Vocabulary Chapter 14

**GUI Components:** graphical user interface components, such as buttons and text fields, with which the user can interact

* Abstract Windows Toolkit (AWT): contains GUI components that are older and not as portable as Swing components
* Swing: a toolkit that contains GUI components that are more portable than AWT components; their names usually begin with ‘J’

Java Foundation Classes (JFC): include Swing Components classes and selected classes from the java.awt package

* Lightweight Components: written completely in Java and do not have to rely on the code written to run the local OS
* Heavyweight Components: require interaction with the local OS

Container: a type of component that holds other components so you can treat a group of them as a single entity. Often a container takes the form of a window that you can drag, minimize, restore, and close

* Window: a rectangular container that can hold GUI components
* Frame: a GUI component that is similar to a window, nut that has a title bar and border

Pixels: the picture elements, or tiny dots of light, that make up the image on your computer monitor

Window Decorations: the icons and buttons that are part of a window or frame

Look and Feel: comprises the elements of design, style, and functionality in a user interface

Label: an unedited GUI component that is most often used to provide information for a user

* Editable: describes a component that can accept key strokes

Font: the size, weight, and style of a typeface

Layout Manager: a class that controls component positioning

Border layout manager: a layout manager that places components in rows; when any row is filled, additional components automatically spill into the next row

Text Field: a GUI component into which a user can type a single line of text data

Button: a GUI component typically used to trigger an action or make a selection when the user clicks it

Tool Tips: popup windows that can help a user understand the purpose of components in an application; a tool tip appears when a user hovers the mouse pointer over the component

Event: occurs when a user takes action on a component

Event-Driven Program: user can initiate any number of events in any order

Source: of an event is the component on which a event is generated

Listener: an object that is interested in an event

Register: to sign an object up as an event listener

Event Handler: a method that executes automatically when an appropriate event occurs

* Check Box: consists of a label positioned beside a clickable square; frequently you use a check box to allow the user to turn an option on or off
* Button Group: groups several components, such as check boxes, so a user can select only one at a time
* Combo Box: a GUI component that combines a display area showing a default option and a list box containing additional options

Generic Programming: a feature of languages that allows methods to be used safely with multiple data types