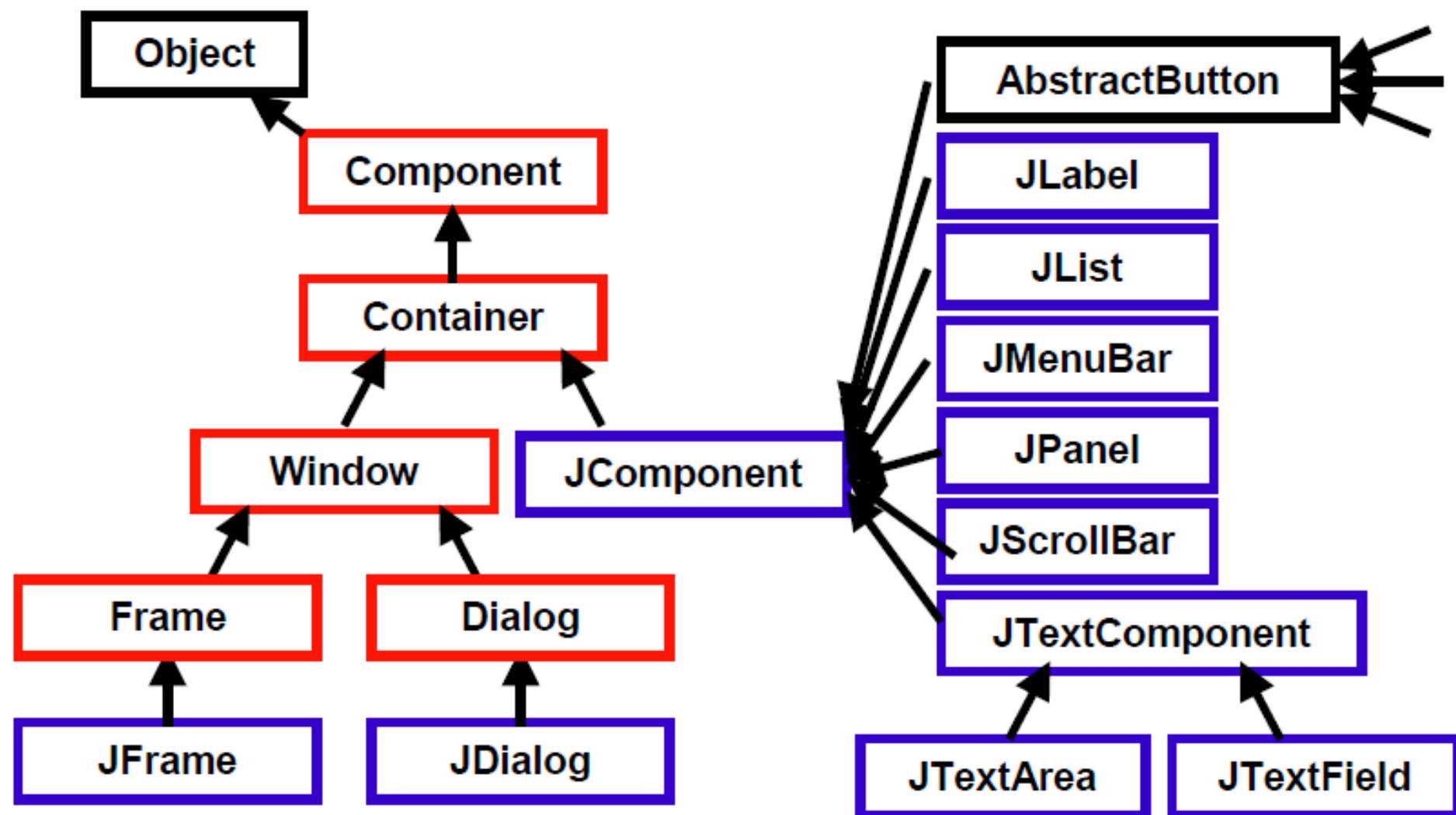


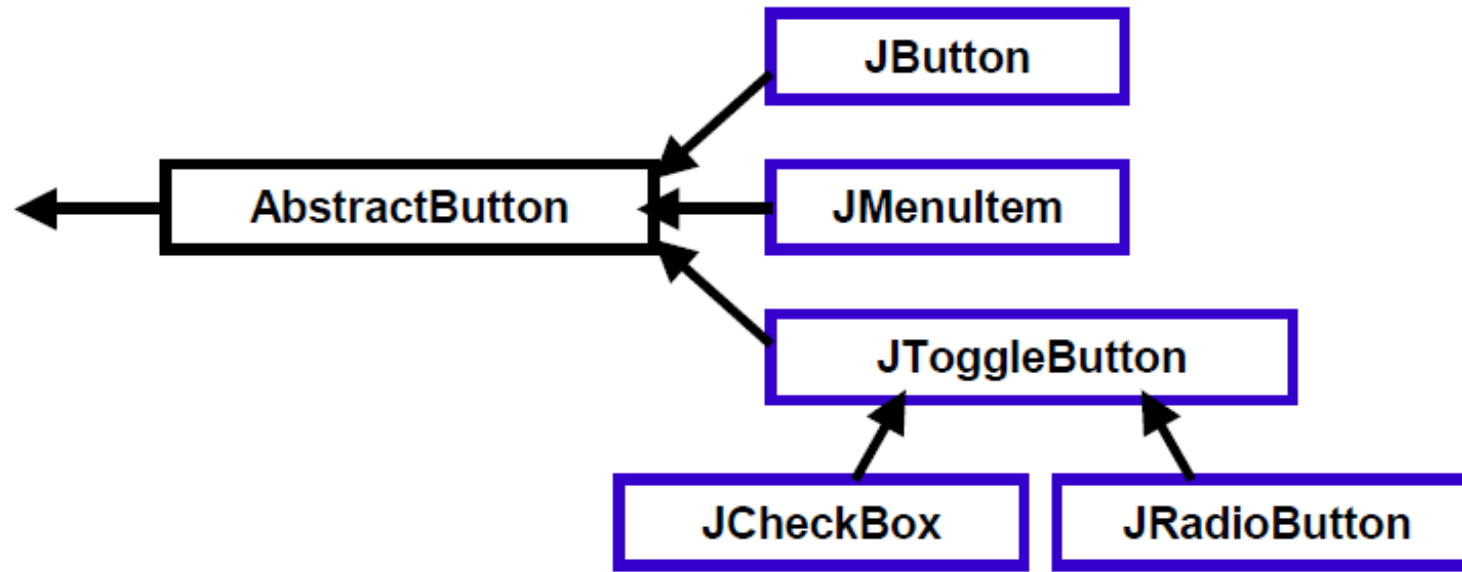
Disegnare su un Panel

**Inserimento e gestione di una
JLabel**

SWING: GERARCHIA DI CLASSI



SWING: GERARCHIA DI CLASSI



Container: tutti i componenti principali sono contenitori, destinati a contenere altri componenti

Window: le finestre sono casi particolari di contenitori e si distinguono in frame e finestre di dialogo

JFrame: componente finestra principale: ha un aspetto grafico, una cornice ridimensionabile e un titolo

JComponent: è il generico componente grafico

JPanel: il pannello, un componente destinato a contenere altri componenti grafici per organizzarli

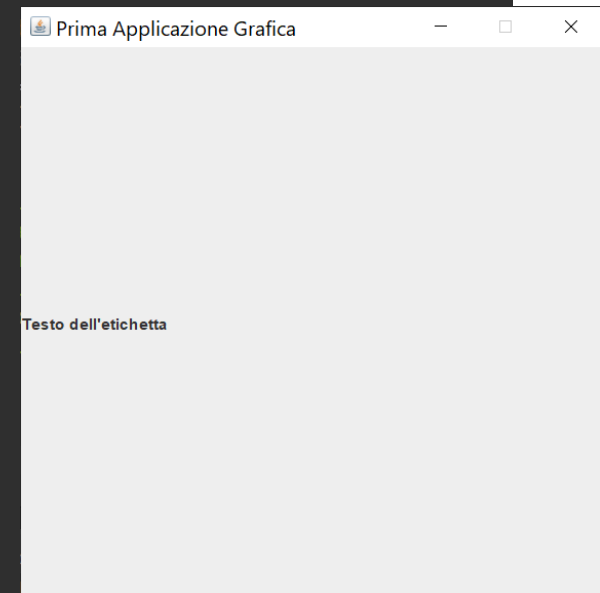
IL COMPONENTE JLabel (Inserire una Stringa)

```
import javax.swing.JFrame;
import javax.swing.JLabel;

public class Main {

    public static void main(String[] args) {
        //JLabel = a GUI display area for a string of text, an image, or both
        JLabel label = new JLabel(); //create a label
        label.setText("Testo dell'etichetta");//set text of label

        JFrame jframe = new JFrame();
        jframe.setTitle("Prima Applicazione Grafica");
        jframe.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        jframe.setBounds(400,200,450,450);
        jframe.setResizable(false);
        → jframe.add(label); ←
        jframe.setVisible(true);
    } //main
} //class
```



IL COMPONENTE JLabel (Inserire una Immagine)

```
import javax.swing.ImageIcon;
import javax.swing.JFrame;
import javax.swing.JLabel;

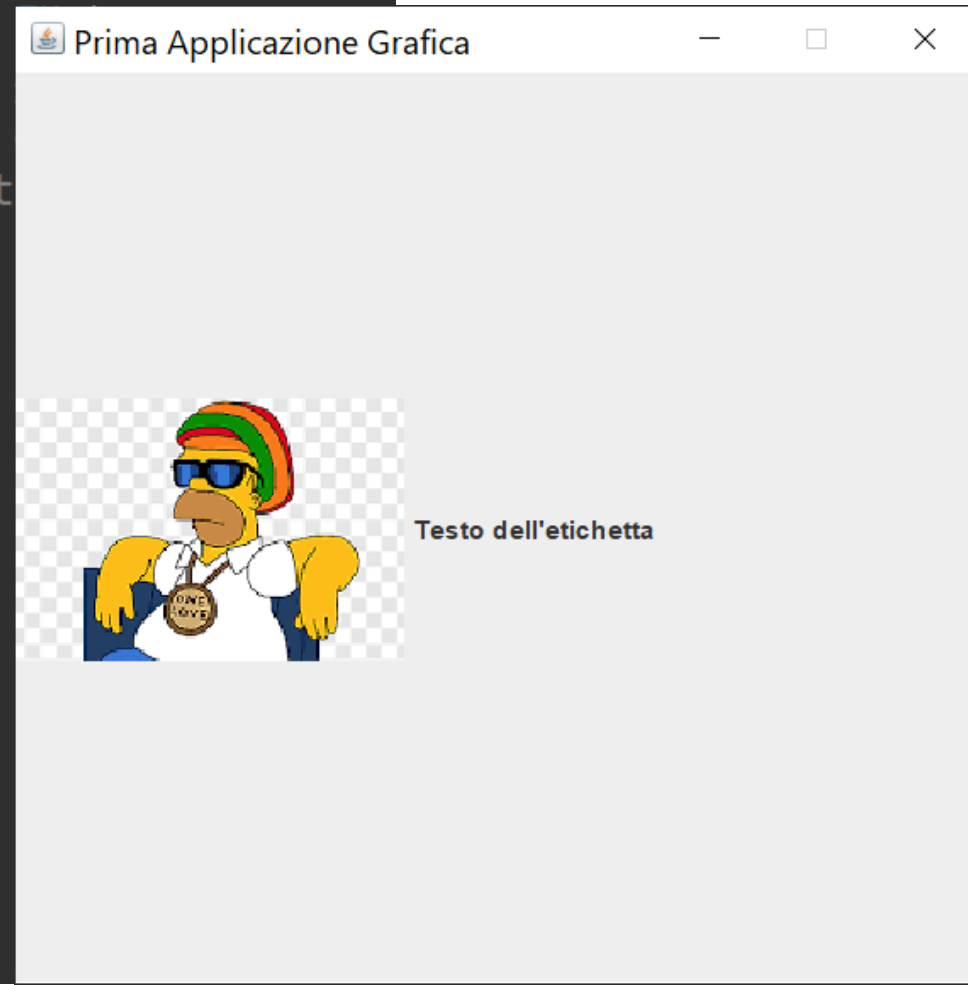
public class Main {

    public static void main(String[] args) {
        //JLabel = a GUI display area for a string of text, an
        JLabel jlabel = new JLabel(); //create a label
        jlabel.setText("Testo dell'etichetta"); //set text of t

        ImageIcon image = new ImageIcon("img/homer.png");
        jlabel.setIcon(image);

        JFrame jframe = new JFrame();
        jframe.setTitle("Prima Applicazione Grafica");
        jframe.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        jframe.setBounds(400,200,450,450);
        jframe.setResizable(false);
        jframe.add(jlabel);

        jframe.setVisible(true);
    } //main
} //class
```



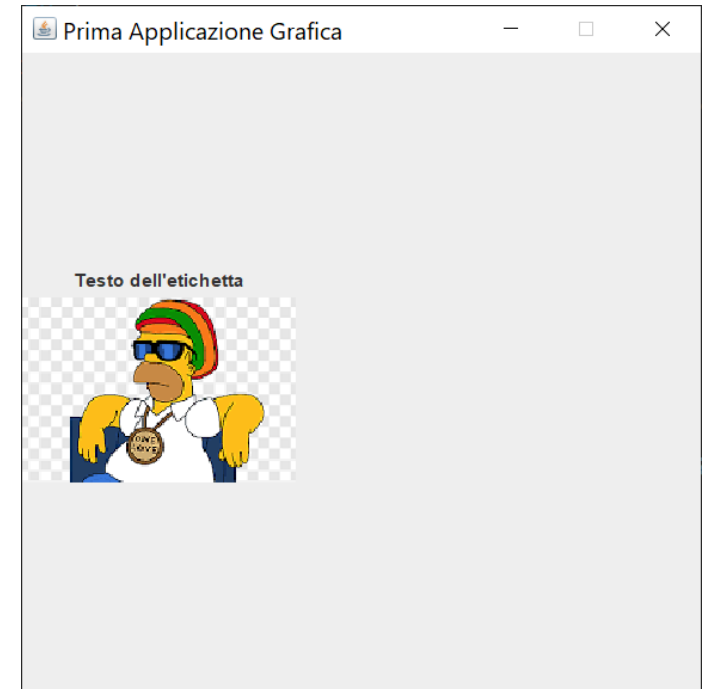
```
ImageIcon image = new ImageIcon("img/homer.png");  
jlabel.setIcon(image);  
jlabel.setHorizontalTextPosition(JLabel.CENTER);
```

//POSIZIONA IL testo a sinistra, centro, destra di ImageIcon



```
ImageIcon image = new ImageIcon("img/homer.png");  
jlabel.setIcon(image);  
jlabel.setHorizontalTextPosition(JLabel.CENTER);  
jlabel.setVerticalTextPosition(JLabel.TOP);
```

//POSIZIONA IL testo sopra, centro, sotto di ImageIcon

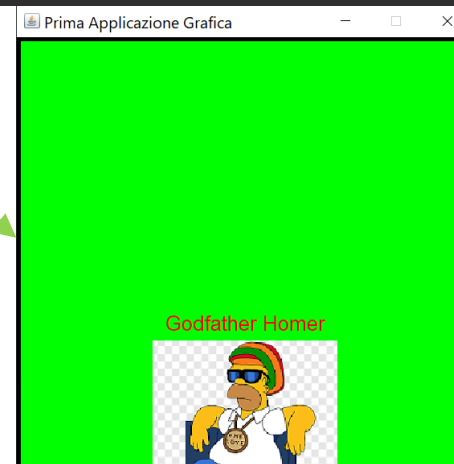


IL COMPONENTE JLabel (gestione completa)

```
//JLabel = a GUI display area for a string of text, an image, or both
JLabel label = new JLabel(); //create a label
label.setText("Godfather Homer"); //set text of the label
ImageIcon image = new ImageIcon("img/homer.png");
label.setIcon(image);
Border border = BorderFactory.createLineBorder(Color.black,4);
label.setHorizontalTextPosition(JLabel.CENTER); //set text LEFT, CENTER, RIGHT of ImageIcon
label.setVerticalTextPosition(JLabel.TOP); //set text TOP, CENTER, BOTTOM of ImageIcon
label.setForeground(new Color(255,0,0)); //set the red color of text
label.setFont(new Font("Time",Font.PLAIN,20)); //set the type and size of text
label.setBackground(Color.green); //set the background color
label.setOpaque(true); //set visible the background color
label.setBorder(border); //set the border of the label
label.setVerticalAlignment(JLabel.BOTTOM); //set vertical position icon+text within label
label.setHorizontalAlignment(JLabel.CENTER); //set horizontal position icon+text within label
```



CENTER



BOTTOM