NEERAJ APPARI SO73

Practical 2

Code:

```
package eshop;

import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
import javax.swing.event.*;
import javax.swing.tree.DefaultMutableTreeNode;
public class p2 {
 public static void main(String args[]) {

 JFrame f = new JFrame("Practical 2");
 Container c = f.getContentPane();
  c.add(new JLabel("Neeraj Appari S073"));

 f.setLayout(new FlowLayout());
 int row = 4, col = 2;
JTable table = new JTable(row, col);
 for(int i=0;i<row;i++) {
 table.setValueAt(i,i,0);
 table.setValueAt(i*i, i,1);
 }
 c.add(table);
 f.setVisible(true);


 final JLabel l = new JLabel();
 String[] colors = { "WaterMelon", "Mango", "Apple" };
final JComboBox cl = new JComboBox(colors);
 cl.addActionListener(new ActionListener() {
 public void actionPerformed(ActionEvent e) {
 l.setText("Selected:"+cl.getSelectedItem());
 }
 });
 c.add(l);c.add(cl);
 f.setVisible(true);

 String[] languages = {"Neeraj", "Yash", "Simi"};
JList list = new JList(languages);
 list.addListSelectionListener(new ListSelectionListener() {
 public void valueChanged(ListSelectionEvent e) {
 JList l = (JList) e.getSource();
 Object values[] = l.getSelectedValues();
 for (int i = 0; i< values.length; i++)
 System.out.println(values[i] + " ");
 }
 });
 c.add(list);
 f.pack();
 f.setVisible(true);

 DefaultMutableTreeNode root = new
DefaultMutableTreeNode("Games"),
 c1 = new DefaultMutableTreeNode("COD"),
 c2 = new DefaultMutableTreeNode("PUBG"),
 c3 = new DefaultMutableTreeNode("Brawl Stars");
 root.add(c1);root.add(c2);root.add(c3);
 c1.add(new DefaultMutableTreeNode("Ghost"));
 c1.add(new DefaultMutableTreeNode("Adler"));
 c2.add(new DefaultMutableTreeNode("Carlos"));
 c2.add(new DefaultMutableTreeNode("Sara"));
 c3.add(new DefaultMutableTreeNode("Darryl"));
 c3.add(new DefaultMutableTreeNode("Poco"));
 JTree t = new JTree(root);
 t.setSize(100,50);
 c.add(t);
 f.pack();
 f.setVisible(true);
```

```
 JButton b=new JButton("Click Here");
    b.setBounds(50,100,95,30);
    f.add(b);
    f.setLayout(null);
    f.setVisible(true);
    f.setSize(300,200);
 }
}
```

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Practical - 2

Aim: Demonstrate the following swing components
JButton
JList
J Combobox
Jtable
JTree

Description:

1) a JButton:
Constructor & Description

1a) JButton ():
Creates a button where properties are taken from the action supplied

2b) JButton (Icon icon):
Creates a button with an icon

3a) JButton (StAction a)
Creates a button where properties are taken from the action supplied

4d) JButton (String text) -
Creates a button with the text

5) JButton (String text, Icon icon):
Creates a button with an initial text and an icon.

Methods and Descripton

1) Accessible (Ontext get Accessible (ontext) : Gets the Accessible Context associated with this JButton

2) String getUIClass ID() :
Returns a string that specific the name of the L&F class which renders this component.

3) boolean isDefaultCapable () -
Gets the value of the defaultCapable property.

4) Protected String param String() -
Returns a String representation of this JButton

2) Jlist :
Constructor and Descripttion

1) JList () -
Creates a JList with an empty, read-only model

2) JList (ary[]listData) -
Creates a Jlist that displays the elements in specified array

3) Jlist (list Model cany? Perdata Model) -
Creates a JList that displays element hom the Specified, non-null model

Methods & Description

1) Void addlistSelectionlistener (listSelection Listener)-
It is used to add a listener to the list, to be notified each time a change to the selection occurs.

2) int get Selected Index()-
It is used to return the smallest selected int index

3) list Model get Model()-
It is used to return the data model that holds a list of items displayed by the Jlist component.

4) void setlist Data (object [] list Data):-
It is used to create a read only list model from an ary of object

3] JCombox Box :-
Constructor & Description-

1) JCombox ().
Creates a JCombo box with a default statement

2) JComboBox (object [] items) :-
Creates a JComboBox that contains the element in the specified array.

3) JComboxBox (Vector <?> items) :-
Creates a JComboxBox that Contains the element in the specified vector

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Methods and Description

1) Void add Item (Object anObject) -
* It is used to add an item to the item list.

2) void removeItem (Object anObject) -
It is used to delete an item to the item list.

3) void removeAllItems () -
It is used to remove all the items from the list.

4) void addActionListener (Action Listener a) -
It is used to add the ActionListener.

4) JTable () -
Constructor & Description

1) JTable () -
A new table will be created within empty cells

2) JTable (int r, int c) ÷
A table will be created within the size ~~of~~ as r*c

3) J Table (Object [] [] d, Object [] col):
A table will be created with the specified data where [] col describe the names of column

Methods and Description -
1) add Column (Table Column) -

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A colum C will be added to the column any and of the Jtable colum Model

2) Clear Section()
The column and rows which are selected will be deselected

3) column Added (Table Column Module Eventer) -
When a colum is added to the colum Model of the table, this method will be called.

4) Column Moved (Table Column Model Events):
When a column repositions this method will be called.

5)• Jtree ().
Constructor a & Description

1) Jtree () - A constructor has the same name as the class name and it does not have any return value. It creates a simple model for class Jtree

2) JTree (object value [?]):
In This case, an object is passed through the constructor. All two object passed are the child of the root node which is represented at a lower level than the root node

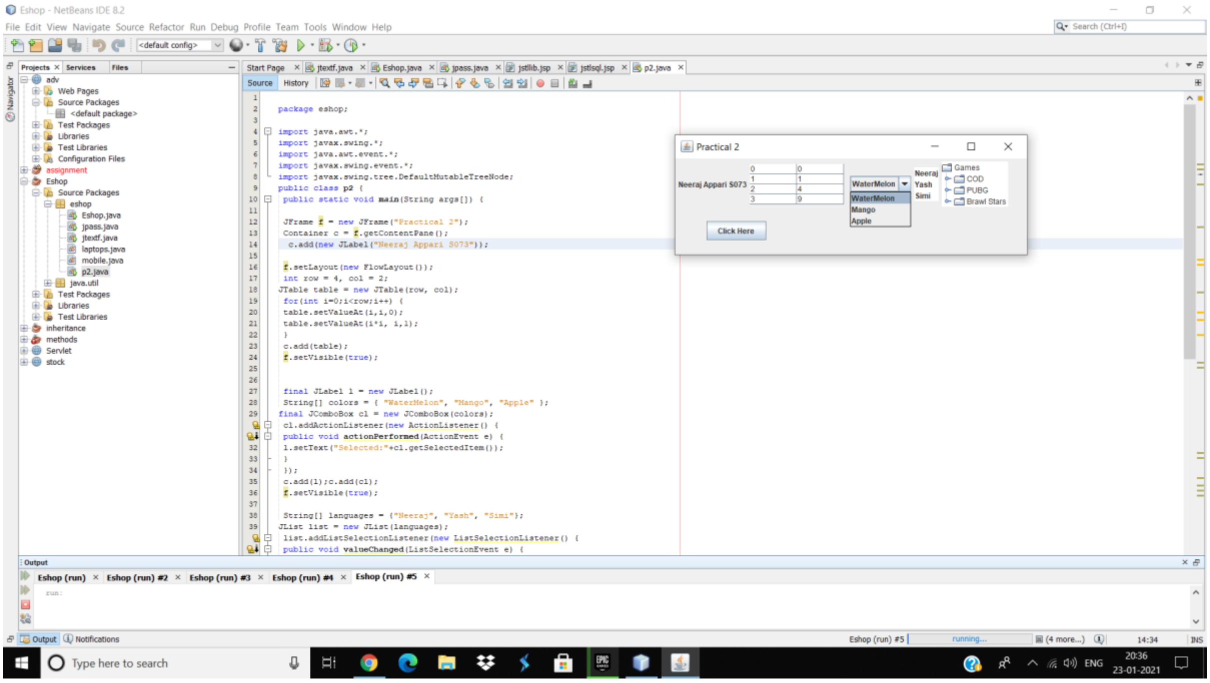
3) JTree (Tree Node root) -
Here is the root node is treenode which is built according to the compounds given. All the child, nodes will fall on der the root node TreeNode.

Methods && Descriptions .

1) public Tree Model get Model() .
It displays the model of the tree whose data is displayed using the JTree in Java programming language

2) public int getRowCount() .
The mentioned function is used to count the number of rows in the Jtree example. The number of rows also mentions the number of child nodes that are present under the root node of the JTree .

3) Public void addTreeSelectionListener (TreeSelection listener) .
Adds a listener in the tree selection in the Jtree panel



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public class p2 {
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JList list = new JList(languages);
 list.addListSelectionListener(new ListSelectionListener() {
 public void valueChanged(ListSelectionEvent e) {
```

Practical 2

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0	0
1	1
2	4
3	9

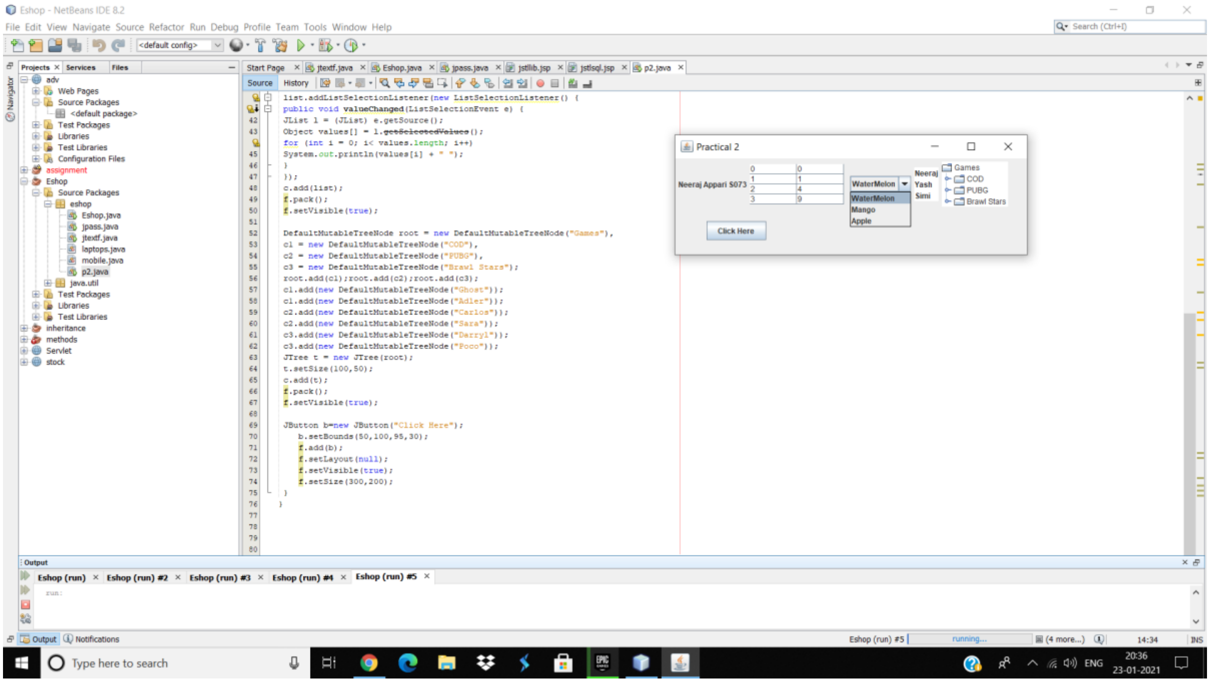
WaterMelon
WaterMelon
Mango
Apple

Neeraj
Yash
Simi

Games
COD
PUBG
Brawl Stars

Click Here

```
run:
```



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 JList l = (JList) e.getSource();
 Object values[] = l.~~getSelectedValues~~();
 for (int i = 0; i< values.length; i++)
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 cl.add(new DefaultMutableTreeNode("Adler"));
 c2.add(new DefaultMutableTreeNode("Carlos"));
 c2.add(new DefaultMutableTreeNode("Sara"));
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 JTree t = new JTree(root);
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WaterMelon
WaterMelon
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Neeraj
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Click Here

```
run:
```