Vocabulary Chapter 15

Containment Hierarchy: s tree of components that has a top-level container as its roots (that is, at its uppermost level)

* Top Level Container: the one at the top of a containment hierarchy; in Java they are Jframe, JDialog, and JApplet

Content Pane: contains all of the visible components In a top level container’s user interface

Meu Bar: a horizontal strip that is placed at the tip of a container and that contains user options

Glass Pane: resides above the content pane in a container; can contain tool tips

Alpha Value: of a color indicates the level of transparency

Preferred Size: of a Component is its default size

Panel: a plain, borderless surface that can hold other GUI components

Double Buffering: the default buffering strategy in which JPanels are drawn offscreen when they are updated and displayed only when complete

Primary Surface: the visible screen surface during double buffering

Back Buffer: the offscreen image during double buffering

Block Line Transfer / Blitting: the act of copying contents from one surface to another

Scroll Pane: provides scroll bars along the side or bottom of a pane, or both, so that the user can scroll initially invisible parts of the pane into view

Viewport: the viewable area in a scroll pane

Adapter Class: implements all the methods in an interface, providing an empty body for each method

Action Key: a keyboard key that does not generate a character

Virtual Key Codes: represent keyboard keys that have been pressed

x-axis:

y-axis:

x-coordinate:

y-coordinate:

menus: lists on user options