



Course Introduction & GUI Part II

ISTE-121

Layout Managers

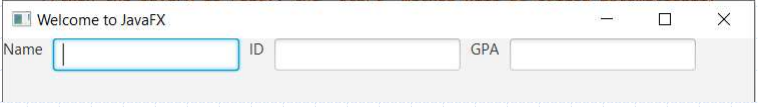
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HBox Layout Manager

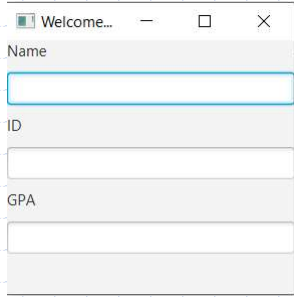


The screenshot shows a JavaFX application window titled "Welcome to JavaFX". The window contains a horizontal box (HBox) layout with three text input fields. The first field is labeled "Name", the second is labeled "ID", and the third is labeled "GPA". The fields are arranged horizontally, demonstrating the HBox layout manager.

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1. HBOX
2. VBox
3. FlowPane

VBox Layout Manager



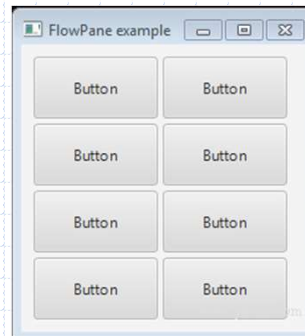
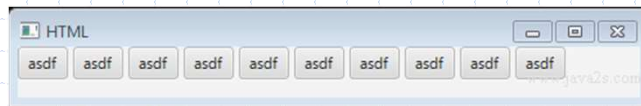
The image shows a Java Swing window titled "Welcome..." with standard window controls (minimize, maximize, close). It contains three text input fields, each with a label to its left: "Name", "ID", and "GPA". The "Name" field is highlighted with a blue border. The window is set against a blue grid background. In the top right corner of the grid, there is a Java logo. At the bottom of the grid, there is a footer with the text "ISTE-121", "IST Department", and the page number "3".

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FlowPane Layout Manager

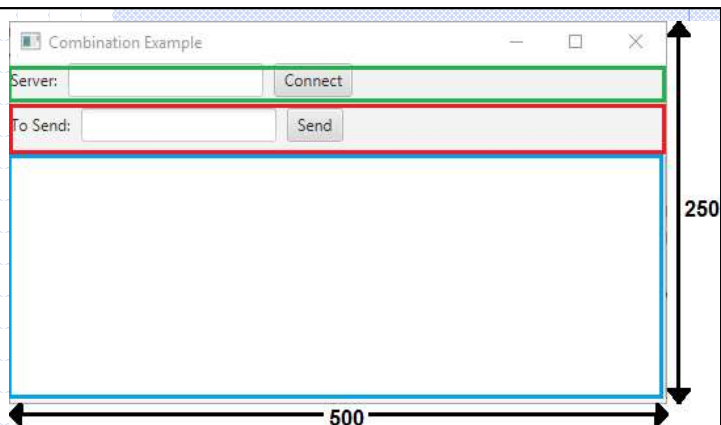


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In-Class Exercise

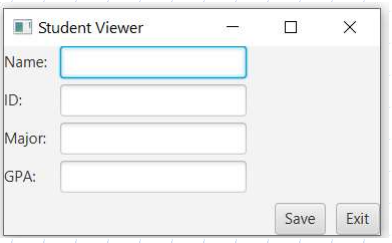


- ◆ The window is 500x250. Think of this as 3 parts - a top part, a middle part and a bottom part. The root is a VBox. The top and middle parts are FlowPanes, inside the root VBox, with their components added to them. The bottom part is not a Pane, but just a TextArea. A TextArea is just like a TextField, except that it may contain more than one line of text.

Student Viewer



◆ Lab01 Intro



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Event-Driven Programming

MouseDown, MouseUp, MouseHover..

EVENT!!!

The event is triggered, we need to listen...

```
public void handle(ActionEvent evt) {  
    System.out.println("YEAP!");  
}
```

```
btnAdd.setAction(this);
```

- ◆ The GUI program is driven by **events**, or **actions** initiated by the user, the operating system or the program itself
 - The user clicks on a button, enters text in a textbox, or chooses a menu option

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