setVisible(true);
    }

    public void actionPerformed(ActionEvent event) {
        if (event.getSource() == button1) {
            updateLayout(300, 200);
        } else if (event.getSource() == button2) {
            updateLayout(400, 300);
        } else if (event.getSource() == button3) {
            updateLayout(500, 400);
        }
    }

    private void updateLayout(int width, int height) {
        setSize(width, height);
        invalidate();
        validate();
    }
}
```

13.14 The Button Class

The `Button` class creates push buttons with text labels. The Java programming language doesn't have a built-in class that supports buttons with images. The most common usage for a button is to simply create one with a specified label, drop it in a window, then watch for action events when the button is pressed. For instance, to create and add a button to the current window, you would perform the following two steps.

```
Button button = new Button("...");
add(button);
```

Constructors

The `Button` class has two constructors.

```
public Button()
```

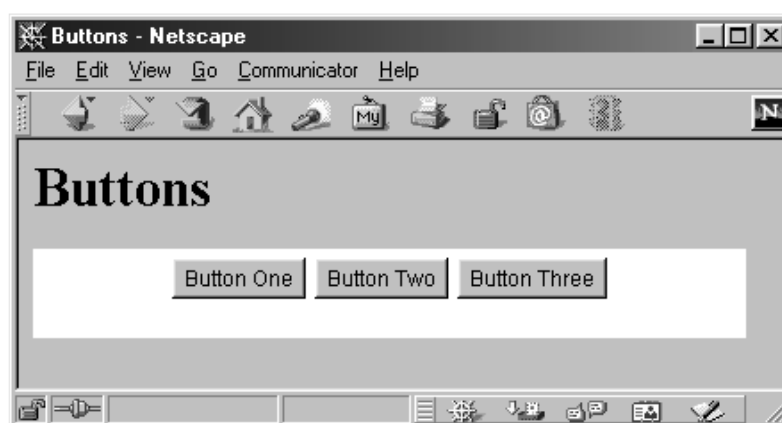
```
public Button(String buttonLabel)
```

The first constructor creates a button with no label. You can use `setLabel` to add a label to the button later. The width reported by `preferredSize` is greater than zero even when no label is present because the border requires some space. The second constructor creates a button with the specified label. The `preferredSize` (used by layout managers like `FlowLayout` and `BorderLayout`) of the button is based on the height and width of the label based on the current font, plus some additional border space that varies depending on the window operating system.

Example: Applet with Three Buttons

[Listing 13.21](#) shows an applet that contains three buttons. In this particular case, because we don't ever do anything with the buttons, there is no need to assign the `Button` objects to separate instance variables; simply do `add(new Button(...))`. However, you will want access to the buttons when you attach a behavior to them, so you might as well plan ahead and store the button references somewhere that will be accessible in other methods. [Figure 13-14](#) shows the result of [Listing 13.21](#) in Netscape 4.7 on Windows 98.

Figure 13-14. Java buttons on Windows 98.



Listing 13.21 Buttons.java

```
import java.applet.Applet;
import java.awt.*;

public class Buttons extends Applet {
    private Button button1, button2, button3;
```

```

public void init() {
    button1 = new Button("Button One");
    button2 = new Button("Button Two");
    button3 = new Button("Button Three");
    add(button1);
    add(button2);
    add(button3);
}
}

```

Other Button Methods

Following are the five most common methods in the `Button` class.

public String getLabel()

The `getLabel` method retrieves the current label.

public void setLabel(String newLabel)

The `setLabel` method changes the button's label. If the button is already displayed, changing the label does not automatically resize the button. So, the containing window should be invalidated and validated to force a fresh layout and resize the button with the new label, as below:

```

someButton.setLabel("A New Label");
someButton.getParent().invalidate();
someButton.getParent().validate();

```

public void addActionListener(ActionListener listener)

public void removeActionListener(ActionListener listener)

These methods add and remove listeners (objects) that process `ActionEvents`. See the following subsection for a discussion on their use.

public void processActionEvent(ActionEvent event)

This is a low-level, event-processing routine you use when you want a button to handle its own events. If you use this method, don't forget to enable events first with `enableEvents` and to call `super.processActionEvent` from within the body of the method. See the following section for examples.

Also, as with every `Component` ([Section 13.2](#)), buttons have `getForeground`, `setForeground`, `getBackground`, `setBackground`, `getFont`, `setFont`, and a variety of other inherited methods.

Handling Button Events

Precisely how Java determines that a button has been activated depends on the operating system. However, activation occurs typically either when the user clicks and releases the mouse on a button or when the user enters a carriage return while the button has the input focus.

Like other action events, button events can be handled in one of two ways. To handle events in the `Button` object itself, first enable `ActionEvents` through

```
enableEvents(AWTEvent.ACTION_EVENT_MASK);
```

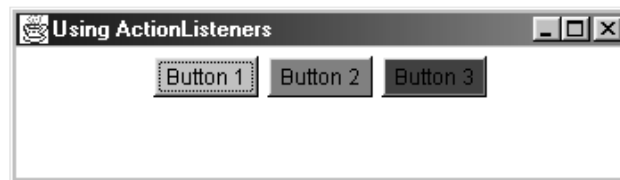
Next, override `processActionEvent` to perform the specific behavior you want. You should call `super.processActionEvent` in the body so that if any other listeners are attached to your button, they will still be invoked. Following is an abstract example; for specifics, see `SetSizeButton` ([Listing 13.19](#)).

```
public void processActionEvent(ActionEvent event) {
    takeSomeAction(...);
    super.processActionEvent(event); // Handle listeners.
}
```

That's the first possible approach: processing events directly in the `Button`. The next option is to attach one or more `ActionListeners` to the button. For this approach, create an object that implements the `ActionListener` interface, then associate the listener with the button through `addActionListener`. You would place the code for the action to take when the button is selected in the `actionPerformed` method of the listener.

In [Listing 13.20](#), the window itself was the `ActionListener`, but you can provide a listener in a variety of ways. For instance, [Listing 13.22](#) creates three buttons, each with one to three different `ActionListeners` attached. It associates an `FgReporter` ([Listing 13.23](#)) with the first button, an `FgReporter` and a `BgReporter` ([Listing 13.24](#)) with the second, and an `FgReporter`, a `BgReporter`, and a `SizeReporter` ([Listing 13.25](#)) with the third. Each of these reporters is an `ActionListener` that simply prints some information about the component that was the source of the action. [Figure 13-15](#) shows the result; the output after the user clicks on the three buttons once each is shown in [Listing 13.26](#).

Figure 13-15. You can attach more than one `ActionListener` to a component.



Listing 13.22 `ButtonExample.java`

```
import java.awt.*;
import java.awt.event.*;

public class ButtonExample extends CloseableFrame {
    public static void main(String[] args) {
        new ButtonExample();
    }

    public ButtonExample() {
        super("Using ActionListeners");
        setLayout(new FlowLayout());
        Button b1 = new Button("Button 1");
        Button b2 = new Button("Button 2");
        Button b3 = new Button("Button 3");
        b1.setBackground(Color.lightGray);
        b2.setBackground(Color.gray);
        b3.setBackground(Color.darkGray);
```

```

        FgReporter fgReporter = new FgReporter();
        BgReporter bgReporter = new BgReporter();
        SizeReporter sizeReporter = new SizeReporter();
        b1.addActionListener(fgReporter);
        b2.addActionListener(fgReporter);
        b2.addActionListener(bgReporter);
        b3.addActionListener(fgReporter);
        b3.addActionListener(bgReporter);
        b3.addActionListener(sizeReporter);
        add(b1);
        add(b2);
        add(b3);
        setSize(350, 100);
        setVisible(true);
    }
}

```

Listing 13.23 FgReporter.java

```

import java.awt.event.*;
import java.awt.*;

public class FgReporter implements ActionListener {
    public void actionPerformed(ActionEvent event) {
        Component c = (Component)event.getSource();
        System.out.println("Foreground: " + c.getForeground());
    }
}

```

Listing 13.24 BgReporter.java

```

import java.awt.event.*;
import java.awt.*;

public class BgReporter implements ActionListener {
    public void actionPerformed(ActionEvent event) {
        Component c = (Component)event.getSource();
        System.out.println("Background: " + c.getBackground());
    }
}

```

Listing 13.25 SizeReporter.java

```

import java.awt.event.*;
import java.awt.*;

public class SizeReporter implements ActionListener {
    public void actionPerformed(ActionEvent event) {
        Component c = (Component)event.getSource();
        Dimension d = c.getSize();
        System.out.println("Size: " + d.width + "x" + d.height);
    }
}

```

Listing 13.26 ButtonExample output after user presses Button 1, Button 2, and Button 3, once each in that order.

```
Foreground: java.awt.Color[r=0,g=0,b=0]
Foreground: java.awt.Color[r=0,g=0,b=0]
Background: java.awt.Color[r=128,g=128,b=128]
Foreground: java.awt.Color[r=0,g=0,b=0]
Background: java.awt.Color[r=64,g=64,b=64]
Size: 59x23
```

Because AWT buttons do not have built-in support for displaying images, we provide an `ImageButton` class, based on a `Canvas`, to support button images. See the on-line archive at <http://www.corewebprogramming.com/> for the `ImageButton` class.

13.15 The Checkbox Class

This section describes check boxes (toggle buttons) that operate independently of other check boxes. In the next section, we'll show you how to put check boxes into a group so that they operate like radio buttons (where pressing one raises the previous selection). Most commonly, you would use the `Checkbox` class to create a check box with a specified label and then drop it into a window. You can watch for `ItemSelectionEvents` or simply wait until you need the value and then look it up with `getState`. The necessary steps to create a check box and place it in a nested window are:

```
Checkbox cb = new Checkbox("...");
somePanel.add(cb);
```

Constructors

These three constructors apply to check boxes that operate independently of each other. The following section introduces two other constructors that are used with radio buttons.

```
public Checkbox()
```

```
public Checkbox(String checkboxLabel)
```

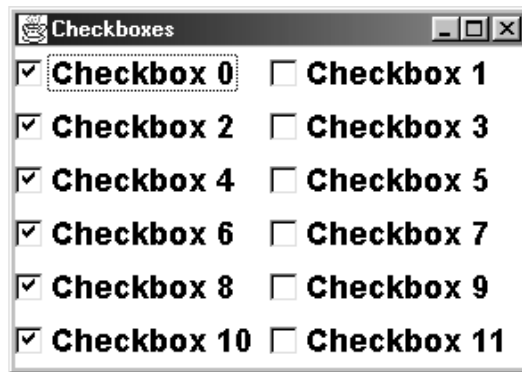
```
public Checkbox(String checkboxLabel, boolean state)
```

The first constructor creates an initially unchecked check box with no label. The second constructor creates a check box with the specified label. The check box is initially unchecked; see `setState` for changing the value. The last constructor creates a check box with the specified label, with a checked (`true`) or unchecked (`false`) state depending on the boolean value provided.

Example: Checked Checkboxes

Listing 13.27 creates twelve check boxes, placing them in a two-column layout with the even-numbered ones initially checked. Figure 13-16 shows the result on Windows 98.

Figure 13-16. Check boxes in Java on Windows 98.



Listing 13.27 `Checkboxes.java`

```
import java.awt.*;

public class Checkboxes extends CloseableFrame {
    public static void main(String[] args) {
        new Checkboxes();
    }

    public Checkboxes() {
        super("Checkboxes");
        setFont(new Font("SansSerif", Font.BOLD, 18));
        setLayout(new GridLayout(0, 2));
        Checkbox box;
        for(int i=0; i<12; i++) {
            box = new Checkbox("Checkbox " + i);
            if (i%2 == 0) {
                box.setState(true);
            }
            add(box);
        }
        pack();
        setVisible(true);
    }
}
```

Other Checkbox Methods

Below are eight commonly used `Checkbox` methods.

`public boolean getState()`

`public void setState(boolean checkedState)`

The `getState` method determines if the check box is checked (`true`) or unchecked (`false`). The `setState` method sets the check box to be checked or unchecked.

`public String getLabel()`

`public void setLabel(String newLabel)`

The `getLabel` method retrieves the current label. The `setLabel` method changes the label. As with buttons, if the check box is already displayed, changing the label does not

automatically resize the check box in its `Container`. So, the containing window should be invalidated and validated to force a new layout, as illustrated here:

```
someCheckbox.setLabel("A New Label");
someCheckbox.getParent().invalidate();
someCheckbox.getParent().validate();
```

public void addItemListener(ItemListener listener)

public void removeItemListener(ItemListener listener)

These methods associate or unassociate `ItemListeners` with the check box. They are discussed further in the following subsection.

public void processItemEvent(ItemEvent event)

This is a lower-level, event-processing method. If you use this method, enable events first and call `super.processItemEvent` from within the method. See the following subsection for details.

public Object[] getSelectedObjects()

This method returns an array containing a single item: either the check box label (if the check box is checked) or `null` (if unchecked).

Like the other GUI controls, `Checkbox` inherits all of the `Component` methods listed in [Section 13.2](#).

Handling Checkbox Events

Check boxes do not generate `ActionEvents`. They generate `ItemSelectionEvents` instead. To handle events in the check box itself, you first enable events:

```
enableEvents(AWTEvent.ITEM_EVENT_MASK);
```

Next, you override `processItemEvent`, which takes an `ItemEvent` as an argument. You should call `super.processItemEvent` in the body of `processItemEvent` in case any `ItemListeners` are attached. The `ItemEvent` class has two useful methods above and beyond those in the `AWTEvent` class: `getItemSelectable` and `getStateChange`. The first of these returns the check box as an `ItemSelectable` (an interface `Checkbox` implements); the second returns either `ItemEvent.SELECTED` or `ItemEvent.DESELECTED`.

To process events in another object, attach an `ItemListener` to the check box through `addItemListener`. An `ItemListener` *must* implement the `itemStateChanged` method, which takes an `ItemEvent` as an argument.

13.16 Check Box Groups (Radio Buttons)

If you combine check boxes into a `CheckboxGroup`, you get versions with a different graphical look where only one can be selected at any one time. Selecting a new entry results in the previously selected entry becoming unselected. Just as with radio button input forms in HTML (see [Chapter 18](#), "HTML Forms"), there is no requirement that all the check boxes in a given group be placed near each other. However, you typically want the check boxes grouped together, so place them in a `Panel` or choose an appropriate layout manager for the container. The most common usage is to first create the `CheckboxGroup` object, then to create the check boxes that belong to the group. In the check box constructor, you can also specify whether the check box is initially checked. This approach is

summarized as follows:

```
CheckboxGroup cbGroup = new CheckboxGroup();
Checkbox cb1 = new Checkbox("...", cbGroup, true);
add(cb1);
Checkbox cb2 = new Checkbox("...", cbGroup, false);
add(cb2);
...
```

Constructors

In this section we list the constructors for `CheckboxGroup` and `Checkbox`.

CheckboxGroup

public CheckboxGroup()

This constructor creates a nongraphical object used as a "tag" to group check boxes together into a set of radio buttons. Check boxes that are associated with a tag will look and act like radio buttons rather than like normal check boxes. Only one check box associated with a particular tag can be selected at any given time.

Checkbox

public Checkbox(String label, CheckboxGroup group, boolean state)

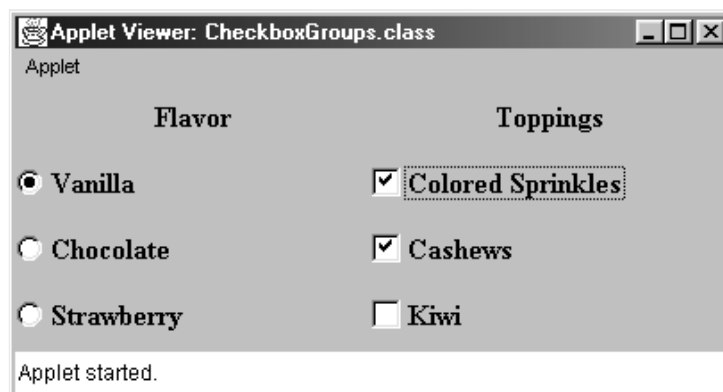
public Checkbox(String label, boolean state, CheckboxGroup group)

The first constructor creates a radio button associated with the specified group, with the given label and initial state. If you specify an initial state of `true` for more than one `Checkbox` in a group, the last one is shown as selected. The second constructor has the same effect but takes the final two arguments in the opposite order.

Example: Check Boxes vs. Radio Buttons

Listing 13.28 presents an applet that illustrates the difference between normal check boxes and those made into radio buttons through a `CheckboxGroup`. The left column shows radio buttons; the right shows regular check boxes. Figure 13-17 shows the result on Windows 98.

Figure 13-17. Radio buttons (left) vs. regular check boxes (right) on Windows 98.



Listing 13.28 CheckboxGroups.java

```
import java.applet.Applet;
```

```
import java.awt.*;

public class CheckboxGroups extends Applet {
    public void init() {
        setLayout(new GridLayout(4, 2));
        setBackground(Color.lightGray);
        setFont(new Font("Serif", Font.BOLD, 16));
        add(new Label("Flavor", Label.CENTER));
        add(new Label("Toppings", Label.CENTER));
        CheckboxGroup flavorGroup = new CheckboxGroup();
        add(new Checkbox("Vanilla", flavorGroup, true));
        add(new Checkbox("Colored Sprinkles"));
        add(new Checkbox("Chocolate", flavorGroup, false));
        add(new Checkbox("Cashews"));
        add(new Checkbox("Strawberry", flavorGroup, false));
        add(new Checkbox("Kiwi"));
    }
}
```

Other CheckboxGroup and Checkbox Methods

Next, we list the most useful methods in the `CheckboxGroup` and `Checkbox` class.

CheckboxGroup

public Checkbox getSelectedCheckbox()

This method returns the radio button (`Checkbox`) that is currently selected. A `null` value is returned if none is checked.

public void setSelectedCheckbox(Checkbox boxToSelect)

This method sets the radio button that is currently selected. If you specify a radio button that is not part of the current group, the method call is ignored. Supplying `null` as an argument results in all radio buttons in the group becoming unselected.

Checkbox

In addition to the general methods described in [Section 13.15](#) (The Checkbox Class), `Checkbox` has the following two methods specific to `CheckboxGroups`.

public CheckboxGroup getCheckboxGroup()

This method determines the group in which the radio button is associated.

public void setCheckboxGroup(CheckboxGroup newGroup)

This method registers the check box with a new group.

Handling CheckboxGroup Events

Putting check boxes into a `CheckboxGroup` does not change the basic way in which events are handled, so you should refer to [Section 13.15](#) (The Checkbox Class) for details. However, one small variation does exist. As with ungrouped check boxes, it is common to ignore the events when they occur and simply look up the state when it is needed. Rather than cycling through the various check boxes in a group and checking `getState` on each, it is easier to call the

`getSelectedCheckbox` method of the associated `CheckboxGroup`, which returns a reference to the currently selected `Checkbox`.

13.17 Choice Menus

`Choice` entries produce pull-down menus with a single selection showing but with other options displayed when the user clicks with the mouse. These GUI controls are sometimes known as "combo boxes," "drop-down list boxes," or "option menus," depending on the operating/windowing system you are using. Unlike buttons and check boxes, the entire `Choice` is not created with the constructor. Instead, a two-step process is required. The first step builds an empty menu, and the second adds elements to the menu with `add`. Creating a `Choice` menu and adding the menu to a panel is illustrated as follows:

```
Choice choice = new Choice();
choice.addItem("...");
choice.addItem("...");
...
somePanel.add(choice);
```

Constructor

The `Choice` class has only a single, default constructor.

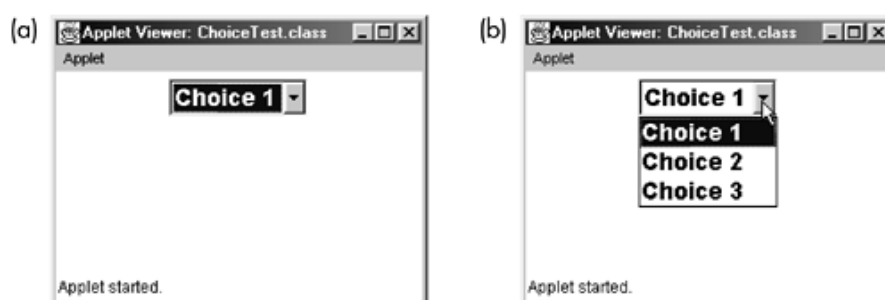
public Choice()

This constructor creates an empty combo box. Menu entries are not added in the constructor, but in a separate step through `add`.

Example: Simple Choices

Listing 13.29 creates a simple `Choice` with three entries. Figure 13-18 shows the results in appletviewer on Windows 98.

Figure 13-18. A `Choice` menu on Windows 98: (a) unselected, and (b) selected.



Listing 13.29 ChoiceTest.java

```
import java.applet.Applet;
import java.awt.*;

public class ChoiceTest extends Applet {
    private Choice choice;

    public void init() {
        setFont(new Font("SansSerif", Font.BOLD, 36));
```

```

        choice = new Choice();
        choice.addItem("Choice 1");
        choice.addItem("Choice 2");
        choice.addItem("Choice 3");
        add(choice);
    }
}

```

Other Choice Methods

Available `Choice` methods are listed below.

public void addItem(String menuItem)

public void add(String menuItem)

A `Choice` menu is built in two steps. First, an empty menu is created by the empty constructor. Second, entries are added to the menu through `addItem` or by `add`. By default, the first item added is the one initially displayed, but you can override this behavior by using `select`. To remove entries once they are added, use `remove` or `removeAll`.

public void addItemListener(ItemListener listener)

public void removeItemListener(ItemListener listener)

These methods let you attach/detach an `ItemListener` to process selection events.

public int getItemCount()

This method returns the number of entries in the `Choice`.

public String getItem(int itemIndex)

This method returns the label of the item at the specified index.

public int getSelectedIndex()

This method returns the index of the item that is currently selected. A `-1` value is returned if the `Choice` has no entries.

public String getSelectedItem()

This method returns the label of the currently selected item.

public Object[] getSelectedObjects()

This method returns an array containing either the selected entry or `null` if no entry is selected.

public void insert(String menuItem, int itemIndex)

The `insert` method adds an entry to the specified location in the list. This method is in contrast to `add` or `addItem`, which adds to the end of the list only.

public void processItemEvent(ItemEvent event)

You can override this lower-level, event-processing method if you want to have the

`Choice` handle its own events.

```
public void remove(String menuItem)
```

```
public void remove(int itemIndex)
```

```
public void removeAll()
```

These methods remove entries from the combo box.

```
public void select(int itemIndex)
```

```
public void select(String itemLabel)
```

The first method selects the item at the specified index. Recall that the Java programming language uses zero-based indexing. The second method selects the first item with the specified label. No action is taken if no such label exists.

As usual, recall that the color, font, size, visibility, etc., methods of `Component` ([Section 13.2](#)) are inherited.

Handling Choice Events

Events are handled in a manner very similar to event handling of check boxes—you override `processItemEvent` or use `addItemListener` to attach an external listener. The main difference is that with check boxes you have only two possible values (selected or deselected). With choice menus, you can have an arbitrary number of options. So, after determining that the check box was acted upon, you have to next decide which entry was chosen. [Listing 13.30](#) gives an expanded version of the `ChoiceTest` class shown earlier. Here, the event-processing model prints out which entry was selected. Also, as with check boxes, it is quite common to ignore the selection event when it occurs and simply determine which item is selected through `getSelectedItem` or `getSelectedIndex` when it is needed.

Listing 13.30 `ChoiceTest2.java`

```
import java.applet.Applet;
import java.awt.*;
import java.awt.event.*;

public class ChoiceTest2 extends Applet
    implements ItemListener {
    private Choice choice;

    public void init() {
        setFont(new Font("SansSerif", Font.BOLD, 36));
        choice = new Choice();
        choice.addItem("Choice 1");
        choice.addItem("Choice 2");
        choice.addItem("Choice 3");
        choice.addItemListener(this);
        add(choice);
    }

    public void itemStateChanged(ItemEvent event) {
        Choice choice = (Choice)event.getSource();
        String selection = choice.getSelectedItem();
```

```

        if (selection.equals("Choice 1")) {
            doChoice1Action();
        } else if (selection.equals("Choice 2")) {
            doChoice2Action();
        } else if (selection.equals("Choice 3")) {
            doChoice3Action();
        }
    }

    private void doChoice1Action() {
        System.out.println("Choice 1 Action");
    }

    private void doChoice2Action() {
        System.out.println("Choice 2 Action");
    }

    private void doChoice3Action() {
        System.out.println("Choice 3 Action");
    }
}

```

13.18 List Boxes

List boxes present scrolling lists from which the user can select an item (single-selectable lists) or several items (multiple-selectable lists). As with `Choice` menus, you first create an empty list, then add items to it through `add`, as below:

```

List list = new List();
list.addItem("...");
list.addItem("...");
...
add(list);

```

Constructors

The `List` class has three constructors.

public List()

public List(int rows)

public List(int rows, boolean multiSelectable)

The first constructor creates a single-selectable list box with a platform-dependent number of rows and a platform-dependent width. The second constructor creates a single-selectable list box with the specified number of rows and a platform-dependent width.

The last constructor creates a list box with the specified number of visible rows. The number of rows specified affects the height of the `List` box, not the maximum number of possible entries. If more are added, a scrollbar is automatically created. The second argument determines if the `List` is multiple-selectable. As with `Choice` menus, an empty `List` is created, then items are added to it with `addItem` or `add`. The preferred width is set to a platform-dependent value and is typically *not* directly related to the width of the widest entry. Of course, you can always resize the width explicitly if your layout manager

permits doing so.

Example: Single and Multiple List Selections

Listing 13.31 creates two lists. The first allows a single selection only, and the second permits multiple selections. Figure 13-19 shows the results on Windows 98.

Figure 13-19. List boxes can allow single or multiple selections. This example shows both kinds on Windows 98.



Listing 13.31 Lists.java

```
import java.awt.*;

public class Lists extends CloseableFrame {
    public static void main(String[] args) {
        new Lists();
    }

    public Lists() {
        super("Lists");
        setLayout(new FlowLayout());
        setBackground(Color.lightGray);
        setFont(new Font("SansSerif", Font.BOLD, 18));
        List list1 = new List(3, false);
        list1.add("Vanilla");
        list1.add("Chocolate");
        list1.add("Strawberry");
        add(list1);
        List list2 = new List(3, true);
        list2.add("Colored Sprinkles");
        list2.add("Cashews");
        list2.add("Kiwi");
        add(list2);
        pack();
        setVisible(true);
    }
}
```

Other List Methods

Below, we summarize 28 methods available in the `List` class.

public void add(String itemLabel)

public void add(String itemLabel, int itemIndex)

The first method adds an item with the specified label to the end of the list box. The second

method adds an item with the specified label at the specified position in the list box and all items at that index or later get moved down.

public void addActionListener(ActionListener listener)

public void addItemListener(ItemListener listener)

public void removeActionListener(ActionListener listener)

public void removeItemListener(ItemListener listener)

These methods let you attach or detach an `ActionListener` or an `ItemListener`. Item events are generated whenever you select or deselect an entry. Action events occur only when you double-click an entry or press Return while an entry is selected. These methods apply only to single-selectable list boxes.

public boolean isMultipleMode()

This method determines whether the list is multiple selectable (`true`) or single selectable (`false`).

public void removeAll()

This method removes all items from the list.

public int getItemCount()

This method returns the number of items in the list.

public void remove(String menuItem)

public void remove(int itemIndex)

These methods remove entries from the list.

public void deselect(int itemIndex)

If the item at the specified index is selected, this method deselects it. Otherwise, it does nothing.

public String getItem(int itemIndex)

public String[] getItems()

The first method returns the label at the specified location. The second method returns an array of the labels, in order.

public int getRows()

This method returns the number of rows (visible height) of the list box, which does not change during the life of the list box. This method is in contrast to `getItemCount`, which returns the number of items in the list; that number can change over time and be less than or greater than the number of rows. A vertical scrollbar is automatically added if the number of items is greater than the number of rows.

public int getSelectedIndex()

public int[] getSelectedIndexes()

For a single-selectable list, the first method returns the index of the selected item. A value of `-1` is returned if nothing is selected or if the list permits multiple selections. The second method returns an array of the indices of all selected items. It works for single- or multiple-selectable lists. If no items are selected, a zero-length (but non-`null`) array is returned.

public String getSelectedItem()

public String[] getSelectedItems()

For a single-selectable list, the first method returns the label of the selected item. It returns `null` if nothing is selected or if the list permits multiple selections. The second method returns an array of all selected items. It works for single- or multiple-selectable lists. If no items are selected, a zero-length (but non-`null`) array is returned.

public Object[] getSelectedObjects()

This method returns an array of the selected labels. A `null` is returned if nothing is selected.

public int getVisibleIndex()

This method returns the index of the most recent item made visible through `makeVisible`. Zero is returned if `makeVisible` has never been called.

public boolean isIndexSelected(int itemIndex)

This method determines if the item at the specified index is currently selected.

public void makeVisible(int itemIndex)

If necessary, this method scrolls the list to make the item at the given index visible.

public void processItemEvent(ItemEvent event)

public void processActionEvent(ActionEvent event)

You can override these lower-level, event-processing methods if you want to have the `List` handle its own events. Item events are generated every time an entry is selected or deselected. `ActionEvents` are generated when you double-click on an entry in a single-selectable list box or press Enter while an entry is selected.

public void replaceItem(String newItemLabel, int itemIndex)

This method overwrites the item at the specified index.

public void select(int itemIndex)

This method selects the item at the current index. If the list does not permit multiple selections, then the previously selected item, if any, is also deselected. Note that unlike a `Choice`, a `List` does not have a `select` method that lets you supply the label to be selected; you must supply the index.

public void setMultipleMode(boolean multipleSelectable)

This method permits (`true`) or prohibits (`false`) the list from allowing multiple selections.

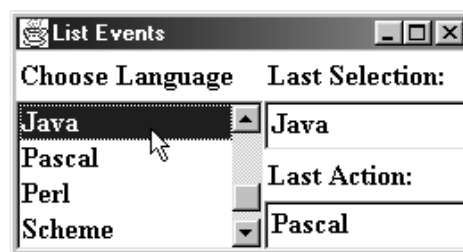
As a subclass of `Component` (Section 13.2), `List` has access to all `Component` methods.

Handling List Events

Lists are interesting in that they generate two main kinds of events. `ItemSelectionEvents` are generated whenever an item is selected or deselected by the user. Calling `select` from the program does not generate selection events. `ActionEvents` apply only to single-selectable list boxes and are generated when the user *double-clicks* on an entry or presses Return while an entry is selected. A `List` also receives all mouse, keyboard, or focus events that occur over it.

If you want the `List` to handle its own events, you can enable `AWTEvent.ITEM_EVENT_MASK` and `AWTEvent.ACTION_EVENT_MASK`, then overrides `processItemEvent` and `processActionEvent` to handle item selection and action events. In general, however, it is more flexible to pass the events to an external object to process. You do this by registering an `ItemListener` through `addItemListener`, and an `ActionListener` through `addActionListener`. [Listing 13.32](#) shows an example of the second approach, using the helper classes of [Listing 13.33](#) (an `ItemListener`) and [Listing 13.34](#) (an `ActionListener`). [Figure 13-20](#) shows the result.

Figure 13-20. Result after user double-clicks "Pascal," then single-clicks "Java."



Listing 13.32 `ListEvents.java`

```
import java.awt.*;
import java.awt.event.*;

/** A class to demonstrate list selection/deselection
 * and action events.
 */

public class ListEvents extends CloseableFrame {
    public static void main(String[] args) {
        new ListEvents();
    }

    protected List languageList;
    private TextField selectionField, actionField;
    private String selection = "[NONE]", action;

    /** Build a Frame with list of language choices
     * and two textfields to show the last selected
     * and last activated items from this list.
     */
    public ListEvents() {
        super("List Events");
        setFont(new Font("Serif", Font.BOLD, 16));
        add(makeLanguagePanel(), BorderLayout.WEST);
        add(makeReportPanel(), BorderLayout.CENTER);
    }
}
```

```

    pack();
    setVisible(true);
}

// Create Panel containing List with language choices.
// Constructor puts this at left side of Frame.

private Panel makeLanguagePanel() {
    Panel languagePanel = new Panel();
    languagePanel.setLayout(new BorderLayout());
    languagePanel.add(new Label("Choose Language"),
        BorderLayout.NORTH);
    languageList = new List(3);
    String[] languages =
        { "Ada", "C", "C++", "Common Lisp", "Eiffel",
          "Forth", "Fortran", "Java", "Pascal",
          "Perl", "Scheme", "Smalltalk" };
    for(int i=0; i<languages.length; i++) {
        languageList.add(languages[i]);
    }
    showJava();
    languagePanel.add("Center", languageList);
    return(languagePanel);
}

// Creates Panel with two labels and two textfields.
// The first will show the last selection in List; the
// second, the last item activated. The constructor puts
// this Panel at the right of Frame.

private Panel makeReportPanel() {
    Panel reportPanel = new Panel();
    reportPanel.setLayout(new GridLayout(4, 1));
    reportPanel.add(new Label("Last Selection:"));
    selectionField = new TextField();
    SelectionReporter selectionReporter =
        new SelectionReporter(selectionField);
    languageList.addItemListener(selectionReporter);
    reportPanel.add(selectionField);
    reportPanel.add(new Label("Last Action:"));
    actionField = new TextField();
    ActionReporter actionReporter =
        new ActionReporter(actionField);
    languageList.addActionListener(actionReporter);
    reportPanel.add(actionField);
    return(reportPanel);
}

/** Select and show "Java". */

protected void showJava() {
    languageList.select(7);
    languageList.makeVisible(7);
}

```

```

    }
}

```

Listing 13.33 SelectionReporter.java

```

import java.awt.*;
import java.awt.event.*;

/** Whenever an item is selected, it is displayed
 *  in the textfield that was supplied to the
 *  SelectionReporter constructor.
 */

public class SelectionReporter implements ItemListener {
    private TextField selectionField;

    public SelectionReporter(TextField selectionField) {
        this.selectionField = selectionField;
    }

    public void itemStateChanged(ItemEvent event) {
        if (event.getStateChange() == event.SELECTED) {
            List source = (List)event.getSource();
            selectionField.setText(source.getSelectedItem());
        } else
            selectionField.setText("");
    }
}

```

Listing 13.34 ActionReporter.java

```

import java.awt.*;
import java.awt.event.*;

/** Whenever an item is activated, it is displayed
 *  in the textfield that was supplied to the
 *  ActionReporter constructor.
 */

public class ActionReporter implements ActionListener {
    private TextField actionField;

    public ActionReporter(TextField actionField) {
        this.actionField = actionField;
    }

    public void actionPerformed(ActionEvent event) {
        List source = (List)event.getSource();
        actionField.setText(source.getSelectedItem());
    }
}

```

Lists can generate mouse, keyboard, and focus events. To demonstrate this, [Listing 13.35](#) shows a variation of the previous example where typing any of the letters in "Java" (upper or lower case) results

in the "Java" entry being selected and made visible. Note the use of an inner class to achieve this result. Instead of a separate `KeyAdapter` class being created, a nested version is made. Besides being more convenient in such a short class, this approach lets the `showJava` method of `ListEvents` remain protected.

Listing 13.35 `ListEvents2.java`

```
import java.awt.event.*;

public class ListEvents2 extends ListEvents {
    public static void main(String[] args) {
        new ListEvents2();
    }

    /** Extends ListEvents with the twist that
     *  typing any of the letters of "JAVA" or "java"
     *  over the language list will result in "Java"
     *  being selected
     */

    public ListEvents2() {
        super();
        // Create a KeyAdapter and attach it to languageList.
        // Since this is an inner class, it has access
        // to nonpublic data (such as the ListEvent's
        // protected showJava method).
        KeyAdapter javaChooser = new KeyAdapter() {
            public void keyPressed(KeyEvent event) {
                int key = event.getKeyChar();
                if ("JAVAjava".indexOf(key) != -1) {
                    showJava();
                }
            }
        };
        languageList.addKeyListener(javaChooser);
    }
}
```

13.19 The TextField Class

Textfields create boxed areas to display or read a single line of text. See `TextArea` ([Section 13.20](#)) for a component that can display multiple lines. Java textfields do not permit mixed fonts or colors within a single textfield. If a textfield is being used for input, you typically allocate it (perhaps with a default entry or size) by specifying everything in the constructor, as follows:

```
TextField lastNameField = new TextField(15);
add(lastNameField);
TextField langField = new TextField("Java");
add(langField);
```

Textfields used only for display are similar but require a call to `setEditable` to turn off input capability. Also, the value is often filled in through a separate step, since it might not be available when the textfield is first created. Here's the idea:

```

TextField temperatureField = new TextField(4);
temperatureField.setEditable(false);
statusPanel.add(temperatureField);
...
temperatureString = simulationTemperature("F");
temperatureField.setText(temperatureString);

```

Constructors

The `TextField` class has four constructors.

```
public TextField()
```

```
public TextField(int numChars)
```

```
public TextField(String initialString)
```

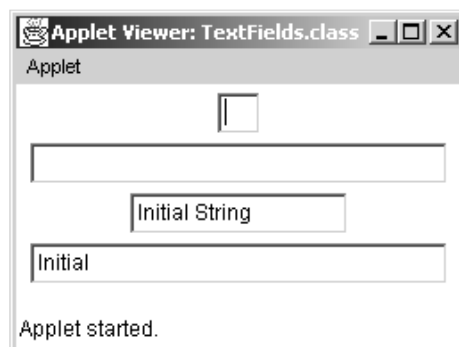
```
public TextField(String initialString, int numChars)
```

The first constructor creates an empty textfield with a platform-dependent width (often one character). The second constructor creates an empty textfield that is the specified number of characters wide. Note that if a proportional-spaced font is being used, the definition of "the space required for *N* characters" is ambiguous. So the *average* character width is used. The third constructor creates a textfield filled with an initial string. It will be just wide enough to hold the string. The last constructor creates a textfield of the specified width, filled with an initial string. As before, the width is based on the *average* width of characters in the font the textfield is using.

Example: Creating TextFields

[Listing 13.36](#) creates a `TextField` with each of the four constructors. The result is shown in [Figure 13-21](#).

Figure 13-21. A `TextField` from each of the four constructors.



Listing 13.36 `TextFields.java`

```

import java.applet.Applet;
import java.awt.*;

/** A TextField from each of the four constructors */

public class TextFields extends Applet {
    public void init() {
        add(new TextField());
    }
}

```

```

        add(new TextField(30));
        add(new TextField("Initial String"));
        add(new TextField("Initial", 30));
    }
}

```

Other TextField Methods

A `TextField` is a subclass of `TextComponent`. The following two subsections list the methods of `TextComponent` and `TextField`. Some of the most commonly used methods are `getText` and `setText` (for retrieving and specifying `TextField` contents), `setEditable` (for allowing or disallowing user input), `getColumns` and `setColumns` (for looking up and setting the `TextField` width), and `setEchoChar` (for specifying that "*" or some other character be displayed when text is entered, as for password fields).

TextComponent Methods

public void addTextListener(TextListener listener)

public void removeTextListener(TextListener listener)

These methods let you add or remove a `TextListener` for processing text events. Recall that `Component` ([Section 13.2](#)) already supplies `addKeyListener` and `removeKeyListener` methods, but text events occur whenever the text value changes, even if the change is programmatic (i.e., through `setText`). A `TextListener` needs to implement a single method: `textValueChanged`. This method takes a `TextEvent` as an argument. To get the component's string from this event, use `getSource` to find the source object, cast the result to a `TextComponent`, and do `getText` on that.

public int getCaretPosition()

public void setCaretPosition(int index)

The first method lets you look up the position of the text insertion caret. The second method sets the position of the text insertion caret.

public String getSelectedText()

This method returns the selected text. If no text is currently selected, a zero-length (but non-`null`) string is returned.

public int getSelectionEnd()

public void setSelectionEnd(int startIndex)

The first method returns the index of the first character *after* the end of the selected text. Zero is returned if no text is selected. The second method sets the index of the first character *after* the end of the selected text.

public int getSelectionStart()

public void setSelectionStart(int endIndex)

The first method returns the index of the first character of any selected text. Zero is returned if no text is selected. The second method sets the index of the first character of selected text.

public String getText()

public void setText(String newText)

The `getText` method returns the text, if any, in the textfield. If there is no text, a zero-length (but non-`null`) string is returned. The `setText` method replaces any text with the supplied string. An input value of `null` is the same as `" "`.

public boolean isEditable()

public void setEditable(boolean editableStatus)

The `isEditable` method determines whether the textfield allows user input (`true`) or whether it is just for display (`false`). The `setEditable` method permits (`true`) or prohibits (`false`) the user from typing into the textfield.

public void processTextEvent(TextEvent event)

This lower-level, event-processing method can be overridden to handle text events. See `addTextListener` for more details. You can also handle individual keyboard events, since `processKeyEvent` is inherited from the `Component` class (Section 13.2). Don't forget to enable text events, call `super.processTextEvent` from within the method, and import `java.awt.event.*`.

public void select(int startIndex, int endIndex)

This method selects the text starting at `startIndex`, up through but *not* including `endIndex`. Selected text is highlighted on most operating systems. If the ending index is longer than the length of the text, the entire text is selected.

public void selectAll()

This method selects all the text.

TextField Methods

In addition to the `TextComponent` methods, the following methods are available:

public void addActionListener(ActionListener listener)

public void removeActionListener(ActionListener listener)

`ActionEvents` are generated when the user presses Return while the textfield has the focus. These methods let you attach or remove an `ActionListener` to process these events. In many cases, `addTextListener` and `removeTextListener` (inherited from `TextComponent`) or `addKeyListener` and `removeKeyListener` (inherited from `Component`) are of more interest.

public boolean echoCharIsSet()

This method determines whether an echo character has been specified. See `setEchoCharacter`.

public int getColumns()

This method tells you the number of columns in the textfield. If you are using a proportional font, this method does not guarantee that this number of characters will really fit in the

textfield, however, because the value is based on the *average* width of characters in the current font.

```
public char getEchoChar()
```

```
public void setEchoChar(char echoChar)
```

The `getEchoChar` method returns the current echo character. This value is only meaningful if `echoCharIsSet` is `true`. The `setEchoChar` specifies a character to display for each character the user types in. The actual text entered is still available from `getText`. The "*" character is often used for implementing fields that gather passwords or other sensitive data.

```
public void processActionEvent(ActionEvent event)
```

Action events are generated when the user presses Return while the textfield has the focus. If you want the textfield to process its own events, you first enable `AWTEvent.ACTION_EVENT_MASK`, then override this method. Be sure to call `super.processActionEvent` in case any listeners are attached. Also, see `addActionListener`.

```
public void setColumns(int cols)
```

The `setColumns` method lets you specify the width of the `TextField` directly. Note that the width is in terms of the *average* width of characters in the textfield's font.

Because `TextField` is a subclass of `Component`, it has access to all `Component` methods. See [Section 13.2](#) (The Component Class).

Handling TextField Events

Four event types are of interest: focus events, keyboard events, text events, and action events. Focus events happen when the textfield acquires or loses the input focus, keyboard and text events when the user presses a key while the textfield has the focus, and action events when the user presses Return while the textfield has the focus. The difference between keyboard events and text events is that text events are generated even when someone calls `setText` programmatically; keyboard events are not. As usual, you have the choice of handling events in the component itself by using the lower-level `processXxxEvent` methods or of attaching an external listener to process them. See [Section 11.6](#) (Behind the Scenes: Low-Level Event Processing) for an example of low-level event handling and `TextFields`.

13.20 The TextArea Class

A `TextArea` is similar to a `TextField`, except that it can have multiple lines and does not generate action events. Here are some typical examples:

```
TextArea inputArea = new TextArea(4, 15);
add(inputArea);
TextArea resultsArea = new TextArea("No Results Yet", 2, 10);
resultsArea.setEditable(false);
add(resultsArea);
```

Constructors

The following five `TextArea` constructors are available:

```
public TextArea()
```

This constructor creates an empty text area with a platform-dependent number of rows and columns and both vertical and horizontal scrollbars. The default size may be very large, so use this constructor with caution if you're not using a layout manager that will size the text area for you.

public TextArea(int rows, int cols)

This constructor creates an empty text area with the specified number of rows and columns. The column value is based on the average width of characters in whatever font the `TextArea` is using. Vertical and horizontal scrollbars are included.

public TextArea(String initialString)

This constructor creates an initialized text area with a platform-dependent size and both types of scrollbars. The initial string can contain explicit line breaks (`\n`) to force it to span multiple lines.

public TextArea(String initialString, int rows, int cols)

This constructor creates an initialized text area with the specified size and both types of scrollbars.

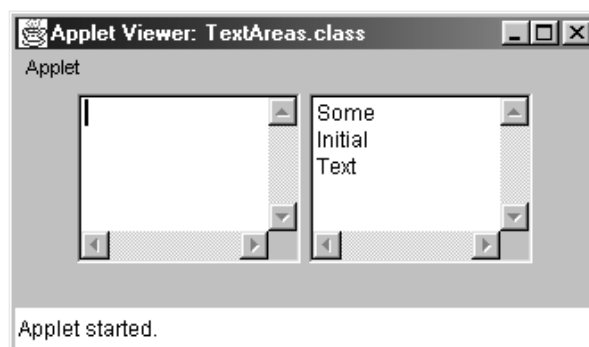
public TextArea(String initialString, int rows, int cols, int scrollbarType)

This constructor creates an initialized text area with the specified size. If the scrollbar type is `TextArea.SCROLLBARS_BOTH`, the result is the same as with the previous constructor. If `TextArea.SCROLLBARS_VERTICAL_ONLY` is specified, then the text area will have vertical but not horizontal scrollbars, and words will wrap to the next line if the user enters text that would otherwise extend past the right side of the text area. If `TextArea.SCROLLBARS_HORIZONTAL_ONLY` is supplied, then the text area will have horizontal but not vertical scrollbars. Finally, if you specify `TextArea.SCROLLBARS_NEITHER`, no scrollbars will be included. Again, text will wrap as it is entered.

Example: Empty and Filled Text Areas

Listing 13.37 creates two text areas: an empty one and another filled with three initial lines. Figure 13-22 shows the result on Windows 98.

Figure 13-22. Text areas on Windows 98.



Listing 13.37 TextAreas.java

```
import java.applet.Applet;
import java.awt.*;
```

```

public class TextAreas extends Applet {
    public void init() {
        setBackground(Color.lightGray);
        add(new TextArea(3, 10));
        add(new TextArea("Some\nInitial\nText", 3, 10));
    }
}

```

Other TextArea Methods

`TextArea` inherits `getText`, `setText`, `setEditable`, `select` and all of the other methods of `TextComponent` described in [Section 13.19](#) (The `TextField` Class). In addition, `TextArea` supports the following methods:

public void append(String additionalText)

This method adds the specified text to the end of the text area.

public int getColumns()

This method returns the number of columns in the text area.

public int getRows()

This method returns the number of rows used to create the text area.

public void insert(String additionalText, int index)

These methods insert the specified text at the given index. Any text at that location or later is moved down.

public void replaceRange(String replacement, int startIndex, int endIndex)

This method replaces the text starting at `startIndex`, up through but *not* including `endIndex`, with the specified string. The replacement string need not be the same length as the text being replaced.

As a subclass of `Component` ([Section 13.2](#)), `TextArea` has access to all `Component` methods.

Handling TextArea Events

Keyboard, text, and focus events are handled in exactly the same manner as with textfields. Text areas do not generate `ActionEvents`.

13.21 The Label Class

Labels are simple textual displays. It is often more convenient to use a `Label` than to draw text with the `drawString` method of `Graphics` because labels are redisplayed automatically and can be moved around by layout managers. You can just create one with designated text and drop it in a window, as follows:

```

Label label = new Label("...");
add(label);

```

Frequently, however, you may use the label to describe some other object and want to be sure the label is aligned with it. So, you may want to use the label with a layout manager other than `FlowLayout`. Changing the label font or alignment is common as well. For instance, the following

might be used to make a title on a panel:

```
Panel resultsPanel = new Panel();
resultsPanel.setLayout(new BorderLayout());
Label title = new Label("Results", Label.CENTER);
title.setFont(new Font("SansSerif", Font.BOLD, 18));
resultsPanel.add(title, BorderLayout.NORTH);
TextArea resultsArea = new TextArea();
resultsPanel.add(resultsArea, BorderLayout.CENTER);
```

Constructors

The `Label` class has only three constructors.

public `Label()`

public `Label(String labelString)`

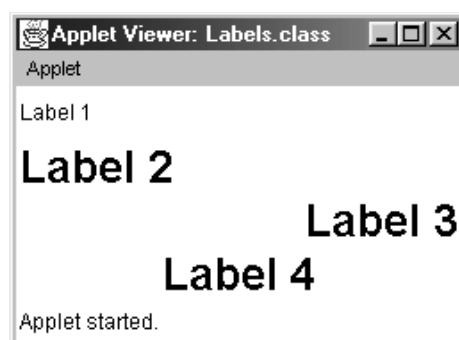
public `Label(String labelString, int alignment)`

The first constructor simply creates a blank label. You can specify the text later with `setText`. The second constructor creates a label displaying the specified string. The last constructor creates a label with the specified alignment. The alignment is one of `Label.LEFT` (default), `Label.RIGHT`, and `Label.CENTER`. The alignment is not particularly important if the label is used in a window that is using `FlowLayout` or in the `East` or `West` regions of a `BorderLayout`. The preferred width of a `Label` is only a little bit bigger than the text it contains, and there's not much aligning left to be done. However, alignment is quite important if you resize a `Label` by hand or use one in a `GridLayout`, `GridBagLayout`, or the `NORTH` or `SOUTH` regions of a `BorderLayout`. In such a case, the width of the `Label` might be much larger than the text it contains, and you need to specify where to place the text in that area.

Example: Four Different Labels

[Listing 13.38](#) creates four labels with various fonts and alignment options. [Figure 13-23](#) shows the result.

Figure 13-23. Labels can have different fonts and can be left-aligned, right-aligned, or centered.



Listing 13.38 `Labels.java`

```
import java.applet.Applet;
import java.awt.*;

public class Labels extends Applet {
```

```

public void init() {
    setLayout(new GridLayout(4,1));
    Label label1, label2, label3, label4;
    label1 = new Label("Label 1");
    label2 = new Label("Label 2", Label.LEFT);
    label3 = new Label("Label 3", Label.RIGHT);
    label4 = new Label("Label 4", Label.CENTER);
    Font bigFont = new Font("SanSerif", Font.BOLD, 25);
    label2.setFont(bigFont);
    label3.setFont(bigFont);
    label4.setFont(bigFont);
    add(label1);
    add(label2);
    add(label3);
    add(label4);
}
}

```

Other Label Methods

The `Label` class has seven methods. We summarize the most important four below.

public int getAlignment()

public void setAlignment(int alignment)

The first method returns the current alignment, which will be one of `Label.LEFT`, `Label.RIGHT`, or `Label.CENTER`. The second method sets the text alignment.

public String getText()

public void setText(String newLabel)

The `getText` method returns the text of the label. If none has been set, a zero-length (but non-null) string is returned. The `setText` method changes the label's text. If the label is already displayed, changing the text does not automatically resize it in its `Container`. So, the containing window should be invalidated and validated to force a new layout, as follows.

```

someLabel.setText("A Different Label");
someLabel.getParent().invalidate();
someLabel.getParent().validate();

```

As a `Component` subclass, `Label` inherits all the color, font, and resizing methods of `Component` (Section 13.2).

Handling Label Events

For labels, the normal mouse and keyboard events are generated, but there are no selection or action events. Listing 13.39 shows a frame that inserts two "reversible" labels (Listing 13.40): labels with attached mouse listeners that switch the foreground and background colors when the mouse enters the label and switch back when the mouse leaves. Figure 13-24 and Figure 13-25 show the original result and the result after the mouse is moved over the second `ReversibleLabel`, respectively.

Figure 13-24. ReverseLabels: original appearance.



Figure 13-25. `ReverseLabels`: after the mouse is moved over right label.



Listing 13.39 `ReverseLabels.java`

```
import java.awt.*;

public class ReverseLabels extends CloseableFrame {
    public static void main(String[] args) {
        new ReverseLabels();
    }

    public ReverseLabels() {
        super("Reversible Labels");
        setLayout(new FlowLayout());
        setBackground(Color.lightGray);
        setFont(new Font("Serif", Font.BOLD, 18));
        ReversibleLabel label1 =
            new ReversibleLabel("Black on White",
                               Color.white, Color.black);
        add(label1);
        ReversibleLabel label2 =
            new ReversibleLabel("White on Black",
                               Color.black, Color.white);
        add(label2);
        pack();
        setVisible(true);
    }
}
```

Listing 13.40 `ReversibleLabel.java`

```
import java.awt.*;
import java.awt.event.*;

/** A Label that reverses its background and
 *  foreground colors when the mouse is over it.
 */

public class ReversibleLabel extends Label {
    public ReversibleLabel(String text,
                           Color bgColor, Color fgColor) {
        super(text);
        MouseAdapter reverser = new MouseAdapter() {
            public void mouseEntered(MouseEvent event) {
```

```

        reverseColors();
    }

    public void mouseExited(MouseEvent event) {
        reverseColors(); // or mouseEntered(event);
    }
};
addMouseListener(reverser);
setText(text);
setBackground(bgColor);
setForeground(fgColor);
}

protected void reverseColors() {
    Color fg = getForeground();
    Color bg = getBackground();
    setForeground(bg);
    setBackground(fg);
}
}

```

13.22 Scrollbars and Sliders

The AWT uses the same basic component for scrollbars (used to scroll windows) and sliders (used to interactively select values): the `Scrollbar` class. The "preferred" size and shape of a `Scrollbar` is not generally usable, so scrollbars are not usually placed in a window that uses `FlowLayout`. Instead, they are typically placed in the east or south sections of a `BorderLayout`, used in a `GridLayout`, or resized by hand.

Unfortunately, scrollbars are not implemented in the same manner on all Java systems and are painful to use directly. The preferred alternative is to use `TextAreas` and `ScrollPane`s, unless you want sliders. If you are developing a Swing applet or application, the `JSlider` class ([Section 14.7](#)) is a significant improvement over the AWT `Scrollbar` for implementing sliders.

Constructors

Following are the `Scrollbar` constructors:

public Scrollbar()

This constructor creates a vertical scrollbar. The bubble (or thumb—part that actually moves) size defaults to 10% of the trough length. The internal minimum and maximum values (see below) are set to zero.

public Scrollbar(int orientation)

This constructor creates a horizontal or vertical scrollbar. The orientation can be either `Scrollbar.HORIZONTAL` or `Scrollbar.VERTICAL`. The bubble (thumb) size defaults to 10% of the trough length. The internal minimum and maximum values (see below) are set to zero.

public Scrollbar(int orientation, int initialValue, int bubbleSize, int min, int max)

This constructor is the one you use when you want to make a slider for interactively selecting values. It creates a horizontal or vertical slider or scrollbar with a customized bubble (or thumb—the part that actually moves) thickness and a specific internal range of

values. The bubble thickness is in terms of the scrollbar's range of values, not in pixels, so that if `max` minus `min` was 5, a bubble size of 1 would specify 20% of the trough length. Note, however, that some operating systems (some versions of MacOS, in particular) do not support varying sizes for scrollbar thumbs.

Also, the value corresponds to the location of the *left* (horizontal sliders) or *top* (vertical sliders) edge of the bubble, not its center. For a horizontal scrollbar, rather the maximum corresponding to the highest value the left side of the slider can reach, it corresponds to the highest value the right side of the slider can reach, and similarly for vertical scrollbars. This means that the actual values that can be set to range from the minimum value to the bubble size *less* than the maximum value. For example, the following statement makes a scrollbar that can range only from 0 to 45, with the initial value at 25 and a bubble size of 5:

```
new Scrollbar(Scrollbar.HORIZONTAL, 25, 5, 0, 50);
```

Core Warning

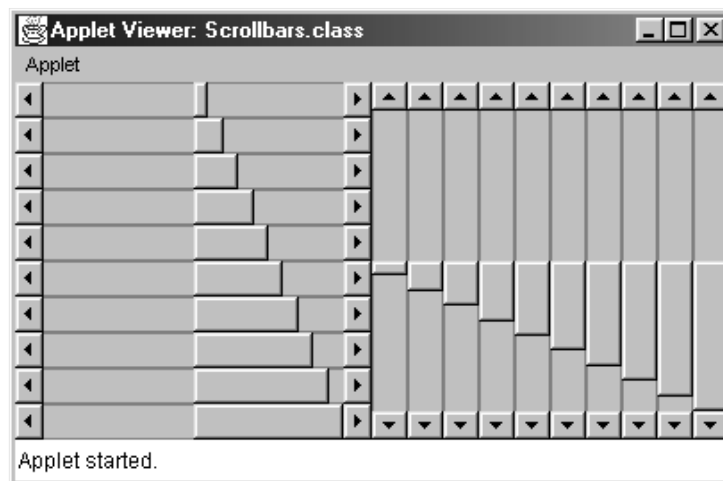


To get a scrollbar with a thumb size of `t` that can range in value from `min` to `max`, you have to create it with a maximum value of `max+t`.

Example: Variety of Sliders

[Listing 13.41](#) creates a variety of horizontal and vertical sliders (scrollbars for selecting values). The values range from 0 to 100 with an initial value of 50 and various bubble thicknesses. [Figure 13-26](#) shows the result on Windows 98.

Figure 13-26. Scrollbars with varying bubble sizes but constant ranges and initial values, shown on Windows 98.



Listing 13.41 Scrollbars.java

```
import java.applet.Applet;
import java.awt.*;

public class Scrollbars extends Applet {
    public void init() {
        int i;
        setLayout(new GridLayout(1, 2));
        Panel left = new Panel(), right = new Panel();
        left.setLayout(new GridLayout(10, 1));
```

```

    for(i=5; i<55; i=i+5) {
        left.add(new Scrollbar(Scrollbar.HORIZONTAL, 50, i, 0, 100));
    }
    right.setLayout(new GridLayout(1, 10));
    for(i=5; i<55; i=i+5) {
        right.add(new Scrollbar(Scrollbar.VERTICAL, 50, i, 0, 100));
    }
    add(left);
    add(right);
}
}

```

Other Scrollbar Methods

The following `Scrollbar` methods are available.

public void addAdjustmentListener(AdjustmentListener listener)

public void removeAdjustmentListener(AdjustmentListener listener)

These methods add and remove an `AdjustmentListener` to the scrollbar, used to monitor user adjustments to the scrollbar. An `AdjustmentListener` needs to implement `adjustmentValueChanged`, which takes an `AdjustmentEvent` as an argument. The `AdjustmentEvent` class contains a `getAdjustmentType` method that returns one of `AdjustmentEvent.UNIT_INCREMENT` (the right or down arrow was clicked), `AdjustmentEvent.UNIT_DECREMENT` (the left or up arrow was clicked), `AdjustmentEvent.BLOCK_INCREMENT` (the trough to the right of or below the bubble was clicked), `AdjustmentEvent.BLOCK_DECREMENT` (the trough to the left of or above the bubble was clicked), or `AdjustmentEvent.TRACK` (the bubble was dragged).

public int getUnitIncrement()

public void setUnitIncrement(int increment)

The `getUnitIncrement` method is intended to return the amount that the value will be adjusted when the arrows at either end of the scrollbar are pressed. It is usually 1 if the user has not specified anything different with `setUnitIncrement`. Unfortunately, however, some implementations ignore this method. For instance, the line increment value has no effect on Solaris in JDK 1.1. For many applications you can remedy this situation. See [Listing 13.42](#) for an example. The `setUnitIncrement` method changes the amount the scrollbar will move when the user clicks on the arrows but is not supported on all platforms.

public int getMaximum()

public void setMaximum(int maxValue)

The `getMaximum` method returns the scrollbar's maximum possible value. This value is the `getVisibleAmount` *more* than the largest possible selectable value. The `setMaximum` method changes the maximum possible value.

public int getMinimum()

public void setMinimum(int minValue)

These two methods return and set the scrollbar's minimum possible value, respectively.

```
public int getOrientation()
```

```
public void setOrientation(int orientation)
```

These methods return and set the orientation of the scrollbar. Legal values are `Scrollbar.HORIZONTAL` or `Scrollbar.VERTICAL`.

```
public int getBlockIncrement()
```

```
public void setBlockIncrement(int increment)
```

These methods return and set how much the value will change when the user clicks inside the trough above or below the scrollbar bubble. The default is platform dependent; common defaults are 10 (Windows 98) or the bubble size (Solaris).

```
public int getValue()
```

```
public void setValue(int value)
```

```
public void setValues(int value, int bubbleSize, int min, int max)
```

These methods return and set the current value of the scrollbar. Specifying a value below the minimum value does not cause an error; the minimum value is simply stored. Specifying a value above the maximum minus the thumb size does not cause an error either. Instead, the scrollbar takes on the maximum minus the thumb size. The last method changes several parameters in one fell swoop.

```
public int getVisibleAmount()
```

This method returns the size of the bubble (thumb), represented in terms of the units used for the scrollbar range, not in terms of pixels.

```
public void processAdjustmentEvent(AdjustmentEvent event)
```

If you want to have a scrollbar handle its own events, you first enable adjustment events as follows:

```
enableEvents(AWTEvent.ADJUSTMENT_EVENT_MASK);
```

Next, you override `processAdjustmentEvent`, which takes an `AdjustmentEvent` as an argument. Remember to call `super.processAdjustmentEvent` in case there are listeners on the scrollbar. See the following subsection for an example.

As a subclass of `Component`, the `setForeground` and `setBackground` methods are available, but `setForeground` is not generally supported. On Windows 95/NT, `setBackground` sets the color of the scrollbar trough. On Solaris, it sets the color of the bubble and the arrows. Many MacOS implementations do not support scrollbar colors.

Handling Scrollbar Events

To process scrolling events, you can either use `processAdjustmentEvent` or attach an `AdjustmentListener`. If you override `processAdjustmentEvent`, you can let a scrollbar handle its own events. If you attach an `AdjustmentListener`, an external object can handle the events. In either case, note that the `AdjustmentEvent` class has two methods of particular import: `getValue` and `getAdjustmentType`. The first returns an `int` giving the scrollbar's current

value, and the second returns one of `AdjustmentEvent.UNIT_INCREMENT`, `AdjustmentEvent.UNIT_DECREMENT`, `AdjustmentEvent.BLOCK_INCREMENT`, `AdjustmentEvent.BLOCK_DECREMENT`, or `AdjustmentEvent.TRACK`. For instance, [Listing 13.42](#) shows how you could use `processAdjustmentEvent` to make a scrollbar that honors the unit increment and block increment values, regardless of whether the underlying implementation already honors those values. Note, however, that this approach only works if all scrollbar adjustment is done by the user. Calling `setValue` will not properly update the `lastValue` variable, but there is no way around this since you cannot tell the difference between a system-generated `setValue` call (when the scrollbar is adjusted) and a user-generated one.

Note that the Swing API defines a `JSlider` class ([Section 14.7](#)) that provides significant improvements over the AWT `Scrollbar` and functions the same on all platforms. However, Swing components are not supported by all browsers and may require that the client install the Java Plug-In ([Section 9.9](#)).

Listing 13.42 `BetterScrollbar.java`

```
import java.awt.*;
import java.awt.event.*;

/** The beginnings of a better scrollbar. This one
 *  adjusts for the fact that many implementations
 *  ignore the line or page increment. Created to
 *  demonstrate low--level scrollbar events.
 */

public class BetterScrollbar extends Scrollbar {
    private int lastValue;

    public BetterScrollbar(int orientation,
                          int initialValue,
                          int bubbleSize,
                          int min,
                          int max) {
        super(orientation, initialValue, bubbleSize, min, max);
        enableEvents(AWTEvent.ADJUSTMENT_EVENT_MASK);
        lastValue = initialValue;
    }

    /** Watch the events, adjusting by unit increment
     *  or block increment if appropriate.
     */

    public void processAdjustmentEvent(AdjustmentEvent e) {
        int type = e.getAdjustmentType();
        switch(type) {
            case AdjustmentEvent.UNIT_INCREMENT:
                setValue(lastValue + getUnitIncrement());
                break;
            case AdjustmentEvent.UNIT_DECREMENT:
                setValue(lastValue -- getUnitIncrement());
                break;
            case AdjustmentEvent.BLOCK_INCREMENT:
                setValue(lastValue + getBlockIncrement());
                break;
        }
    }
}
```

```

        break;
    case AdjustmentEvent.BLOCK_DECREMENT:
        setValue(lastValue -- getBlockIncrement());
        break;
    }
    lastValue = getValue();
    super.processAdjustmentEvent(e);
}
}

```

See the archive at <http://www.corewebprogramming.com/> for a custom `Slider` class that combines both horizontal `Scrollbar` and `TextField` as a single GUI component.

13.23 Pop-up Menus

Pop-up menus are remarkably simple to use: allocate a `PopupMenu`, add some `MenuItems` to it, then watch for the pop-up trigger in a `Component` by checking mouse events with `isPopupTrigger`. When the trigger is received, call `show` to display the menu. When the menu is shown, an `ActionEvent` is triggered for a selected menu item.

Constructors

The two `PopupMenu` constructors are:

```
public PopupMenu()
```

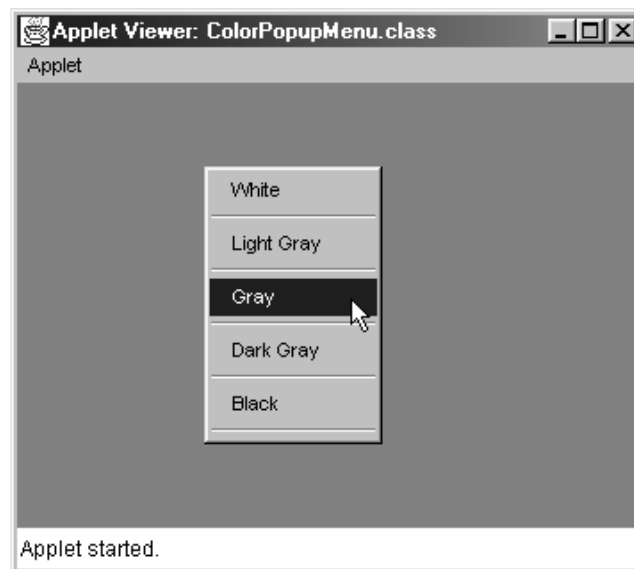
```
public PopupMenu(String title)
```

The first constructor creates an untitled pop-up menu. The second constructor creates a pop-up menu with the specified title. However, most current Windows 95/98/NT implementations do not display the title.

Example: Applet Pop-up Menu

[Listing 13.43](#) creates a pop-up menu in an applet. It then watches the mouse events until one occurs that is a pop-up trigger (whatever mouse action normally displays menus in the current operating system), in which case the menu is displayed. By implementing the `ActionListener` interface and adding itself as a listener on each item in the menu, the applet calls its own `actionPerformed` method when items are selected. [Figure 13-27](#) shows the result on Windows 95.

Figure 13-27. Pop-up menus on Windows 98 are displayed without titles.



Listing 13.43 ColorPopupMenu.java

```
import java.applet.Applet;
import java.awt.*;
import java.awt.event.*;

/** Simple demo of pop--up menus. */
public class ColorPopupMenu extends Applet
    implements ActionListener {
    private String[] colorNames =
        { "White", "Light Gray", "Gray", "Dark Gray", "Black" };
    private Color[] colors =
        { Color.white, Color.lightGray, Color.gray,
          Color.darkGray, Color.black };
    private PopupMenu menu;

    /** Create PopupMenu and add MenuItems. */

    public void init() {
        setBackground(Color.gray);
        menu = new PopupMenu("Background Color");
        enableEvents(AWTEvent.MOUSE_EVENT_MASK);
        MenuItem colorName;
        for(int i=0; i<colorNames.length; i++) {
            colorName = new MenuItem(colorNames[i]);
            menu.add(colorName);
            colorName.addActionListener(this);
            menu.addSeparator();
        }
        add(menu);
    }

    /** Don't use a MouseListener, since in Win95/98/NT
     *  you have to check isPopupTrigger in
     *  mouseReleased, but do it in mousePressed in
     *  Solaris (boo!).
     */
}
```

```

    */
    public void processMouseEvent(MouseEvent event) {
        if (event.isPopupTrigger()) {
            menu.show(event.getComponent(), event.getX(),
                event.getY());
        }
        super.processMouseEvent(event);
    }

    public void actionPerformed(ActionEvent event) {
        setBackground(colorNamed(event.getActionCommand()));
        repaint();
    }
    private Color colorNamed(String colorName) {
        for(int i=0; i<colorNames.length; i++) {
            if(colorNames[i].equals(colorName)) {
                return(colors[i]);
            }
        }
        return(Color.white);
    }
}

```

Other PopupMenu Methods

The only method directly in the `PopupMenu` class is `show`, which displays the menu. Selected methods from the ancestor classes `Menu` and `MenuItem` are listed here as well.

public void add(MenuItem item)

public void add(String label)

These methods add an entry to the menu. Rather than adding a string directly, you usually do better to turn it into a `MenuItem` first through `new MenuItem(label)`. This approach lets you add an `ActionListener` on the label.

public void addActionListener(ActionListener listener)

This method is normally applied to `MenuItems` within the pop-up menu and lets you add a listener to take action when the item is selected. Note that the label is available in the `ActionEvent` class through `getActionCommand()`.

public void addSeparator()

This method adds a nonselectable horizontal line to the menu. In [Figure 13-27](#), there is a separator after every entry.

public void setShortcut(MenuShortcut shortcut)

public MenuShortcut getShortcut()

public void deleteShortcut()

In JDK 1.1 and later, you can create portable shortcuts (keyboard shortcuts associated with menu items). Simply create a `MenuShortcut` through

```
MenuShortcut shortcut = new MenuShortcut(int key);
```

Next, add the shortcut to a `MenuItem` through `setShortcut`. The `getShortcut` and `deleteShortcut` methods retrieve and delete the shortcut associated with a menu item.

public void show(Component c, int x, int y)

This method displays the pop-up menu at the specified location relative to the top-left corner of the component.

Strictly speaking, `PopupMenu` is a `Component`. However, you should not rely on custom colors or fonts being supported.

Handling PopupMenu Events

With pop-up menus you have two types of events you need to worry about. The first is the mouse click that brings up the menu in the first place. The second is the event that occurs when an entry is actually selected.

Rather than requiring programmers to remember what types of mouse clicks are supposed to initiate pop-up menus on different platforms, the Java programming language provides a convenient method in the `MouseEvent` class: `isPopupTrigger`. However, since some operating systems invoke the menu when the mouse is first pressed (e.g., Solaris) but others when it is released (e.g., Windows 98 and Windows NT), you probably want to watch mouse events in `processMouseEvent` rather than in a `MouseListener`. If you do use a `MouseListener`, be sure to check *both* `mousePressed` and `mouseReleased`. So, the process of popping up the menu would go something like this:

```
PopupMenu menu = new PopupMenu("[Title]");
...
enableEvents(AWTEvent.MOUSE_EVENT_MASK);
...
public void processMouseEvent(MouseEvent event) {
    if (event.isPopupTrigger())
        menu.show(event.getComponent(),
                  event.getX(), event.getY());
    super.processMouseEvent(event);
}
```

To process the selections, add an `ActionListener` to each as it is created, as follows:

```
MenuItem item = new MenuItem("[Label]");
menu.add(item);
item.addActionListener(someListener);
```

Recall that an `ActionListener` needs to implement the `actionPerformed` method, which takes an `ActionEvent` as an argument. The `getActionCommand` method of `ActionEvent` returns the label of the `MenuItem`.

13.24 Summary

The AWT offers eight major types of windows that the developer can use for user interfaces: `Canvas`, `Panel`, `Applet`, `ScrollPane`, `Frame`, `Dialog`, `FileDialog`, and `Window`. This chapter explains the differences among these and described the basics of their use. The major GUI controls available in Java are `Button`, `Checkbox` (which can create regular check boxes or radio buttons), `Choice`, `List`, `TextField`, `TextArea`, `Label`, `Scrollbar` (used for scrolling and for

selecting values), and `PopupMenu`. To use built-in or custom GUI components, you need to know two things: how to create them with the look you want and how to process the events that occur when the user interacts with them. In most cases, the main look is specified in the interface element's constructor, but some elements (`Choice`, `List`, `PopupMenu`) are created empty, then filled later. Action events are perhaps the most important type of event that applies to GUI elements, but item selection events, keyboard events, text events, and scrolling events are important as well.

You should now be familiar with all the components available in the AWT for developing GUI programs. Most likely you will only use the AWT components for development of applets, since the newer Swing components, available in the Java 2 Platform, are more suitable for developing stand-alone GUI applications. The advantage of creating AWT `Applets` for browsers is that your program will run in most versions of Netscape and Internet Explorer; the Java 1.1 AWT API is supported in Netscape 4.06 and later and Internet Explorer 4.0 and later.

