

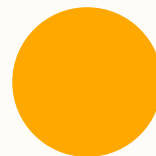


# CS 1181

# Week Four

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Reese Hatfield



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# Review

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- A good class is
  - Testable
  - Has Robust Exceptions
  - Encapsulated Behavior
  - etc.





# Moving Forward

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- That's cool I guess
- We have a lot of tools
  - But how do we build real applications?





# Moving Forward

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- Not like command line apps
- Real graphical applications
- CLI = Command Line Interface apps
- GUI = Graphical User Interfaces





# Moving Forward

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- CLI's are usually developer/power-user facing
- GUI's are more user focused





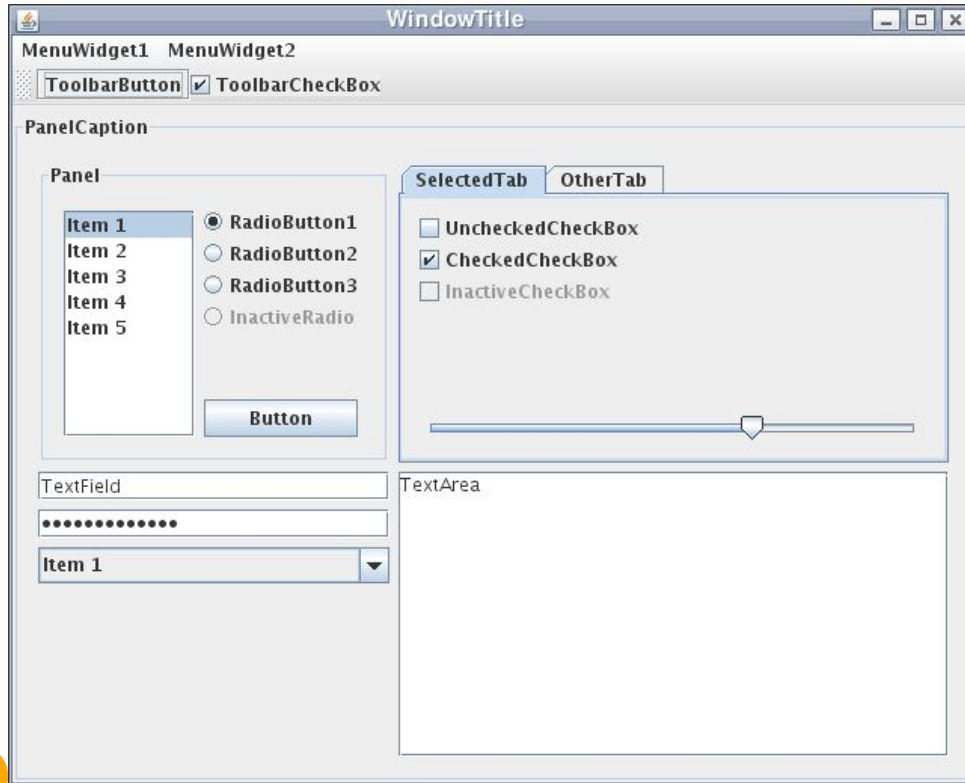
# GUIs

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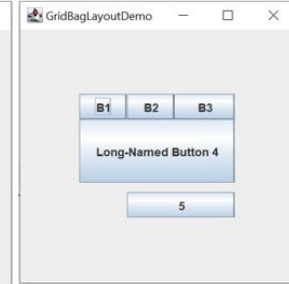
- Java's primary GUI library is *Swing*
- Built into java
- No external libraries needed
- Cross platform GUI framework



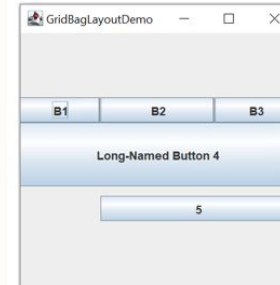
# GUIs



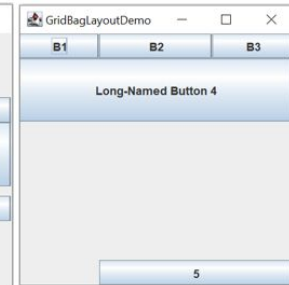
(a) Natural width and height



(b) fill = HORIZONTAL



(c)  
Column 1: weightx = 0.5  
Column 2: weightx = 1.0  
Column 3: weightx = 0.5



(d)  
Row 1: weighty = 0 (not participating)  
Row 2: weighty = 0 (not participating)  
Row 3: weighty = 1.0 (take all)



# JFrame

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- A JFrame represents an individual window
- JFrame is a class that you can use yourself
- Let's do it!







# JFrame

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- `JFrame frame = new JFrame()`
  - Nothing happened
- Useful methods:
  - `setVisible(boolean)`
  - `setSize(int, int)`
  - `setTitle(String)`
  - `setDefaultCloseOperation(int)`





## Let's add some more things

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- Swing provides a series of pre-written components
- We can use these in our program to make our GUI
- All prefixed with "J"





# JLabels

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- Let's add some text
- JLabel class
- Nice constructor and setter
- Can we add more?





## Let's add some more things

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- What happened?
- 2nd label clobbered the 1st
- JFrame can only hold a single swing component
- So how do we fix this?





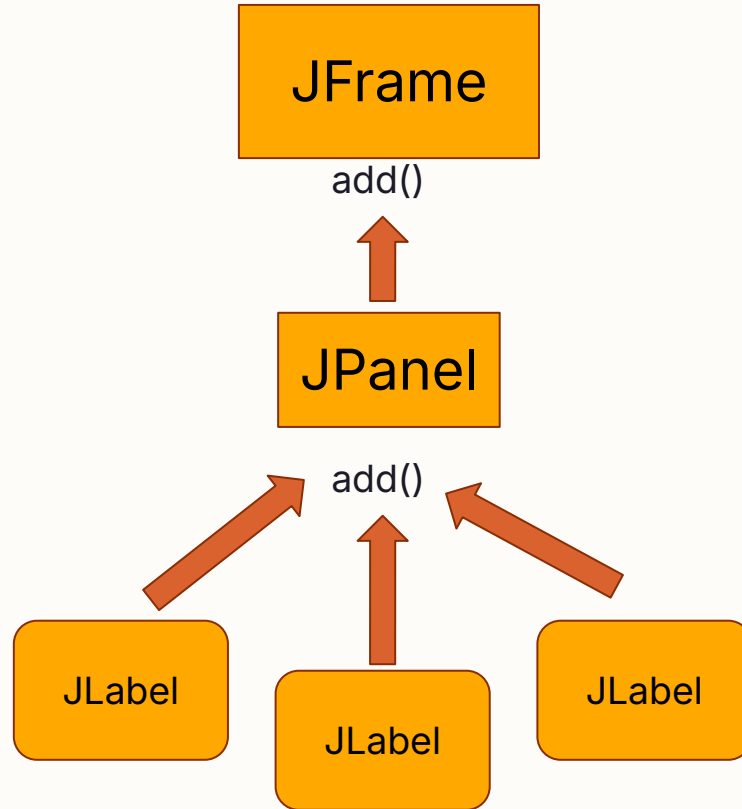
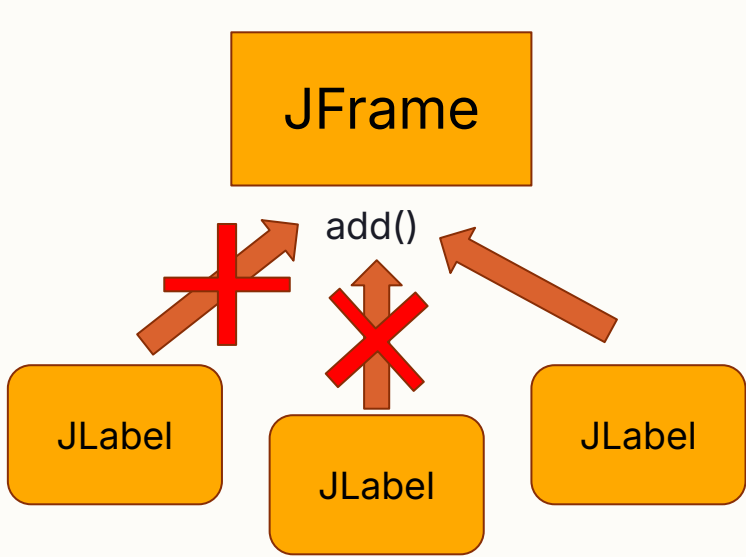
# JPanels

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- Swing gives a "container" class
- JPanel
  - Let's you add sub-components
  - Can add as many as you one

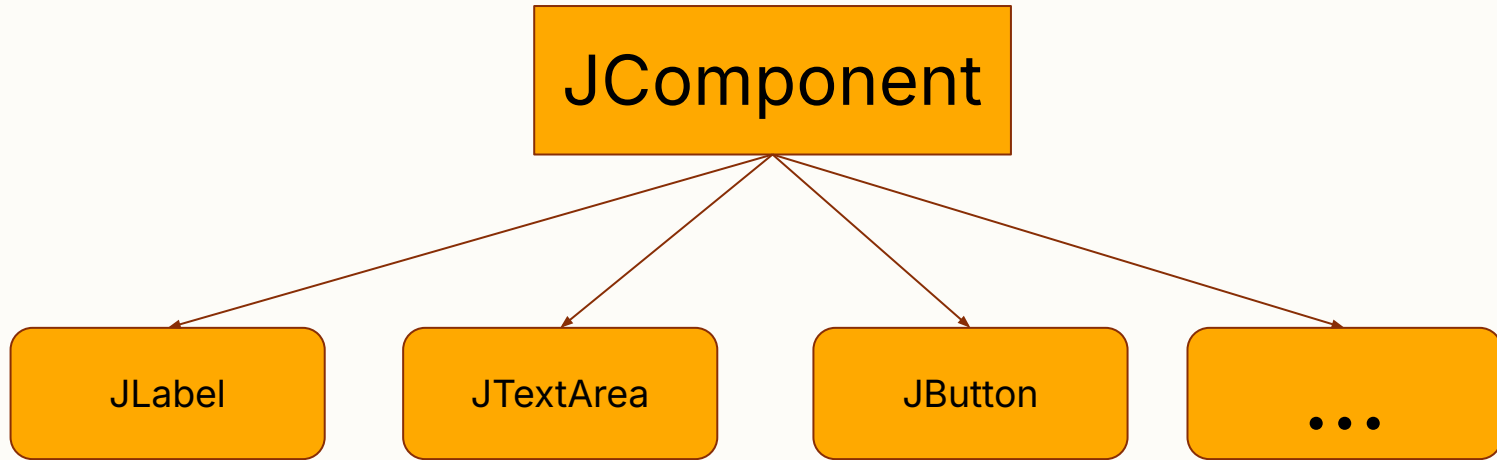


# JPanels



## Let's add some more things

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- Let's play around with some of these



# JButtons

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- `JButton btn = new JButton`
- `btn.addActionListener(ActionListener)`
- `ActionListener` documentation







# JButtons

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- JButtons let us make our GUIs do things
- Let's play around with what they can do
- We can compose buttons in existing classes





## Aside: Why does it look ancient???

- Sun
  - Developed Java Swing
  - Switched to JavaFX
- Oracle
  - Removed FX from JDK (Why?)
- OpenJDK now maintains Swing
- Third party + open source maintains FX



# Look and Feel

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- Appearance of application
- OS Defaults

